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(54) **COMMUNITY POKER CARD GAME ONLINE PLAYING SYSTEM**

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This patent is subject to a terminal disclaimer.

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Related U.S. Application Data

(63) Continuation-in-part of application No. 12/799,454, filed on Apr. 26, 2010, now Pat. No. 8,133,104, which is a continuation of application No. 11/122,888, filed on May 6, 2005, now Pat. No. 7,736,221.

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A63F 9/24 (2006.01)
A63F 13/00 (2006.01)

(52) **U.S. Cl.** **463/13; 463/11; 463/16; 463/42; 273/292**

(58) **Field of Classification Search** **463/11-13, 463/16-20, 25, 29, 40-42; 273/292**
See application file for complete search history.

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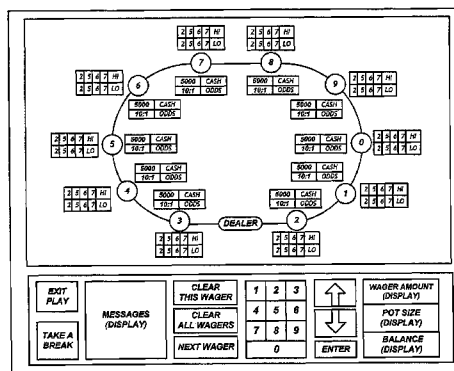
Primary Examiner — Milap Shah

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(57) **ABSTRACT**

The online poker gaming system comprises a live or recorded poker game, and at least one gaming terminal. The game involves a group of players sitting around a table, playing for prize money so there is a cash incentive for each to win. The player terminal displays images of the game being broadcast for view by an online player. The player terminal also includes a schematic of the game to present the game status and gaming data of the game. The player terminal also includes a keypad, enabling the online player to select one or more players to win, and select a value for each selection. The online player cannot fold, call, check, and raise, but can participate by making selections, much as one would make selections at a racetrack. The online player can make multiple playing selections unavailable to the player sitting at the table.

16 Claims, 20 Drawing Sheets



Select Winning Player/Best Cards

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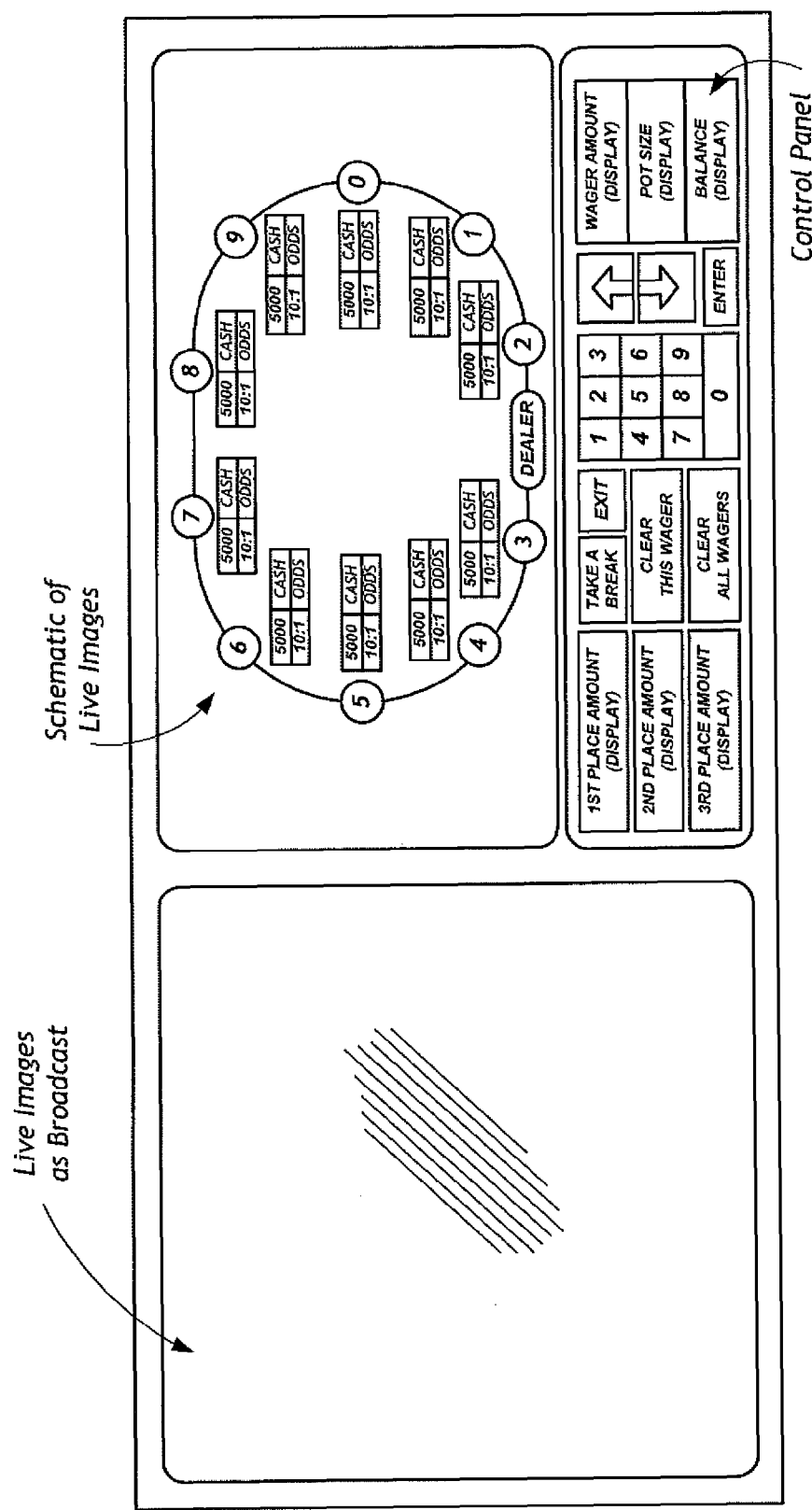


FIGURE 1
Player Station

BEST HAND																				
HI	0	1	2	3	4	5	6	7	8	9										
LO	2	5	6	7	2	5	6	7	2	5	6	7	2	5	6	7	2	5	6	7
BOTH																				

WINNING PLAYER																		
0	1	2	3	4	5	6	7	8	9									
CHIPS	9200	4300	5800	11,500	6100	1850	4100	12,000	8800									
ODDS	5:1	12:1	9:1	9:2	10:1	14:1	13:1	4:1	5:1									

1ST PLACE AMOUNT (DISPLAY)			EXIT PLAY			MESSAGES (DISPLAY)			CLEAR THIS WAGER			↑			WAGER AMOUNT (DISPLAY)		
2ND PLACE AMOUNT (DISPLAY)			TAKE A BREAK						CLEAR ALL WAGERS			↓			POT SIZE (DISPLAY)		
3RD PLACE AMOUNT (DISPLAY)									NEXT WAGER			ENTER			BALANCE (DISPLAY)		

