

**United States Patent** [19]  
**Greenwood**

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[54] **RECONFIGURABLE CASINO TABLE GAME AND GAMING MACHINE TABLE**

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[51] **Int. Cl.<sup>4</sup>** ..... A63F 9/22

[52] **U.S. Cl.** ..... 273/138 A; 108/11; 273/309

[58] **Field of Search** ..... 273/138 A, 85 CP, 309; 108/11, 13

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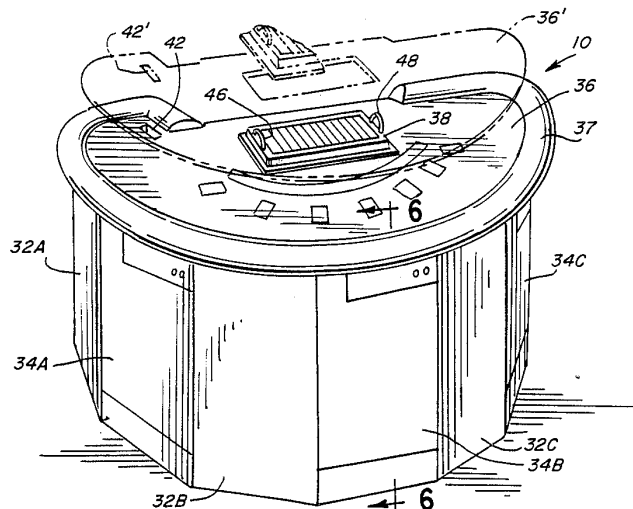
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[57] **ABSTRACT**

To increase casino floor space utilization, an enclosure containing a number of video gaming machines is constructed such that it can readily be converted to a casino table game. This is accomplished by configuring the top of the enclosure to receive a standard table game board. The enclosure also includes a game display module that can easily be replaced by a dealer chip tray when the enclosure is converted to a table game.

