ENTERTAINMENT GAME TELELOTO

LABYRINTH

START

Abstract: The invention refers to an entertainment telelotto game, which may find application in the entertainment industry in running lotteries, tele- or radio-quiz games and other kinds of pools "totalizer" type. The game begins after each participant has already made his/her stakes before the start with the help of telecommunication means and has entered registration data. This enables the communication-computerized system to generate individual registration numbers in the form of numeric and/or letter combination. To determine the prizes drawings are run by making use of devices for the drawing of chance numbers on a random principle. To determine the amount of the prize "maze/labyrinth" type devices are made use of. In each drawing different parts of the registered stakes are played, while over a specified period of time an additional / extra drawing is organized for winning of the accumulated jackpot for the period specified.
ENTERTAIMENT GAME TELELOTTO

FIELD OF THE INVENTION

The invention refers to an entertainment game, namely telelotto, offering possibilities for individual participation of any number of players, which may find application in the entertainment industry in running lotteries, tele- or radio-quiz games and other kinds of pools "totalizer" type.

STATE OF THE ART

A known entertainment game P No 62721 – the Republic of Bulgaria, consists of a gambling board, on which clusters of round holes are situated one next to the other. Rotating discs are fitted in each one of them, whereas on each individual disc with one central and eight peripheral positions there are gambling-figures, which are functionally situated. Around the rotating discs on the board there are also some fixed static positions. Three kinds of figures are used to play with, which may be moved in a T-pattern, radially and peripherally or only radially.

A disadvantage of the described known game is the limited combinations- and entertainment possibility in running different variants or different games.

Another game with balls is known from patent publication № 94018736-A1-RU, which consists of a body filled in with balls with different marking and which is provided with a movable bottom part with a possibility to be rotated. Means for chance choice of the gambling elements – balls have been envisaged, offering also a possibility for periodical withdrawal of balls from the body through a special opening in the wall of the body. The means for chance choice include a spiral-shaped guiding element and a pole-shaped one, whereas the guiding element is coaxially installed on the movable bottom element in a way making it possible for the chance chosen ball to be pushed out along the spiral-shaped guiding element.

A disadvantage of the cited known game is the complicated construction of the device, as well as the limited possibilities for the achievement of dynamics, high grade of spectacularity and a wide range of combinations.

A known game is the "totalizer" based on the principle each participant to have made his/her stakes before the game is run and to have registered his/her information data. The wins are determined by consecutive drawings of the lots,
while the drawn numbers, which coincide with the stakes made, determine the winning individual registration numbers, as well as the amount of the prize won.

As a disadvantage of the known totalizer may be emphasized the fact that such kinds of games are usually run at bookmakers', casinos, etc., i.e. the participants have to go to a certain place and make their stakes there. Such games cannot be treated as team or collective games, in so far that the participants do not play among themselves against each other, but with the casino or the bookmakers'. With these games the profit of the organizers is not fixed. It is practically unlimited and may reach 100% or even more. The profits depend on the results of the players alone, which is quite often connected with bias or fraudulent arrangement of data, facts, as well as on various machinations/manipulations.

A game lotto is also known from Patent No. 2014108 – C1, RU, based on a lottery principle. Before the start of the game each participant has to make his/her stakes by registering at that a specific number and/or an additional numeric and/or letter designation from a payment note, which has real coverage and the nominal value of which is proportional to the stakes made. In accordance with a variant of the game played, each participant has to register information on the mode of playing and a number and/or additional numeric and/or information of a payment note, the nominal value of which is equal to 10% of the value of the stakes made. The game is played under rules, which allow the prize of a participant in the pools to exceed twice the amount of the stakes made.

SUMMARY OF THE INVENTION

The aim of the invention is to be created an entertainment telelotto game, which is to be distinguished by a well-developed structure of the game making it possible: to be used a quick, easy and comfortable way of nominating the stakes, as also the the game to be organized in different ways, methods and variants of the play, so that it can be run in a great number of game combinations and variants. Thus complex conditions for spectacularity, attractiveness, comfort and chance to win a prize are created for each participant. Another aim of the invention is to be reduced or to be done away with the personal interest of the organizers of the game in the profit from concrete participants, by applying a principle for formation of the prize as a sum of commission fees. In this case the results from the game have no
influence on the size of the prize received. Thus the profit made by the organizers is fixed and is always a previously set percentage (%) of the total amount of the stakes made.

This aim is achieved with the “telelotto” game, by which before the start of the play each participant makes his/her stakes and enters registration data, as a result of which an individual registration number is generated by a computer digital system. It is in the form of a numeric and/or letter combination. For the purpose of determining the prizes, drawings are made. By doing that a different part of the registered stakes is used and distributed, and at fixed periods of time additional (extra) drawings of the polls are organized for winning of the accumulated jackpots over the relative periods.