FIGURE 2

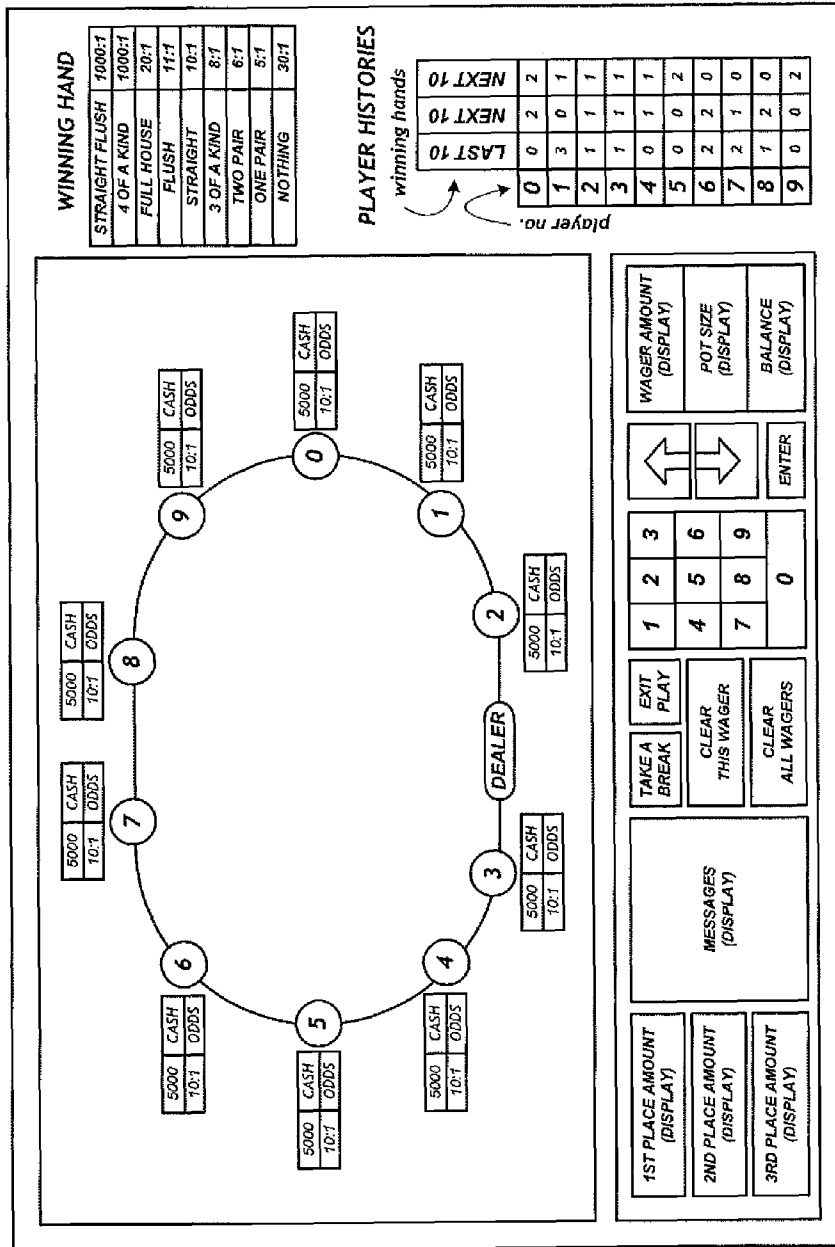


FIGURE 3A

Select Winning Player

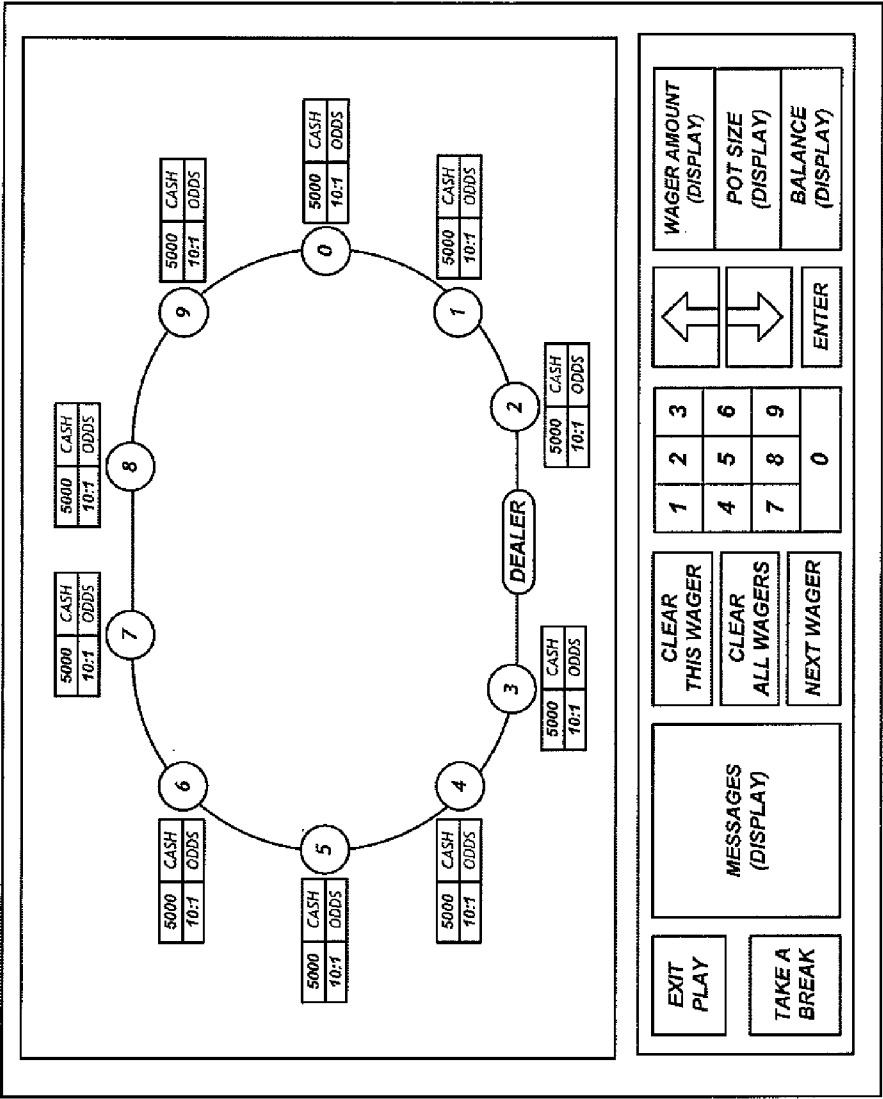


FIGURE 3B
Select Winning Player

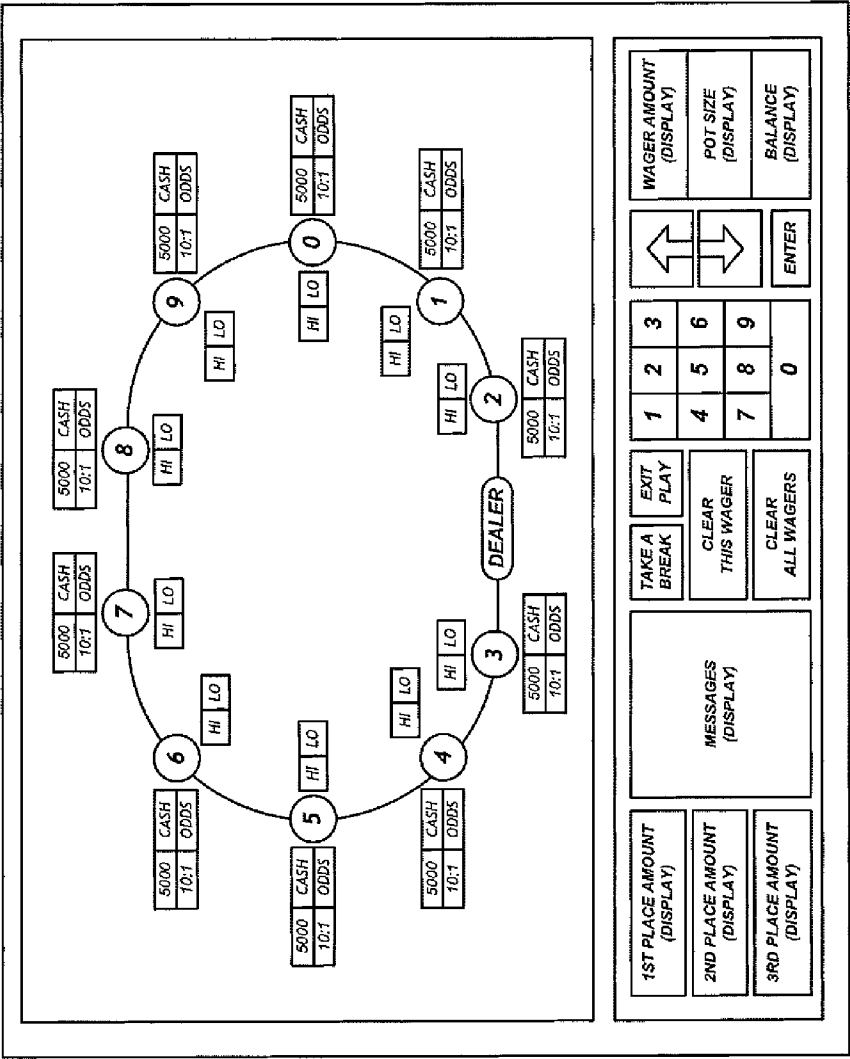