**25 Claims, 3 Drawing Sheets**



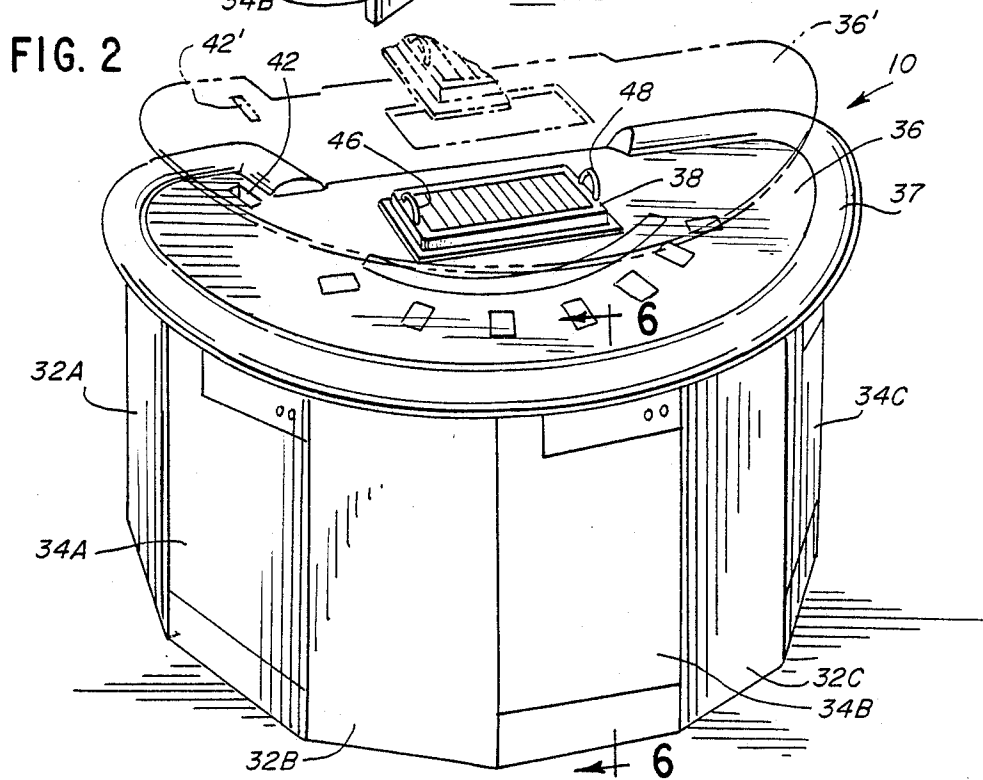
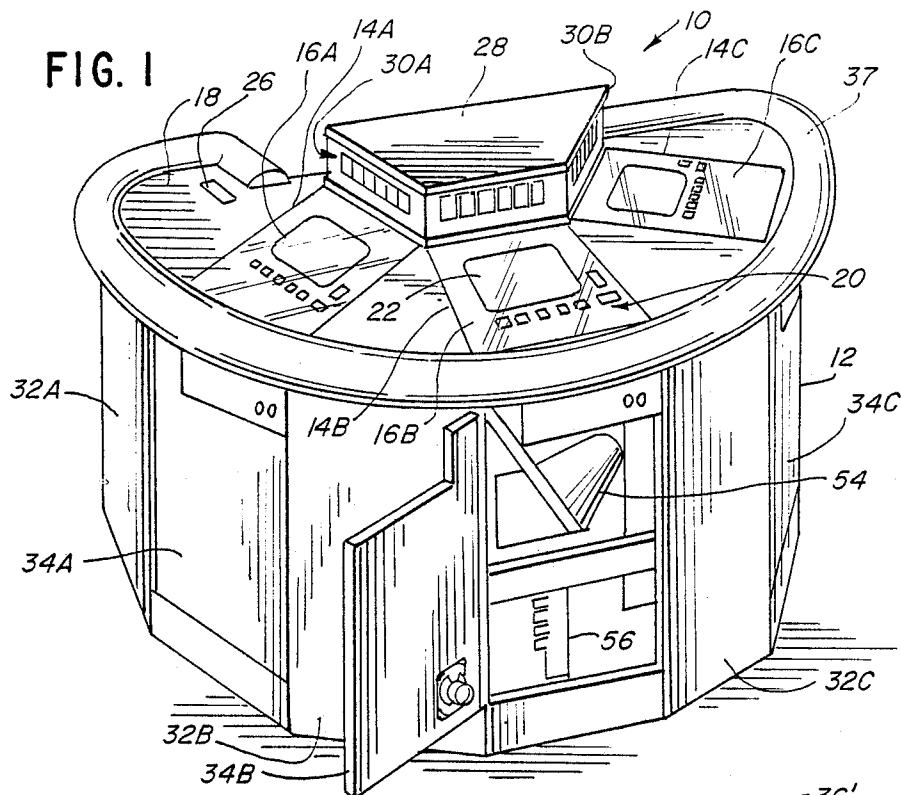


