

[0047] FIG. 12 is a mapping chart that illustrates the mapping of drawn cards to their corresponding places on the display of FIG. 11.

[0048] FIG. 13 illustrates a display when a 52nd card is drawn in one example of a game according to the present invention.

[0049] FIG. 14 is a mapping chart that illustrates the mapping of drawn cards to their corresponding places on the display of FIG. 13.

[0050] FIGS. 15 and 16 illustrate an alternative mapping strategy according to the invention, wherein the columns of a Bingo card are each mapped to a corresponding rank of playing cards.

[0051] FIGS. 17 and 18A illustrate another mapping strategy according to the invention, wherein the numbers in a particular column may be mapped to the 10 through ace of a particular suit, but with the playing cards of the alternate game card being arranged such that each row corresponds to a royal flush for a particular suit.

[0052] FIG. 18B is an alternate game card according to some implementations of the invention.

[0053] FIG. 18C is an alternate game card according to some implementations of the invention.

[0054] FIG. 19A depicts 3 bingo cards according to some implementations of the invention.

[0055] FIG. 19B is a flow chart that outlines some methods according to the present invention.

[0056] FIG. 20 depicts 3 bingo cards that are "layered" according to some implementations of the invention.

[0057] FIG. 21 depicts 5 bingo cards that are "layered" according to alternative implementations of the invention.

[0058] FIG. 22 is a flow chart that outlines some methods of the invention involving multiple bingo numbers being assigned to the same area of a bingo card.

[0059] FIG. 23 is a flow chart that outlines some methods of the invention involving multiple bingo numbers being assigned to the same area of a bingo card.

[0060] FIG. 24 is a block diagram of a number of gaming machines in a gaming network that may be configured to implement some methods of the present invention.

[0061] FIG. 25 illustrates an exemplary gaming machine that may be configured to implement some methods of the present invention.

[0062] FIG. 26 is a block diagram of an exemplary network device that may be configured as a game server to implement some methods of the present invention.

#### DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0063] Reference will now be made in detail to some specific embodiments of the invention including the best modes contemplated by the inventors for carrying out the invention. Examples of these specific embodiments are illustrated in the accompanying drawings. While the invention is described in conjunction with these specific embodiments, it will be understood that it is not intended to limit the

invention to the described embodiments. On the contrary, it is intended to cover alternatives, modifications, and equivalents as may be included within the spirit and scope of the invention as defined by the appended claims. Moreover, numerous specific details are set forth below in order to provide a thorough understanding of the present invention. The present invention may be practiced without some or all of these specific details. In other instances, well known process operations have not been described in detail in order not to obscure the present invention.

[0064] The present invention provides methods and devices for providing, preferably on a network of gaming machines, a bingo game having aspects of a non-bingo game, such as a card game or a slot game. The non-bingo game may be a Class III game, such as a card game or a slot game.

[0065] Some aspects of the present invention provide a primary or base wagering game and/or a secondary or bonus game. In various embodiments, the game includes a bingo game that is displayed on a gaming machine to appear like a slot game, a card game or other game. While adding variety to the display of bingo, the game still falls within the limits of the regulations of Class II gaming for bingo games. The game of the present invention can be implemented, for example, in a gaming device according to game data received from a game server. The gaming device may receive such game data through a dedicated gaming network and/or through a public data network such as the Internet.

[0066] Some implementations of the invention provide a bingo game having aspects of a card game, such as a poker game. Some such implementations include a bingo card display in which areas of a bingo card correspond with playing cards. As used herein, the term "bingo card" includes a traditional bingo card having areas populated with bingo numbers, as well as game cards having areas populated with non-bingo symbols, the areas and/or non-bingo symbols corresponding to bingo numbers. Bingo numbers may or may not be displayed on bingo cards of the present invention.

[0067] Preferred implementations provide games with easily recognizable bingo play. Accordingly, some implementations involve a 5x5 bingo card, wherein areas of the bingo card correspond with non-bingo symbols such as playing cards, and 75 randomly chosen numbers for game play. Bingo numbers are also assigned to areas of the bingo card, although these bingo numbers may or may not be displayed on the card. The randomly chosen numbers may be indicated by a "ball drop" involving a predetermined number of balls. Alternative implementations involve other types of bingo cards, including bingo cards with more or fewer areas, and the use of more or fewer than 75 randomly chosen numbers for game play.

[0068] In some embodiments, a gaming machine displays a game card to the player that includes areas within which playing cards are indicated instead of, or in addition to, bingo numbers. Because poker is a popular card game, much of the following discussion involves a bingo game having attributes of a poker game. However, in other implementations of the invention, the non-bingo game is another type of card game, a slot game, etc.

[0069] In some embodiments, a non-bingo game is provided as an option to the bingo player. That is, the bingo