FIGURE 3C
Select Winning Player

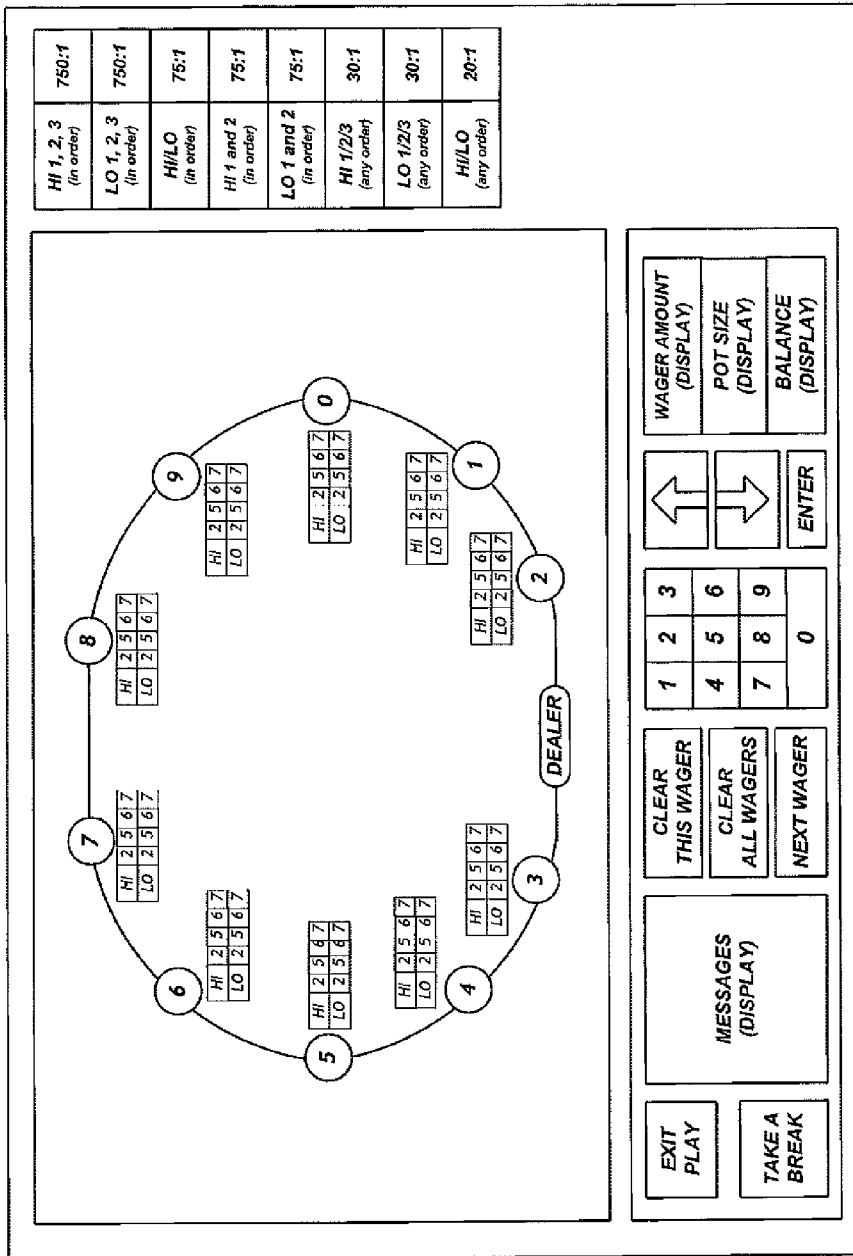


FIGURE 3D

Select Best Cards

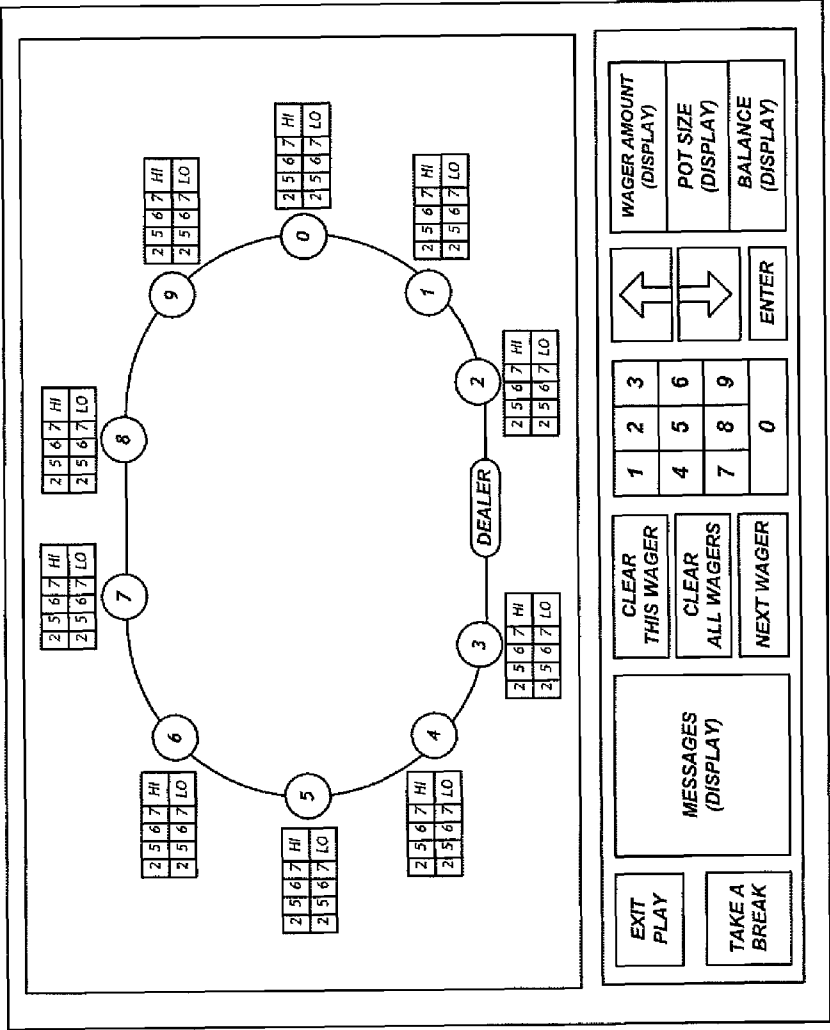


FIGURE 3E

Select Best Cards

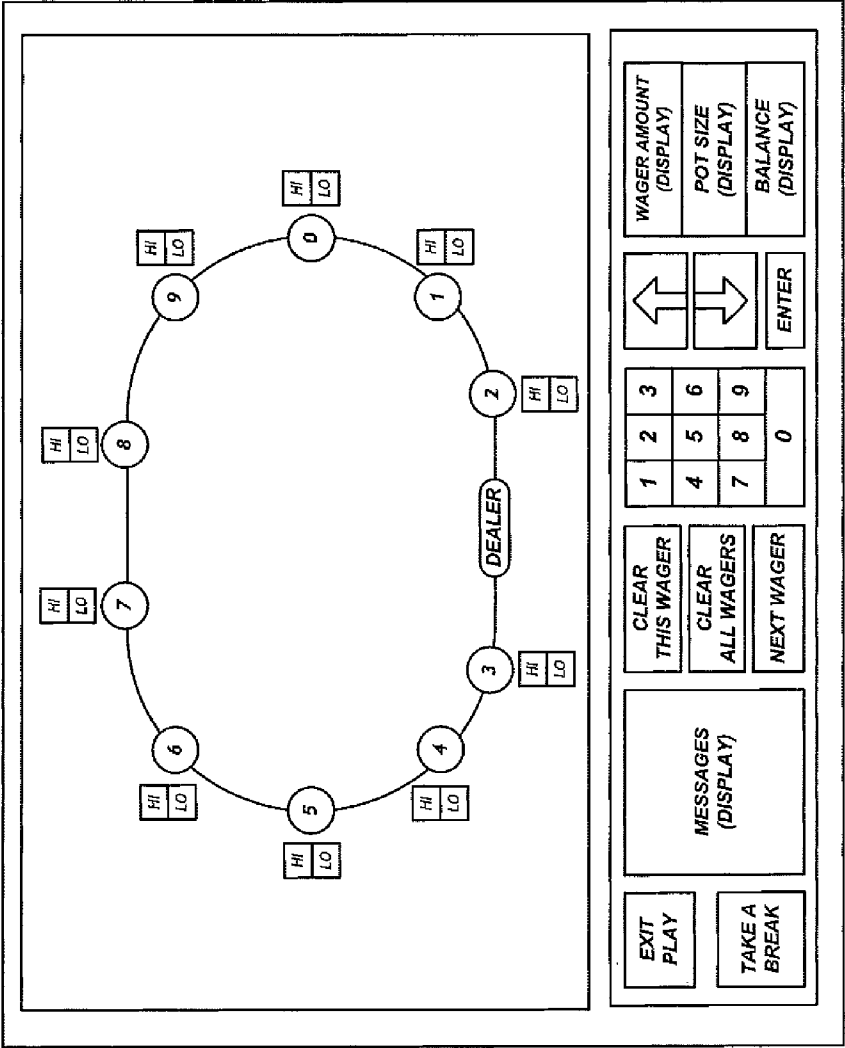