FIG. 3

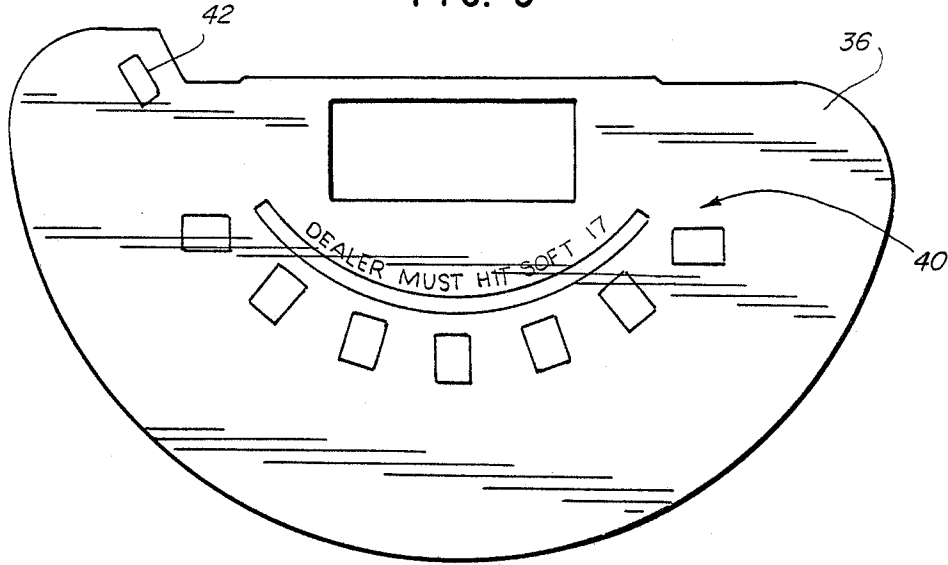


FIG. 4

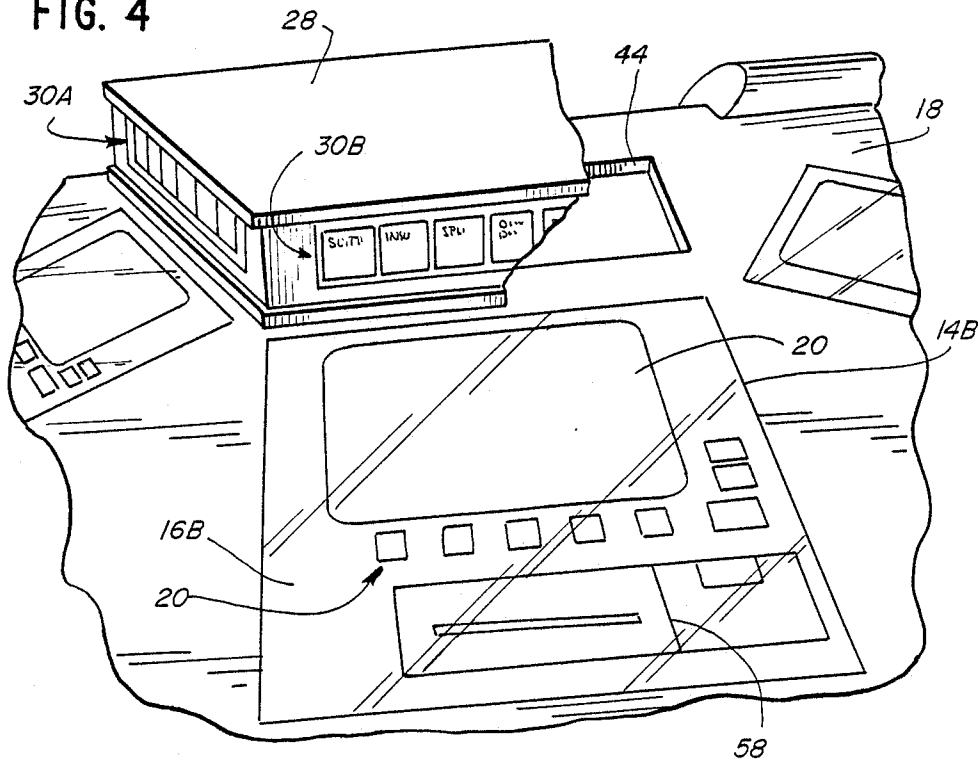


FIG. 5

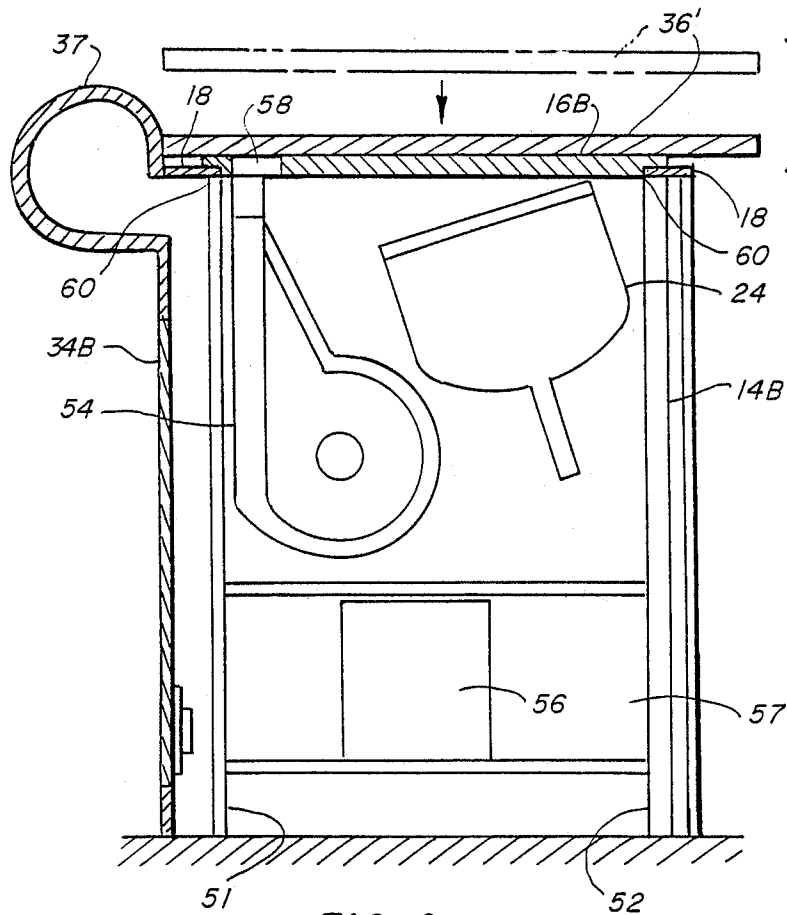
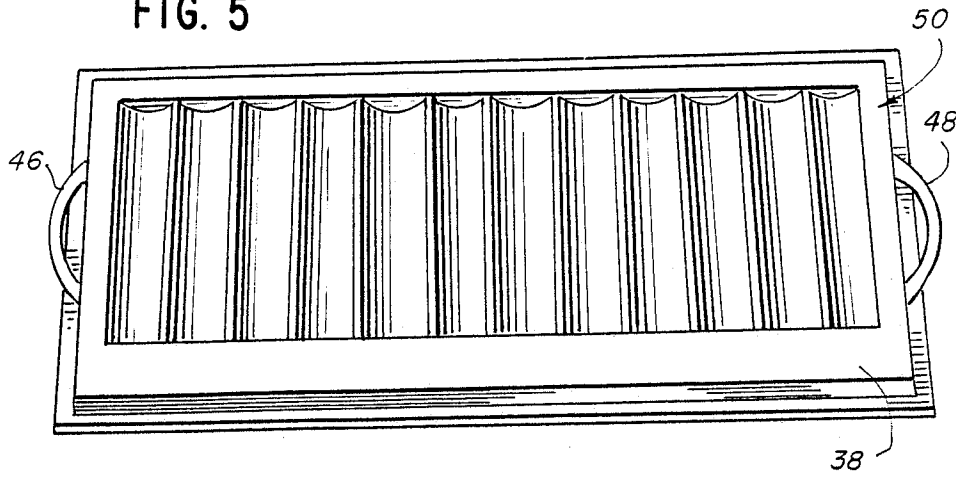


FIG. 6

## RECONFIGURABLE CASINO TABLE GAME AND GAMING MACHINE TABLE

### TECHNICAL FIELD

The invention relates to the field of casino gaming equipment and more particularly to casino gaming tables.

### BACKGROUND OF THE INVENTION

In most casinos, floor space is at a premium. It is the desire of casino management therefore to make the most efficient use of the space available in order to maximize revenue to the casino.

This objective is complicated by the fact that the demand for certain table games such as the card game 21 or Blackjack tends to be seasonal in nature. It has been a common casino practice to provide sufficient tables for these games to accommodate peak customer demand which may only occur two or three times a year. The result of this practice has been that a number of such tables stand idle much of the time taking up valuable floor space.

### SUMMARY OF THE INVENTION

It is therefore an object of the invention to provide a casino game table that is readily convertible into a structure containing several video gaming machines.