FIGURE 3F
Select Best Cards

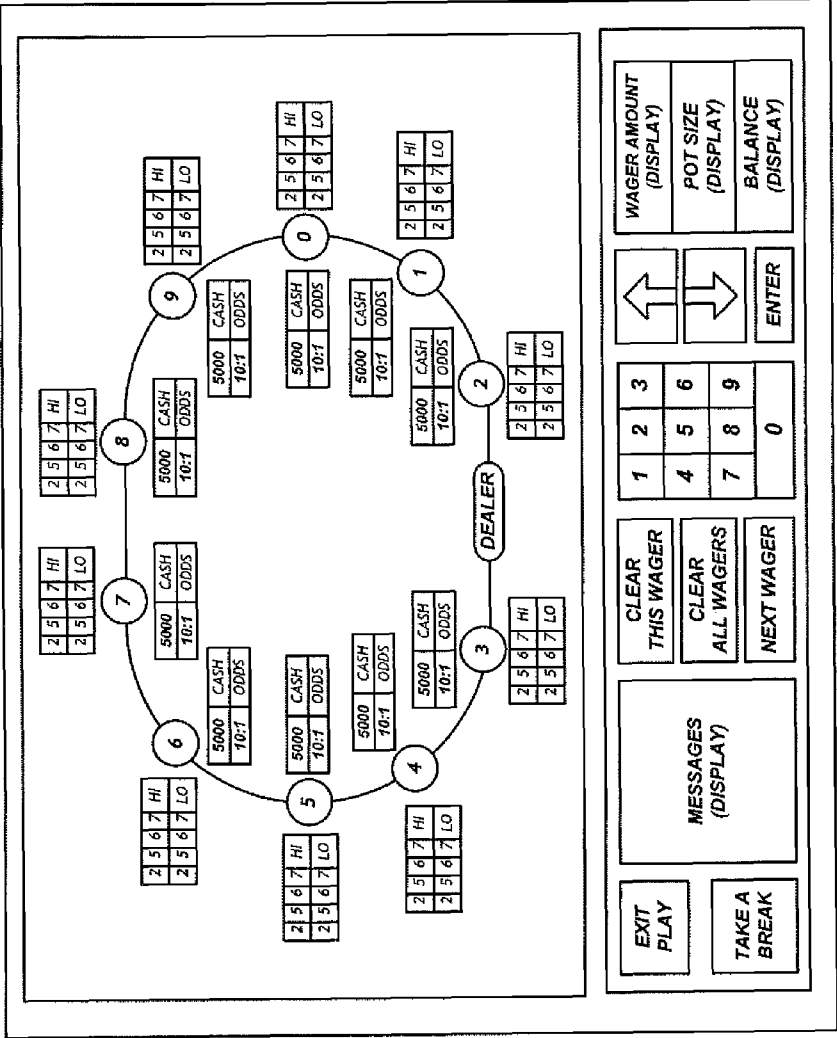


FIGURE 3G

Select Winning Player/Best Cards

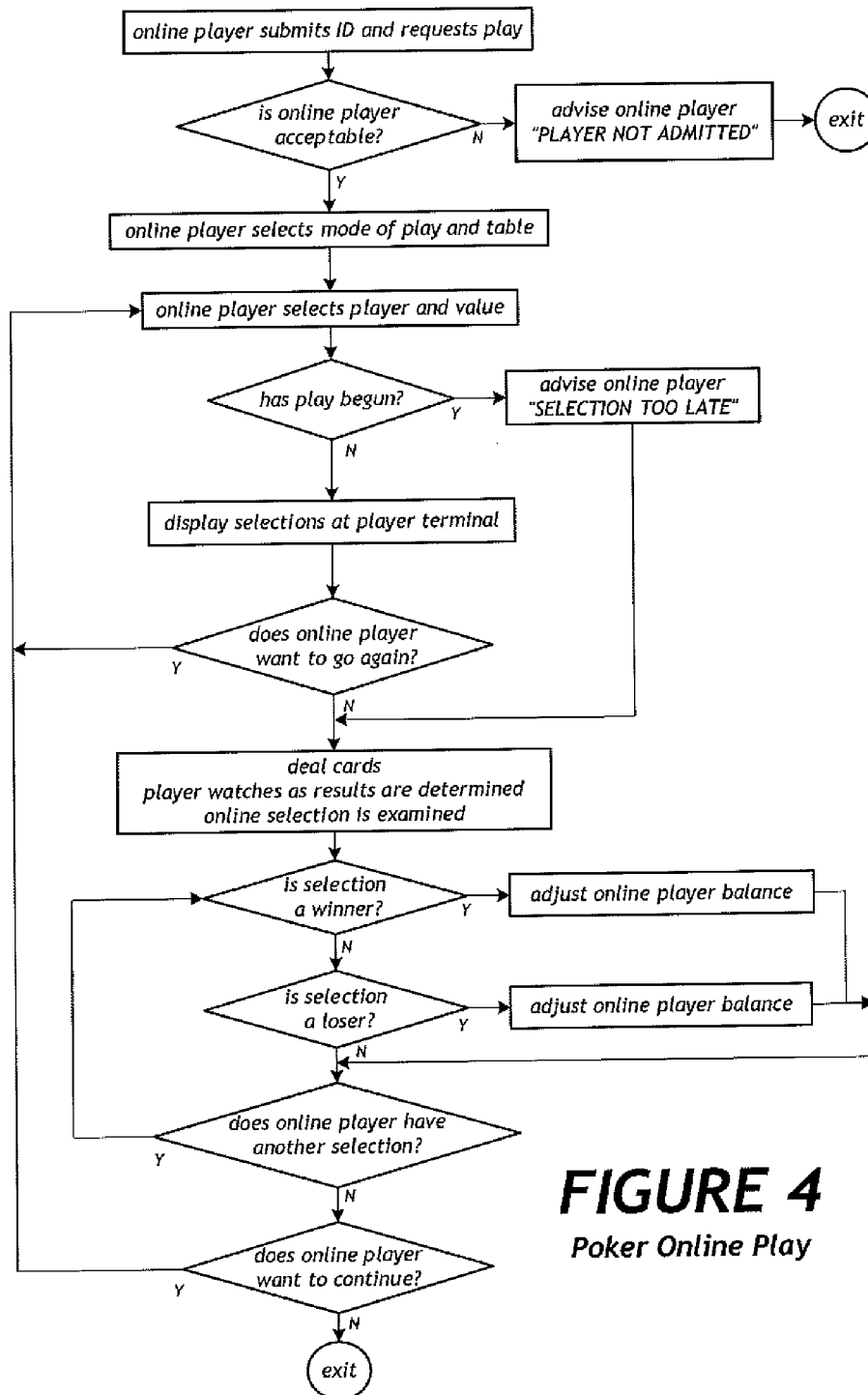


FIGURE 4
Poker Online Play

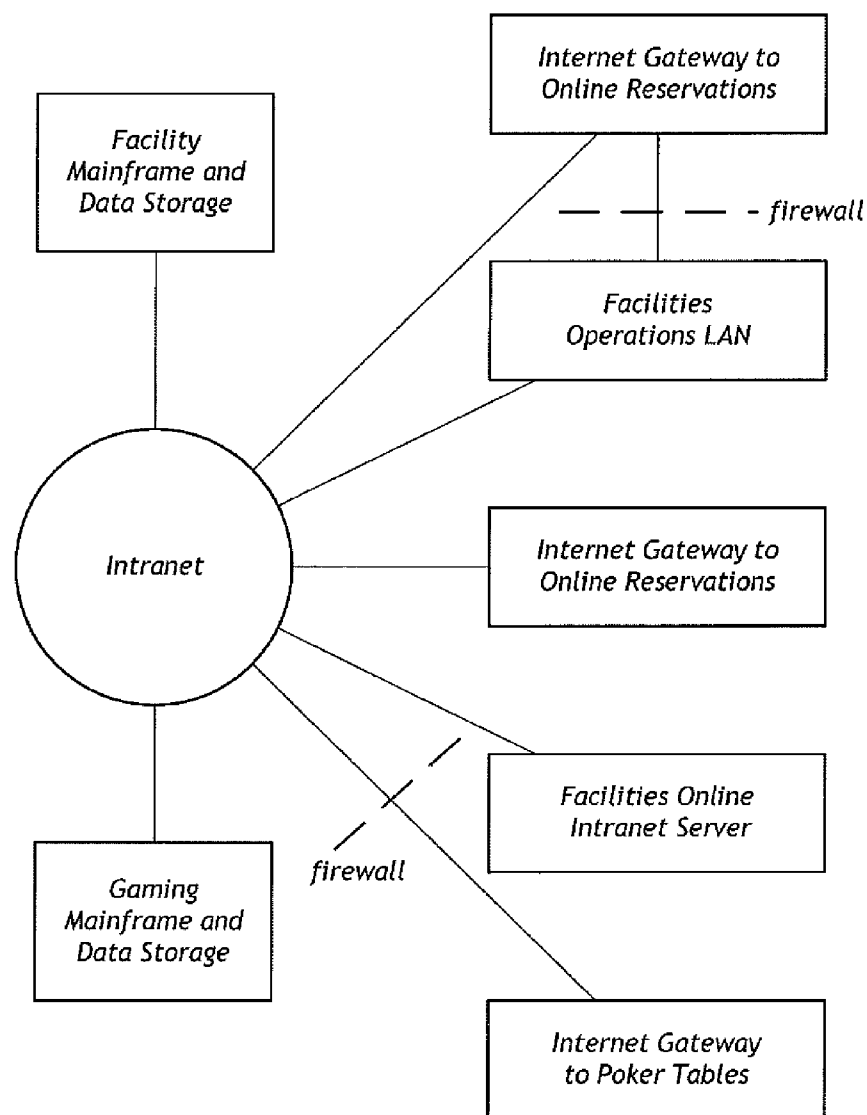
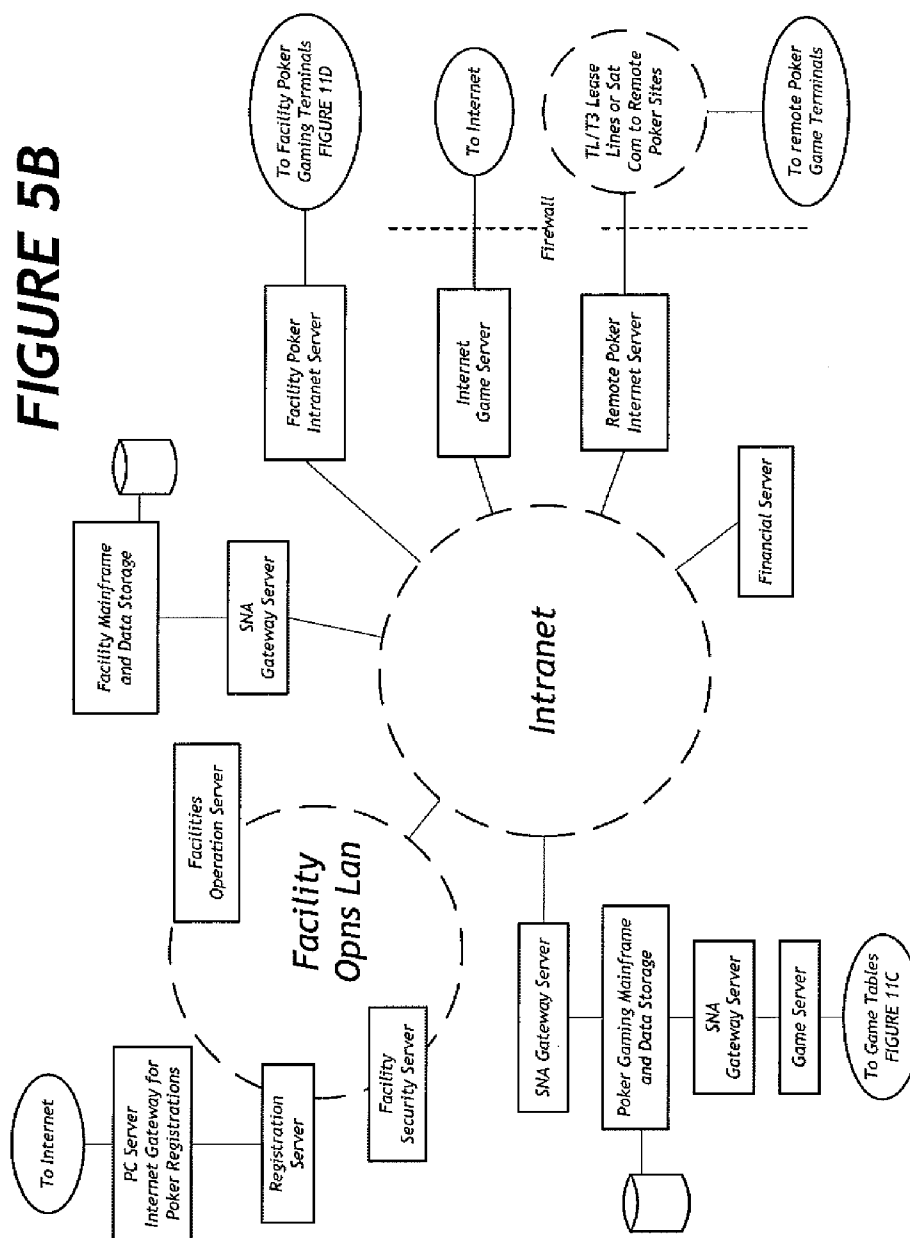
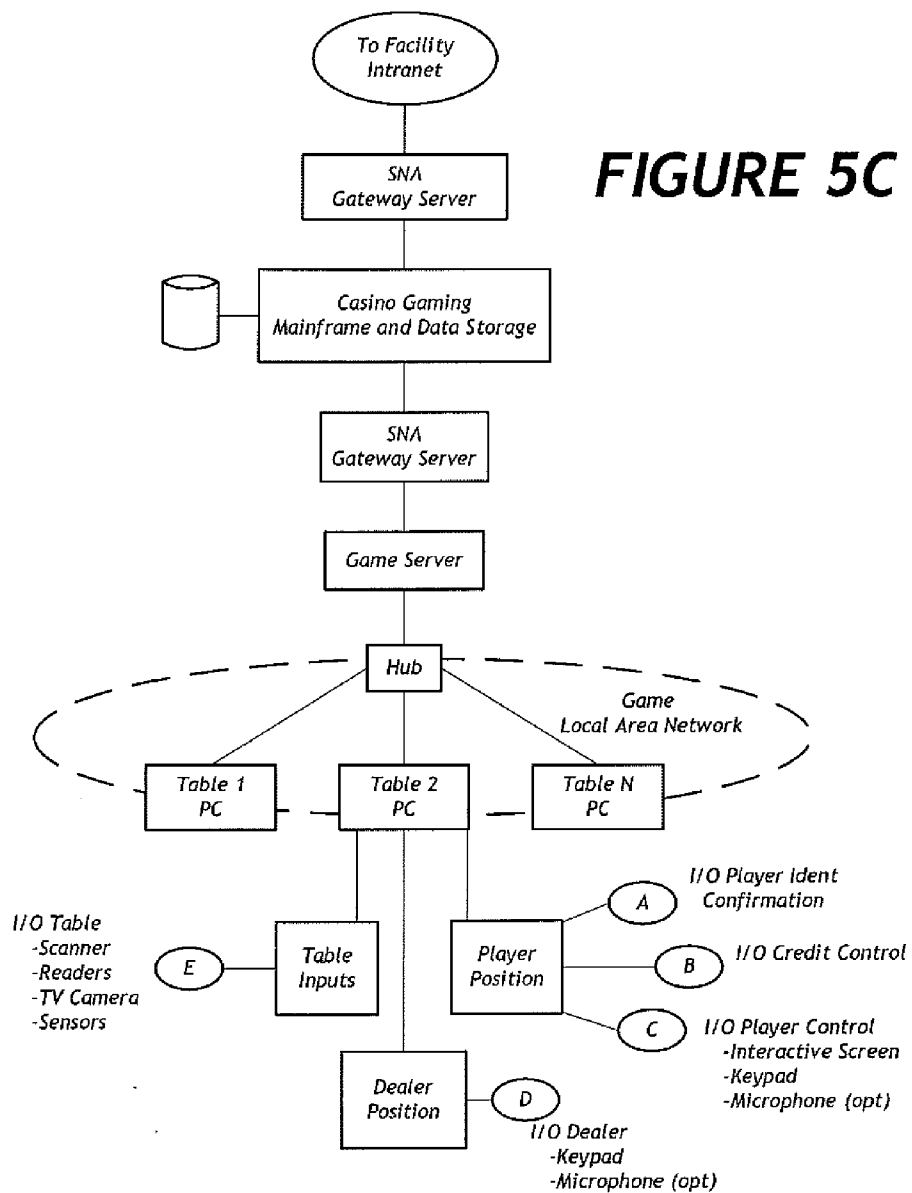
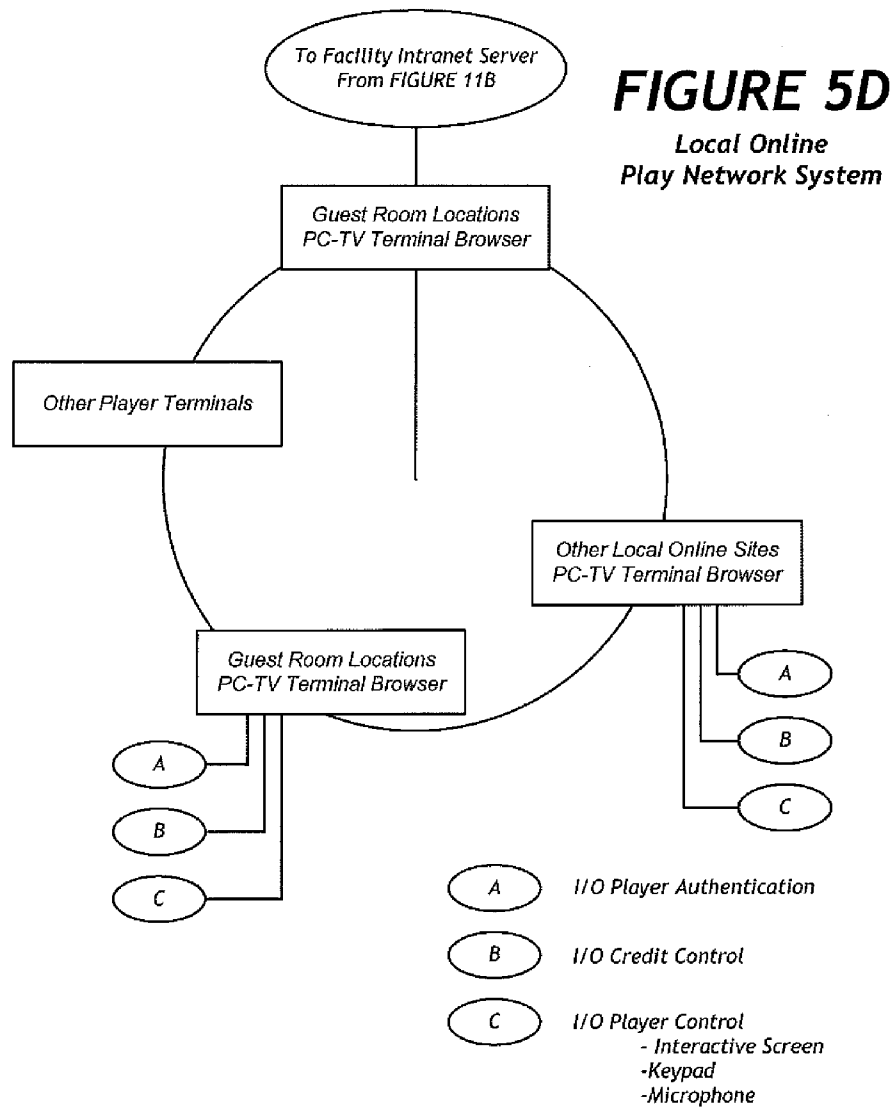
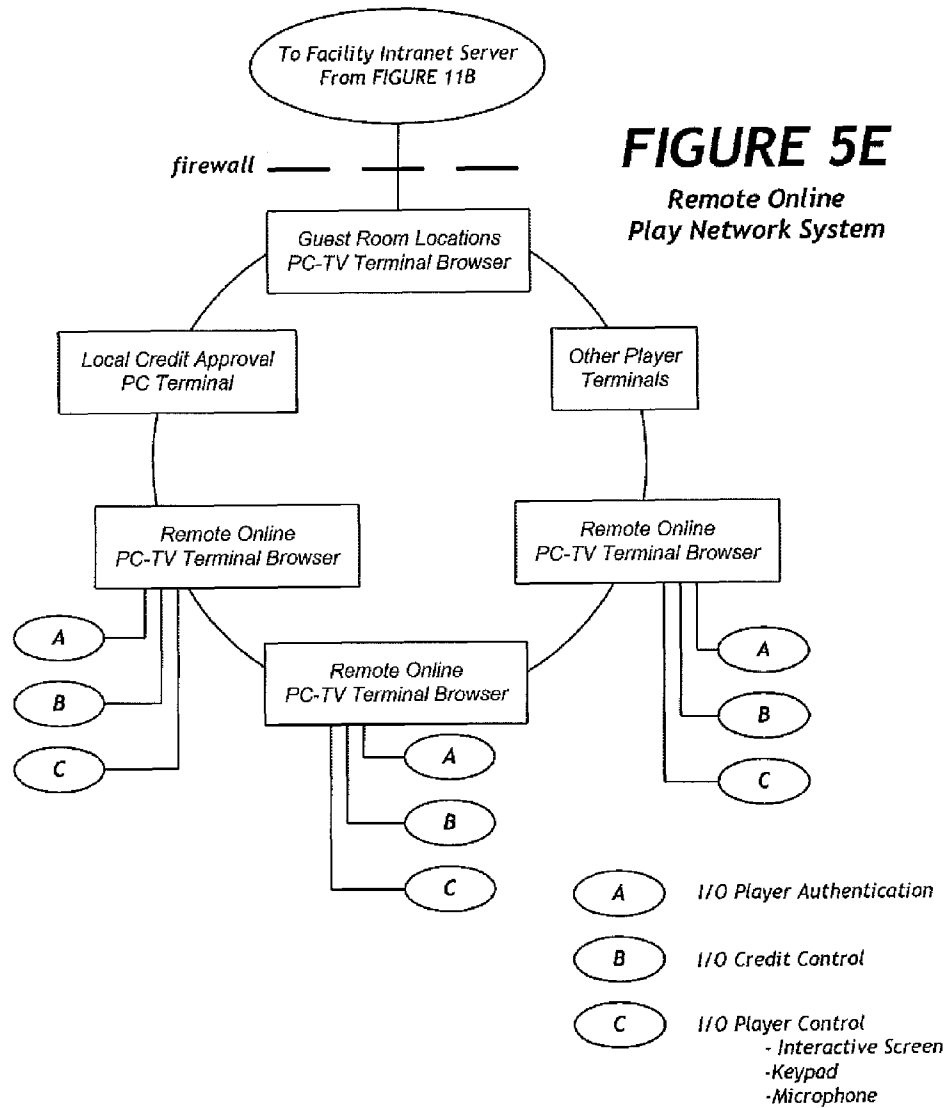
**FIGURE 5A**