It is an additional object of the invention to provide a convertible casino gaming structure that includes three video gaming machines in a housing with the video displays and game controls extending through the top surface of the housing. The top surface is then configured such that a standard table game board can be placed over the video displays and game controls. The video gaming machines are arranged internally with a coin mechanism located in front of a display monitor such that the width of the video gaming machines, preferably about 18 inches, is sufficiently narrow so that the structure can accommodate a standard table game board.

It is a further object of the invention to provide a casino gaming structure that includes several bar top type video gaming machines and a game display module for displaying information relating to the video gaming machines where a standard table game board can be secured over the video gaming machines. Provision is also made for replacing the display module with a dealer chip tray when the table game board is secured over the video gaming machines.

### BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a perspective view of a reconfigurable gaming table in a video gaming machine mode;

FIG. 2 is a perspective view of the gaming table of FIG. 1 in a table game mode;

FIG. 3 is a top view of the table game board shown in FIG. 2;

FIG. 4 is a partially broken away view of a portion of FIG. 1;

FIG. 5 is a top view of the dealer chip tray shown in FIG. 2; and

FIG. 6 is a sectioned view of FIG. 1 taken along section lines 6—6 in FIG 2.

## DETAILED DESCRIPTION OF THE INVENTION

Indicated generally at 10 in FIG. 1 is a perspective view of a reconfigurable gaming table shown in a video gaming machine mode. Included within a table housing 12 are three coin operated video gaming machines 14A, 14B and 14C. The gaming machines 14A-14C are spaced at approximately equal angles within the housing. In the preferred embodiment of the invention shown in FIG. 1, the gaming machines 14A-14C electronically simulate and permit players to individually play the table card game 21 or Blackjack. Each of the gaming machines 14A-14C includes a bezel 16A, 16B and 16C secured over a top surface 18 of the table 10. The gaming machines 16A-16C extend through apertures in the top surface 18 as shown in FIG. 6. As can be seen in better detail in FIG. 4, each bezel 16A-16C includes a number of game control buttons indicated generally at 20 and a display window 22 through which the video game display, generated on a display monitor 24 shown in FIG. 6, can be viewed.

Also, the top surface 18 includes a bill slot 26, which is in communication with a locked cash box (not shown) attached to the underside of the top surface 18, that is used by a dealer when the table 10 is configured in the table game mode. A display module 28, that includes three groups of video game display indicators 30A, 30B and 30C associated with the three video gaming machines 14A-14C, respectively, is seated on the top surface 10. The display module 28 is electrically connected to the gaming machines 14A-14C.

As can be seen in FIG. 1, the table housing or enclosure 12 is generally semicircular in shape and is composed of a number of planar panels including 32A-32C and three door panels 34A-34C. Door panel 34B is shown in an open position in FIG. 1 and closed in FIG. 2.

The table 10 is shown in FIG. 2 in the table game mode. Placed over the top surface 18 is a table game board 36 which conforms in shape to the top surface 18. The board 36 is retained in place by a resilient roll-shaped material 37 extending around the periphery of the top surface 18 and attached to the top surface 18 and the housing 12. This material 37 serves the dual purpose of protecting the players from the edge where the top of the housing 12 meets top surface 18 and holding the game board 36 in position. For purposes of illustration the table game board 36 is shown in dashed lines at 36' in FIG. 2 above the table 10 to demonstrate how the board 36 is dropped down over the top surface 18 and the video gaming machines 16A-16C in order to convert the table from the video gaming machine mode to the table game mode. Prior to placing the board 36 on the top surface 18, the display module 28 is removed and replaced by a dealer chip tray 38 after the board is in place on the table 10.

FIG. 3 provides a top view of the table game board showing the board 36 with a set of conventional markings 40 for the card game 21 or Blackjack. Additionally, the board includes a bill slot 42 through which the dealer can insert bills into the cash box. When the board 36 is in place on the table 10, the slot 42 will be aligned with the slot 26 in the top surface 18. It is conventional practice in casinos for dealers to place currency bills in a locked cash box while operating a table game.

In order to facilitate the replacement of the display module 28 with the chip tray 38, the top surface 18 as

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