FIGURE 5B









SELECT A GAME

☐ **TEXAS HOLD'EM**

☐ **WINNING PLAYER**

☐ **HI**

☐ **LO**

☐ **HI/LO**

☐ **BEST CARDS**

☐ **HI**

☐ **LO**

☐ **HI/LO**

☐ **OMAHA**

☐ **WINNING PLAYER**

☐ **HI**

☐ **LO**

☐ **HI/LO**

☐ **BEST CARDS**

☐ **HI**

☐ **LO**

☐ **HI/LO**

☐ **SEVEN CARD STUD**

☐ **WINNING PLAYER**

☐ **HI**

☐ **LO**

☐ **HI/LO**

☐ **DRAW POKER**

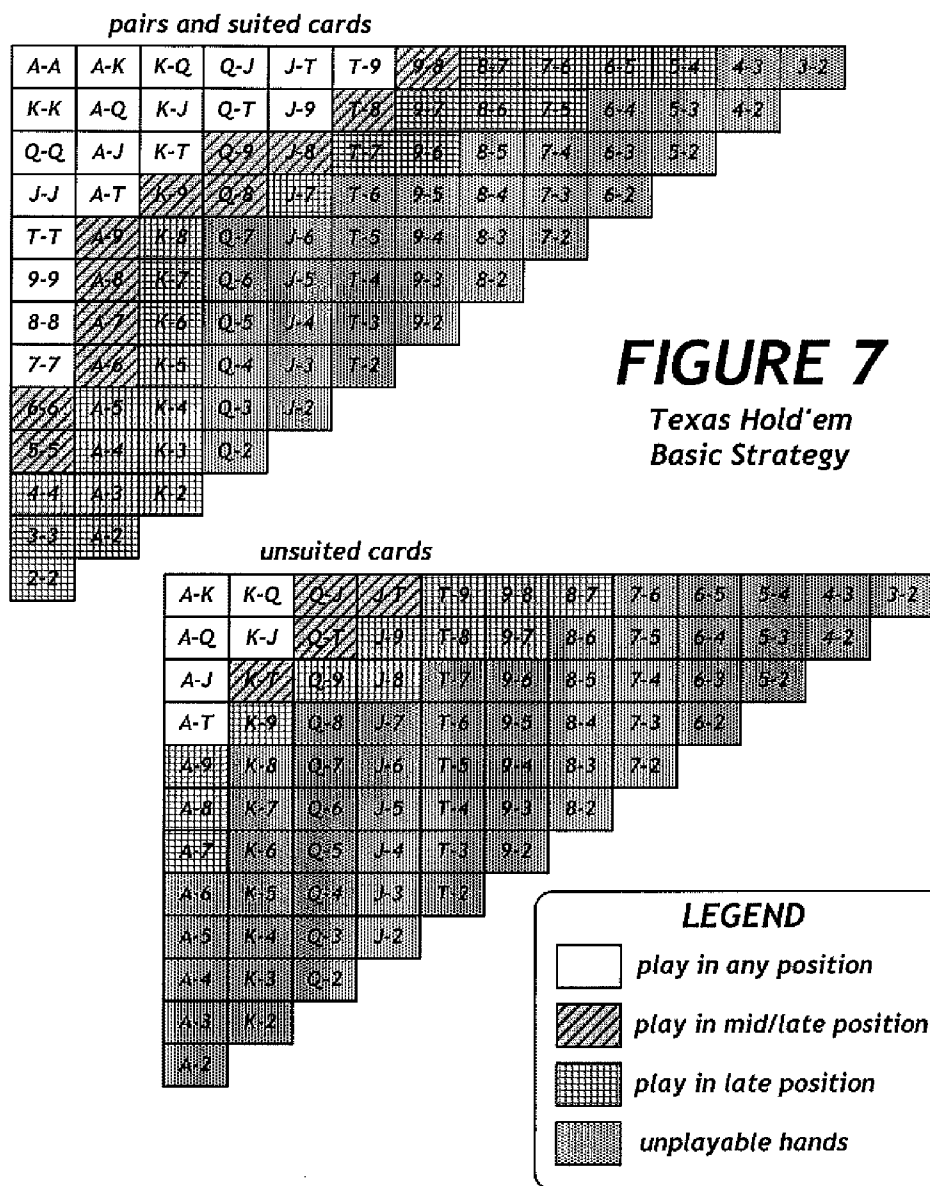
☐ **WINNING PLAYER**

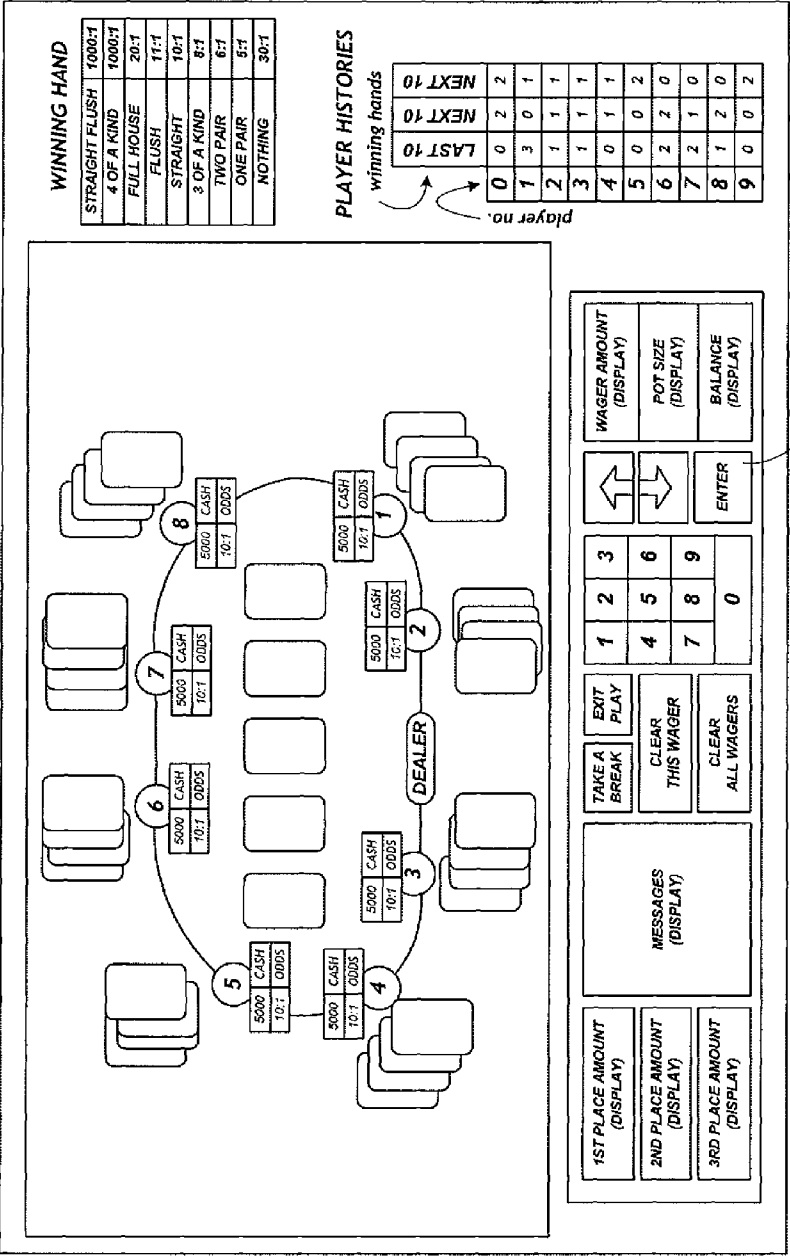
☐ **HI**

☐ **LO**

☐ **HI/LO**

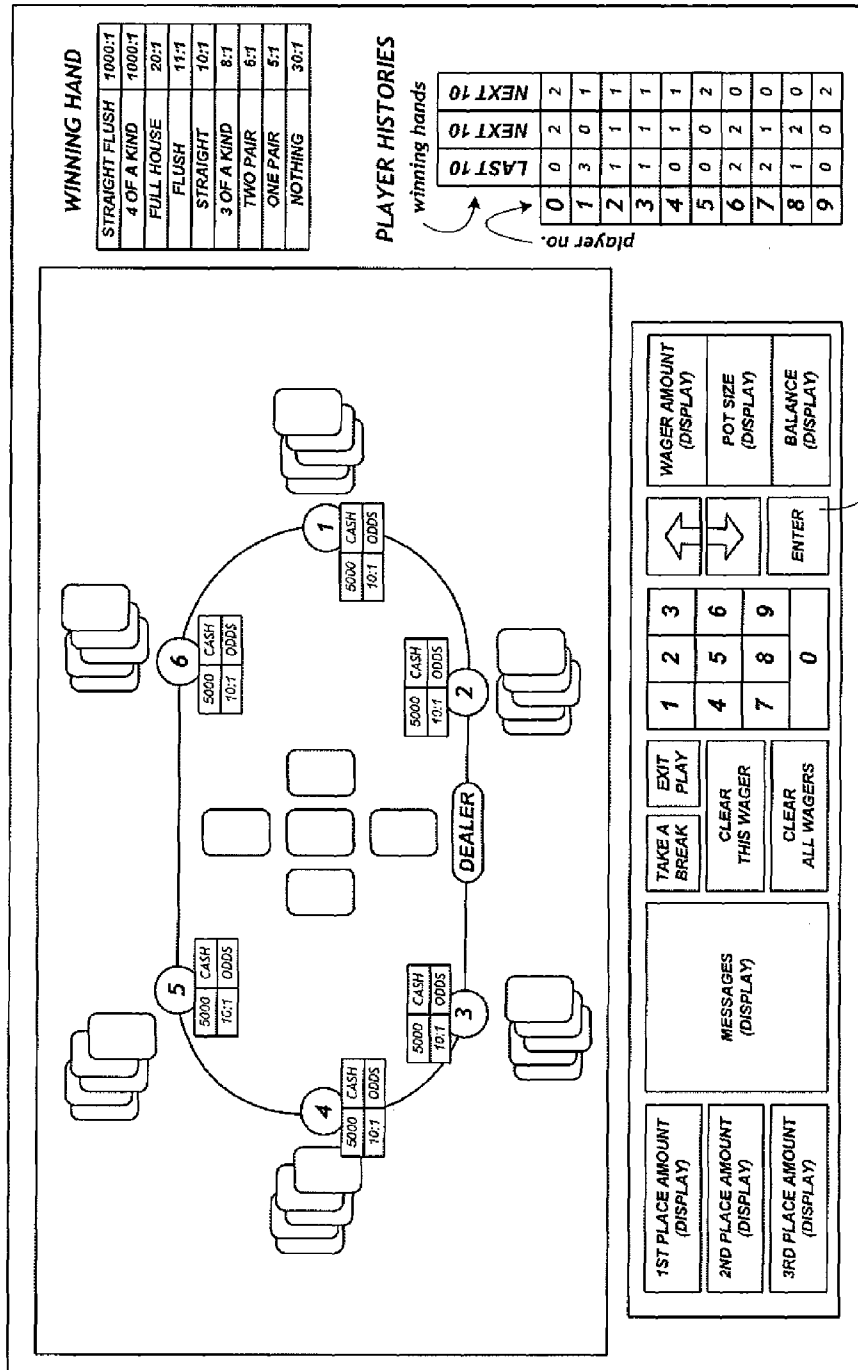
FIGURE 6





fingerprint sensor 65

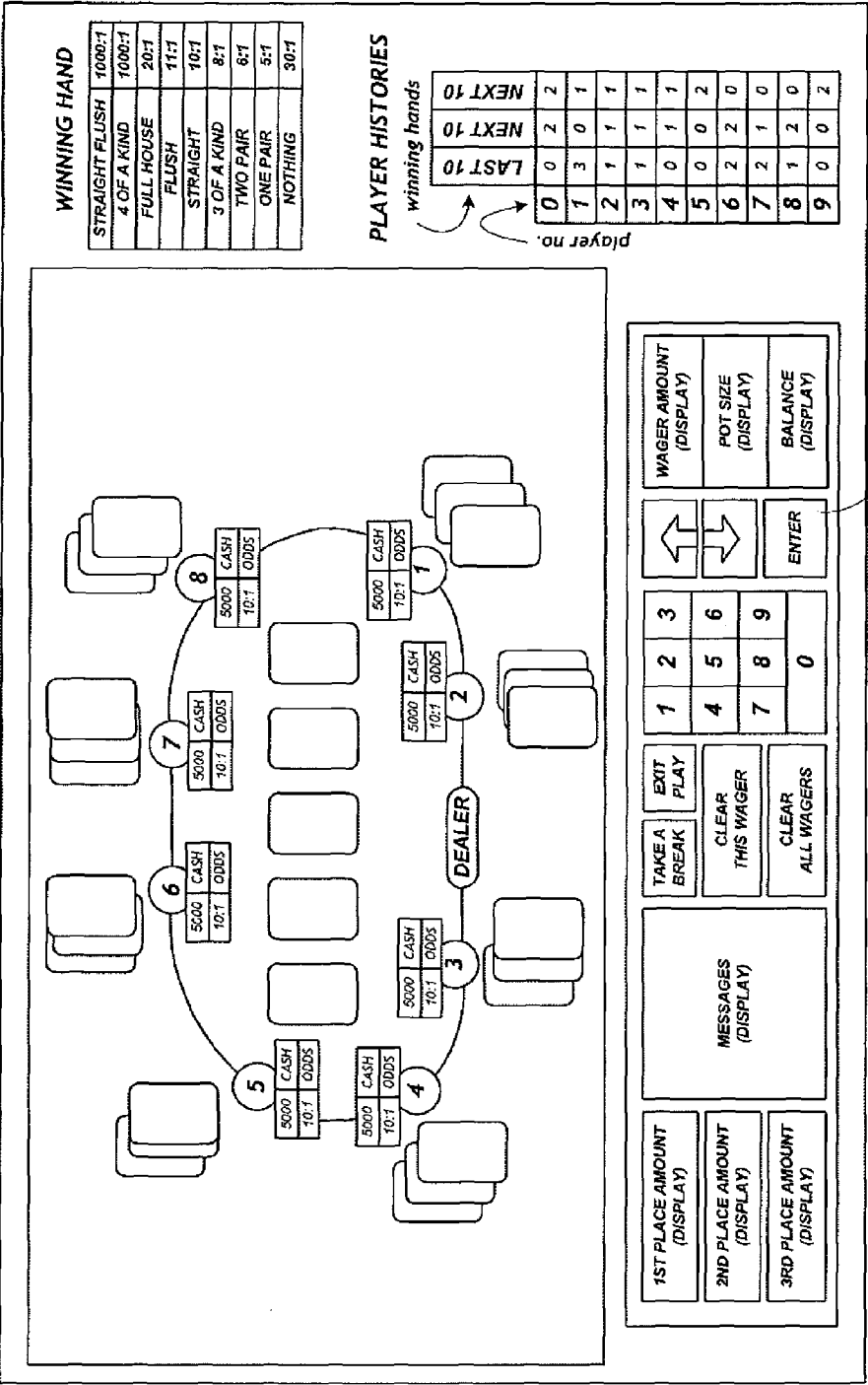
FIGURE 8A
Poker Player Station
Omaha Hold'em



fingerprint sensor 65

FIGURE 8B

Poker Player Station
Iron Cross Poker



fingerprint sensor 65

FIGURE 8C

Poker Player Station
No River Hold-'em

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COMMUNITY POKER CARD GAME ONLINE PLAYING SYSTEM

This application is a continuation-in-part and claims priority to U.S. patent application Ser. No. 12/799,454, entitled "POKER ONLINE PLAYING SYSTEM", filed on Apr. 26, 2010, and issued as U.S. Pat. No. 8,133,104, which is a continuation of U.S. patent application Ser. No. 11/122,888, entitled "POKER ONLINE PLAYING SYSTEM", filed May 6, 2005, and issued as U.S. Pat. No. 7,736,221, which claims priority to U.S. Provisional Application No. 60/642,402, entitled "POKER ONLINE PLAYING SYSTEM", filed on Jan. 10, 2005. This application is also related to U.S. patent application Ser. No. 10/930,246, entitled "OFF-SITE CASINO PLAY", filed Sep. 1, 2004, and now abandoned.

FIELD OF USE

The gaming system of the present invention enables an online player to enjoy quality play at any game within the casino complex, at any time, and from any location. The system enables the online player to select any player at a community card poker game involving community cards and participate from a remote location.

BACKGROUND OF THE INVENTION

While there are many poker-type games that can be played on the Internet, practically all of them offer the same wagering options, and many of them are canned or preprogrammed. As racetracks have expanded their reach with off-track betting, casinos can dramatically increase revenues by enabling play online. While wagers can be placed on horse races in various racetracks around the country and the world online and in real time, such system are not available for other live play in the casino. U.S. Pat. No. 5,762,552 (Vuong) discloses a network based gaming system that enables a plurality of players to place wagers on a real-time game of chance being conducted in a casino via a distributed network system or, alternatively, to place wagers on a game of chance using internally generated game sequences. In the preferred embodiment of the system, a gaming machine provides a menu of a plurality of live-action board games of chance, such as roulette, craps or baccarat.

Many people enjoy poker but lack the skill or the bankroll to play in a high-profile game. Some people are uncomfortable in a crowded casino, particularly, alone prime time in the bigger casinos. The air is smoke-filled, heavy drinking is common, the crowds are shoulder to shoulder, people become separated, and space at gaming tables is rare.

Once gaming information is captured on current gaming activity, quality online play becomes a reality. Each online player directly enters his playing decisions (hi/lo, winning player or best cards, player, value) into the gaming computer through a keypad. Once the hand is completed, the gaming computer knows all relevant information about the game in progress. This information is used to provide the online player with historical information about the players and the game.

Poker is now the most popular card game because of television. On almost any evening, there is at least one poker tournament on cable television—usually "No-Limit Texas Hold'em." In the No-Limit version of Texas Hold'em, any participating player can wager any portion of his chips at any time. There is also a Limit version of Texas Hold'em, where there are limits to the amount of the wager. The use of windows and cameras located in front of each player enables the

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game to be broadcast and the home viewer can watch each player as the cards are dealt each round.

Texas Hold'em is the most popular form of casino poker. It has been popularized by televised poker contests such as the World Poker Tour and the World Series of Poker, which have brought many new players to the game. Texas Hold'em is easy to learn, but it boasts intricate strategy and requires practice, skill and cunning to play well. Yet, the lower limits of the game are forgiving enough to new players, and with a plethora of online poker rooms, it is very easy to learn and practice the game while wagering little or no money. Texas Hold'em is a community card game. Every player is dealt two cards face down, and then five community cards are dealt in the middle of the table. The five community cards may be used by every player.

"Community card poker" as used herein refers to any poker game that uses community cards, which are cards dealt face up in the center of the table and shared by all players. In these games, each player is dealt privately a plurality of "hole cards", which are then combined with the community cards to make a poker hand. The set of community cards is called the "board", and may be dealt in a simple line or arranged in a special pattern. Rules of each game determine how they may be combined with each player's private hand. In addition to Texas Hold'em, other community card poker games include, but are not limited to, Omaha Poker, Iron Cross Poker, No River Hold'em Poker, Royal Hold'em, Double-board Hold'em, Double Hold'em, Pineapple, Crazy Pineapple, Tahoe Hold'em, Super Hold'em, Manila, Six-Pack, East Village, London Bridge, Tic Tac Toe, Pinatubo, Cincinnati, Chowaha, and Otis Elevator.

SUMMARY OF THE INVENTION

The system of the present invention enables any player in the world with a television or an Internet terminal to sit alongside a poker superstar and place a small wager with them. This is in contrast to existing Internet sites that provide simulated and preprogrammed play. Participating casinos can dramatically increase revenues by reaching players located throughout the world.

The system of the present invention enables any guest within the hotel complex to participate through Intranet terminals located in guest rooms, suites, lounges, and restaurants to participate in any live or recorded game at any time.

The system of the present invention provides players with a quality online play option that is comparable to live play at the gaming tables, and for some players is actually preferred. The online player is able to move from player to player, from table to table, and from game to game without leaving the playing terminal.

The system of the present invention enables the online player to select any player in the casino and wager on the outcome of the on-site player at the gaming table. The system can be used in any community card poker game.

In the first preferred embodiment of the online poker gaming system of the present invention, the gaming system comprises a live community card poker game, and at least one gaming terminal.

The live or recorded game of poker involves a group of players sitting around a table. The game is essentially a conventional game, whereby the players have fold, call, check, and raise playing options. Each player is playing for prize money so there is a cash incentive for each to do well.

The player terminal displays images of the live or recorded community card poker game being broadcast for view by a player. The player terminal also includes a schematic of the

game for presenting in a visual, of pertinent gaming data and game status. The player terminal also includes a keypad, enabling the online player to select one or more players to win; a hand, the tournament, or both. The online player also selects a value for each selection.

So while the online player cannot make gaming decisions—fold, call, check, and raise—the online player can participate by making selections, much as one would make selections at a racetrack. The online player can make multiple playing selections unavailable to the player sitting at the table. The online player can move from player to player, or even to another table. The online player wins whenever the player selected wins.

In another preferred embodiment of the online poker gaming system of the present invention, the online player can select which player receives the best cards (rather than the winning player). There is a certain frustration in these games for viewers when the player sitting at the table with the best cards folds. This embodiment enables the online player to win in those instances.

In still another preferred embodiment of the online poker gaming system of the present invention, a portion of each pot is set aside. When several online players are involved, the online player who makes the best selections wins this pot.

In yet another preferred embodiment of the poker gaming system of the present invention, the players at the table are committed to use basic poker strategy, which limits bluffing and also massive betting (all-in). This embodiment can also be used as a teaching tool for the online player.

For purposes of illustration only this specification is directed at Texas Hold'em. However it is understood that the principles set forth herein will enable one skilled in the art to be used in other poker games or even in other games of chance. As used herein a "game" refers to a poker hand, where each participating player is dealt two cards and then betting then occurs as the community cards are turned over. A "tournament" refers to a series of games where a winner is determined.

For a complete understanding of the online gaming system of the present invention, reference is made to the following summary of the invention detailed description and accompanying drawings in which the presently preferred embodiments of the invention are shown by way of example. As the invention may be embodied in many forms without departing from spirit of essential characteristics thereof, it is expressly understood that the drawings are for purposes of illustration and description only, and are not intended as a definition of the limits of the invention.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 discloses the preferred embodiment of a player station for use in the online poker gaming system of the present invention, comprising a television monitor for viewing the live broadcast, a schematic showing the table and the players with game status and gaming data, and a keypad.

FIG. 2 discloses a simplified screen for an online player to select the winner of the tournament, once several hands have been played.

FIG. 3A discloses an enlarged table schematic and keypad for the preferred embodiment of the player station of FIG. 1, of the game schematic whereby the online player can select which of the ten players playing at the table will be the winner of the current hand that enables the online player to select a player who will win the current hand, the schematic showing the odds for each player, and the amount of his cash.

FIG. 3B discloses an enlarged table schematic and keypad for the preferred embodiment of the player station of FIG. 1, and yet another preferred embodiment of the game schematic whereby the online player can select which of the ten players playing at the table will be the winner of the current hand, playing HI-LO.

FIG. 3C discloses an enlarged table schematic and keypad for the preferred embodiment of the player station of FIG. 1, of the game schematic whereby the online player can select which of the ten players playing at the table will be the winner of the current hand.

FIG. 3D discloses an enlarged table schematic and keypad for the preferred embodiment of the player station of FIG. 1, and a preferred embodiment of the game schematic whereby the online player can select which of the ten players playing at the table will be dealt the best cards in the current hand, playing HI-LO.

FIG. 3E discloses an enlarged table schematic and keypad for the preferred embodiment of the player station of FIG. 1, and another preferred embodiment of the game schematic whereby the online player can select which of the ten players playing at the table will be dealt the best cards in the current hand, playing HI-LO.

FIG. 3F discloses an enlarged table schematic and keypad for the preferred embodiment of the player station of FIG. 1, and another preferred embodiment of the game schematic whereby the online player can select which of the ten players playing at the table will be dealt the best cards in the current hand, playing HI-LO.

FIG. 3G discloses an enlarged table schematic and keypad for the preferred embodiment of the player station of FIG. 1, and still yet another preferred embodiment of the game schematic whereby the online player can select which of the ten players playing at the table will be the winner of the current hand, and also which player will be dealt the best cards.

FIG. 4 discloses a simplified schematic of a logic diagram for the online playing system of the present invention, whereby the online player can select the type of game to view, and the type of selections for gaming.

FIG. 5A is a block diagram of the preferred embodiment of the online gaming system of the present invention; FIG. 5B is a hardware schematic of the main facility network including the online gaming system of FIG. 5A; FIG. 5C is a hardware schematic of a typical gaming system for poker play for the casino gambling system of

FIG. 5B; FIG. 5D is a hardware schematic of a local online play network for the online gaming system of FIG. 5B; and FIG. 5E is a block diagram of remote online play network accessed through Leased lines or satellite communications for the casino gambling system of FIG. 5B.

FIG. 6 discloses a screen for use with online playing system of the present invention that the online player will use to select the game that he will be viewing on the live broadcast.

FIG. 7 discloses a preferred embodiment of a simplified basic strategy for Texas Hold'em using the online poker gaming system of the present invention, the basic strategy determining the gaming decisions of the players at the table.

FIG. 8A discloses an enlarged table schematic and keypad for a 2nd preferred embodiment of the player station of the present invention for play in community card poker game of Omaha Poker, whereby the online player can select which of the ten players playing at the table will be the winner of the current hand that enables the online player to select a player who will win the current hand, the schematic showing the odds for each player, and the amount of his cash.

FIG. 8B discloses an enlarged table schematic and keypad for a 3rd preferred embodiment of the player station of the

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present invention for play in community card poker game of Iron Cross Poker, whereby the online player can select which of the ten players playing at the table will be the winner of the current hand that enables the online player to select a player who will win the current hand, the schematic showing the odds for each player, and the amount of his cash.

FIG. 8C discloses an enlarged table schematic and keypad for a 4th preferred embodiment of the player station of the present invention for play in community card poker game of No River Hold-'em Poker, whereby the online player can select which of the ten players playing at the table will be the winner of the current hand that enables the online player to select a player who will win the current hand, the schematic showing the odds for each player, and the amount of his cash.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

Referring now to the drawings, FIG. 1 discloses the playing terminal for the online gaming system of the present invention—which comprises a live or recorded community card poker game and a player terminal.

In one preferred embodiment of the system of the present invention, the community card poker game is a live game, actually taking place in real time. This embodiment ensures that none of the online players know the results of any game, round, or tournament.

In another preferred embodiment of the system of the present invention, the community card poker game is recorded. The primary advantage here is that the game moves faster, since there are no breaks in the action. In this embodiment, care must be taken that none of the gaming results are known by any of the online players.

Whether the poker game is live or recorded, multiple tables are made available to the online player, play at multiple tables are made available to the online player, to increase gaming options, to minimize downtime during breaks, to enable an online player to monitor and participate in gaming activity at more than one table.

The live or recorded community card poker game involves a plurality of participating players. The participating players are positioned about a poker table. The participating players have conventional fold, call, check, and raise playing options. The participating players use their best gaming skills to win each hand of poker. Each of the plurality of participating players competes only with one another to be the winning player of the live community card poker game. One or more of the participating players of the live community card poker game will be the winning player.

In the preferred embodiment of the present invention as shown in FIG. 1, the player terminal includes a television receiver for viewing a live broadcast combined with a computer terminal. The screen of the computer terminal displays a schematic of the live or recorded game being viewed on the receiver, and the computer keypad enables an online player to make selections relative to the game being viewed.

Initially, the online player selects the type of game of interest. If the interest is poker, he may opt for Texas Hold'em, Omaha, seven-card stud, five-card draw, and a plurality of other games. If he selects Texas Hold'em FIG. 6 discloses a preferred embodiment of a menu that can be used. Once the online player selects the type of game, he is directed to a table, images of which are received on his television receiver. FIGS. 3A through 3G disclose various schematics of screens that can be used for viewing.

A new player will be directed to a basic screen image and schematic where he can select which player or players at the

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table will be the winning player for the next hand. Once he becomes more comfortable with the system, he can move to other screens.

The keypad can be a conventional computer keypad, or can be one specifically designed for the game (poker) as shown in FIGS. 1 through 9. Also, the keypad can be merged into the schematic and form a touch sensitive screen. In another preferred embodiment of the present invention, a handheld computer is used to enable viewing of the game and to participate online.

The player terminal displays images of the live or recorded game for view by an online player. The player terminal enables selection by the online player from any of participating players in the live or recorded game. The online player can select one or more of the participating players as to who will be the winning player of each hand in the live or recorded game. The online player can also select one or more of the participating players as to who will be dealt the best cards in the live or recorded game. The player terminal also enables the online player to enter value regarding each player selection for the live or recorded game. The use of the system of the present invention encourages the online player to select more than one player.

The first online player is provided with a plurality of playing options through the first player terminal. The plurality of playing options are in addition to the fold, call, check, or raise playing options for the plurality of participating players in the live or recorded game.

The online player can select which of the players at the table will win each round or hand. The online player can also select which of the live or recorded participating players will win a tournament, as well as show win, place, and show odds determined by the volume of the wagering on each of the participating live or recorded players. Generally, the more skillful players will win more often than the weaker players. The schematic of the table shows data of the amount of chips for each player at the table, which affects the probability of winning each hand. The players with the bigger stacks can often bluff players with smaller stacks. The probability is also affected by the position of the dealer, since a player has an advantage when he can see what other players at the table are doing before he makes his decision. The online player has access to the odds for each hand, which changes with each hand, as the blinds rotate around the table.

In many poker games, and primarily games involving community cards, a determination can be made after the hand has been played, as to which player when using his blind plus the community cards, was dealt the best cards. A player can fold initially because of what appears to be a weak hand, but when all of the community cards are dealt, such player actually has the best cards. An online player can therefore select which player will be dealt the best cards. This is independent of the skill of any of the players at the table and independent of the winning hand. This is like betting on roulette or craps—the luck of the draw. Also, by enabling a best cards option, the poker game has many of the same aspects as a horserace, and the online poker player can select Trifectas, Quinielas, Perfectas, Superfectas and other types of exotic gaming to make the game more interesting. These same wagering options also apply to the final standings if the online player is wagering on tournament play. These options may also be used on other live or recorded play, with the wagering on record play being restricted.

The player terminal registers a winning selection whenever the player selection from the plurality of participating players is the winning player of the live or recorded game of the poker hand.

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The player terminal registers a winning selection whenever the player selection from the plurality of participating players is dealt the best poker hand in the live or recorded game of the poker hand, said player selection being independent of the winning player of the live or recorded game.

FIG. 7 discloses a preferred embodiment of a simplified basic strategy for Texas Hold'em using the online poker gaming system of the present invention, the basic strategy determining the gaming decisions of the players at the table. In this embodiment, the players at the table are committed to playing basic strategy. While opinions differ as to correct play, such play is determined beforehand. Then, each player at the table is committed to play his cards consistent with such strategy. This embodiment works best when there is a limit to each round of betting. This also works as a learning device, for training new players.

FIGS. 8A, 8B, and 8C disclose three different preferred embodiments of the player station of the present invention for play in community card poker game. FIG. 8A discloses the player station of the present invention for play in community card poker game of Omaha Poker, FIG. 8B discloses the player station of the present invention for play in community card poker game of Iron Cross Poker, and FIG. 8C discloses the player station of the present invention for play in community card poker game of No River Hold'em Poker.

Since in each of these community card poker games, each player is dealt a complete hand and then wagers are made concerning the community cards, it is possible to determine which of the participating players has the best hole cards and which of the participating players has the best hand in combination with the community cards after the hand has been completed. Accordingly, the off-site player may select either of these options in additions to which player will win the hand.

In U.S. patent application Ser. No. 10/930,246 (Black), an off-site player by use of a key-card or other credit medium for quality play at a casino game, at any time, and from any location. The system enables the off-site player to select any player in the casino and wager on the outcome of the on-site player play from a remote location. In addition, in games such as craps and roulette, the off-site player has the option of wagering on the selected player or placing a direct wager on the outcome of the next gaming unit. The system includes a live gaming site, a data capture device and a gaming processor for enabling play from an off-site terminal.

Throughout this application, various Patents and Patent Applications are referenced by patent number and inventor. The disclosures of these Patents and Applications in their entireties are hereby incorporated by reference into this specification in order to more fully describe the state of the art to which this invention pertains.

Furthermore, it is evident that many other alternatives, modifications, and variations of the online gaming system of the present invention will be apparent to those skilled in the art in light of the disclosure herein. It is intended that the metes and bounds of the present invention be determined by the appended claims rather than by the language of the above specification, and that all such alternatives, modifications, and variations which form a conjointly cooperative equivalent are intended to be included within the spirit and scope of these claims.

What is claimed is:

1. A gaming system comprising:

- a. a live community card poker game Involving community cards dealt face up on a poker table, said community cards shared by all participating players, each participating player being dealt hole cards which are used with the

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community cards in the play of the live poker game, said plurality of participating players having fold, check, call, or raise playing options for said live community card poker game, and said plurality of participating players each competing only with one another to be said winning player of said live community card poker game; and

- b. a first player terminal displaying images relative to said live community card poker game for view by a first online player remotely located from said poker table, said first player terminal enabling player selection by said first online player from said plurality of participating players as to said winning player of said live community card poker game, said first player terminal enabling an entering of a value selection by said first online player regarding one of said participating players for said live poker game;

whereby said first online player selects one or more of said plurality of participating players to be said winning player of said live community card poker game and enters said value selection for each selected participating player; and

whereby said first online player makes a winning selection whenever said at least one of said plurality of participating players selected from said plurality of participating players is said winning player of said live community card poker game, wherein one or more of said participating players of said live community card poker game can be said winning player.

2. The gaming system of claim 1, wherein said first player terminal has access to historical data of prior live community card poker games.

3. The gaming system of claim 2, wherein said historical data is provided through said first player terminal, said historical data including prior live community card poker game outcome data for said plurality of participating players.

4. The gaming system of claim 1, wherein said first player terminal provides historical data of prior winning players of said live community card poker game, said historical data including success rates of said participating players for most recent of said live community card poker game, lifetime earnings of said participating players, or heads-up success against other participating players for said participating players.

5. A gaming system comprising:

- a. a recorded community card poker game Involving community cards dealt face up on a poker table, said community cards shared by all participating players, each participating player being dealt hole cards which are used with the community cards in the play of the live poker game, said plurality of participating players having fold, check, call, or raise playing options for said recorded community card poker game, and said plurality of participating players each competing only with one another to be said winning player of said recorded community card poker game; and

- b. a first player terminal displaying images relative to said recorded community card poker game for view by a first online player remotely located from said poker table, said first player terminal enabling player selection by said first online player from said plurality of participating players as to said winning player of said recorded community card poker game, said first player terminal enabling an entering of a value selection by said first online player regarding one of said participating players for said recorded community card poker game;

whereby said first online player selects one or more of said plurality of participating players to be said winning player of

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said recorded community card poker game and enters said value selection for each selected participating player; and

whereby said first online player makes a winning selection whenever said at least one of said plurality of participating players selected from said plurality of participating players is said winning player of said recorded community card poker game, wherein one or more of said participating players of said recorded community card poker game can be said winning player.

6. The gaming system of claim 5 wherein said first player terminal has access to historical data of prior recorded community card poker games.

7. The gaming system of claim 6, wherein said historical data is provided through said first player terminal, said historical data including prior recorded community card poker game outcome data for said plurality of participating players.

8. The gaming system of claim 5, wherein said first player terminal provides historical data of prior winning players of said recorded community card poker game, said historical data including success rates of said participating players for most recent of said recorded community card poker game, lifetime earnings of said participating players, or heads-up success against other participating players of said participating players.

9. A gaming system comprising:

a. a live community card poker game Involving community cards dealt face up on a poker table, said community cards shared by all participating players, each participating player being dealt hole cards which are used with the community cards in the play of the live poker game, said plurality of participating players having fold, check, call, or raise playing options for said live community card poker game, and said plurality of participating players each competing only with one another to be said winning player of said live community card poker game; and

b. a first player terminal displaying images relative to said live community card poker game for view by a first online player remotely located from said poker table, said first player terminal enabling player selection by said first online player from said plurality of participating players as to said winning player of said live community card poker game, said first player terminal enabling selection by said first online player from said plurality of participating players as to said participating player having a best poker hand at the conclusion of the live community card poker game, and said first player terminal enabling an entering of value selection by said first online player regarding one of said participating players for said live community card poker game; whereby said first online player selects one or more of said plurality of participating players to be dealt said best poker hand for said live community card poker game and enters said value selection for each selected participating player; and

whereby said first online player makes a winning selection whenever said one or more of said plurality of participating players selected from said plurality of participating players is dealt said best poker hand for said live community card poker game.

10. The gaming system of claim 9, wherein said first player terminal has access to historical data of prior live community card poker games.

11. The gaming system of claim 10, wherein said historical data is provided through said first player terminal, said his-

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torical data including prior live community card poker game outcome data for said plurality of participating players.

12. The gaming system of claim 9, wherein said first player terminal provides historical data of prior winning players of said live community card poker game, said historical data including success rates of said participating players for most recent of said live community card poker game, lifetime earnings of said participating players, or heads-up success against other participating players of said participating players.

13. A gaming system comprising:

a. a recorded community card poker game Involving community cards dealt face up on a poker table, said community cards shared by all participating players, each participating player being dealt hole cards which are used with the community cards in the play of the live poker game, said plurality of participating players having fold, check, call, or raise playing options for said recorded community card poker game, and said plurality of participating players each competing only with one another to be said winning player of said recorded community card poker game; and

b. a first player terminal displaying images relative to said recorded community card poker game for view by a first online player remotely located from said poker table, said first player terminal enabling player selection by said first online player from said plurality of participating players as to said winning player of said recorded community card poker game, said first player terminal enabling selection by said first online player from said plurality of participating players as to said participating player having a best poker hand at the conclusion of the recorded community card poker game, and said first player terminal enabling an entering of value selection by said first online player regarding one of said participating players for said recorded community card poker game;

whereby said first online player selects one or more of said plurality of participating players to be dealt said best poker hand for said recorded community card poker game and enters said value selection for each selected participating player; and

whereby said first online player makes a winning selection whenever said one or more of said plurality of participating players selected from said plurality of participating players is dealt said best poker hand for said recorded community card poker game.

14. The gaming system of claim 13, wherein said first player terminal has access to historical data of prior recorded community card poker games.

15. The gaming system of claim 14, wherein said historical data is provided through said first player terminal, said historical data including prior recorded community card poker game outcome data for said plurality of participating players.

16. The gaming system of claim 13, wherein said first player terminal provides historical data of prior winning players of said recorded community card poker game, said historical data including success rates of said participating players for most recent of said recorded community card poker game, lifetime earnings of said participating players, or heads-up success against other participating players for said participating players.