In accordance to the invention the participants use telecommunication means to make their stakes and after listening to a voice greeting enter their registration data and an individual registration number (IRN) is randomly generated by a computer digital system in the form of numeric and/or character combination, and played to the participant. The participant records his registration data and a computer database registers the correspondence between the IRN and the identifier of the file containing the voice file containing the data of the participant. Drawings are made to specify the winners by making use of Drawing Machine for Random Numbers (DMRN), while “maze / labyrinth” type devices are used to determine the size of the prize.

In accordance to another variant of the game telelotto the participants use telecommunication means to make their stakes and after listening to a voice greeting input their individual registration number (IRN), numeric and/or character combination, and registration data and a computer database registers the correspondence between the IRN and the identifier of the file containing the voice file containing the data of the participant. Drawings are made to specify the winners by making use of Drawing Machine for Random Numbers (DMRN), while “maze / labyrinth” type devices are used to determine the size of the prize.

In accordance with a preferred variant of the “telelotto” game, the registration cycle of the stakes for the first, the second and the third drawing respectively is based on a daily principle. The registration cycle of the participants for the distribution of the jackpot by an additional drawing is based on a weekly principle.
The devices used for the drawing of chance numbers in connection with the determining of the prizes from the first and the second drawing are in the form of drums, in each of which balls marked with the numbers from 0 to 9 are whirled. It is preferable the number of balls in each drum to be 10 pieces.

Three drums are used for determining the prizes from the first drawing. All the participants, who have made stakes with numbers the last three digits of which coincide with the three-digit number drawn, distribute among themselves equal parts of the amount from the stakes for the first drawing.

Four drums are used for determining the prizes from the second drawing. All the participants, who have made stakes with numbers the last four digits of which coincide with the four-digit number drawn, distribute among themselves equal parts of the amount from the stakes specified to be used for prizes from the second drawing.

The prizes from the third drawing are determined with the help of specialized software for picking up of a choice number from among the individual numbers of the participants, who have made their stakes.

The participant thus chosen is granted the right to play on the “maze/labyrinth” device and by telecommunication means to give instructions on his moves along the playing fields in the form of a maze/labyrinth. Upon reaching a spot with an amount specified on it, the participant wins that amount as a prize.

In the maze/labyrinth device used for determining the prizes from the third drawing there are also playing fields with a possibility to be rotated. The playing field, from which the game begins, is marked with arrows pointing at three possible directions for moving ahead, while the remaining playing fields are marked with one- or with two-direction arrows pointing at the possible directions for the next moves of the participant. On some end playing fields an “n” number of indicators with a previously fixed and specified amount of the prize are situated.

In accordance with a preferred variant of the maze/labyrinth described above, it includes 54 playing fields, 10 prize indicators and one “start” indicator. The position and the orientation of the arrows all the playing fields are marked with are always changed before the beginning of another game with a new participant, except those on the start field.

The prizes from the fourth drawing are determined with the help of a “Klondike” device. It consists of an inclined board with a flat surface. The playing field is
outlined by barriers situated on it, whereas the barriers in the different lines are
displaced with regard one to another and at the bottom of the board indicators for
the collection of the playing elements – balls and specifying the prize are formed.
The game in the maze/labyrinth is run with the help of 10 balls per participant and a
prize is won by any one of them, who has managed to drive at least two balls into
one and the same indicator.
The advantages of the “telelotto” game in accordance with the invention become
obvious by the displayed attractiveness and high degree of spectacularity though the
running of all the drawings. Easy access and the arising of unforeseen situations
characterize the game in the course of its running. Spectacularity is typical for the
game though the running of all the drawings due to the great number of play mode
combinations. The rules specified above determine the possibility for each
participant to be able to exert influence on the size of the prize from a given
drawing through the personal stake made, as well as to win more at a time in one
cycle by specifying the number of the stakes. Dynamism, simplicity and justice,
goodness and fairness characterize the game, eliminating in this way any inner
restrictions or suppressed moods in the players.
The ”Maze/Labyrinth” and the “Radiance of Ra” games, which are run on the
devices described above, may be used also as individual games run in the same
consecutive order or in combination with other games.

BRIEF DESCRIPTION OF THE DRAWINGS
An example of the running of the entertainment game “telelotto” in compliance
with the invention is given in the enclosed figures, where:

- Fig.1 – Offers a front view at the playing board of the device for determining
  the prizes from the third drawing
- Fig.2 – Offers an exemplary scheme of the location of the playing fields as
  per fig.1 with indication of one-directional and two-directional arrows for the
  movement towards the winning areas
- Fig.3 – Offers a general view at the playing board of a device for determining
  the prizes
- Fig.4 – Offers a Call Processing schematic
- Fig.5 – Offers a schematic of 1st Drawing
DESCRIPTION OF THE PREFERRED EMBODIMENT

Herein under in the description will be offered an exemplary running of the game in compliance with invention, which does not restrict the way it is played if the consecutive order of the different drawings is changed. At the same time the typical spectacularity, attractiveness and easiness in making the stakes already mentioned are entirely preserved.

The entertainment game “telelotto” includes four different stages – drawings, which have to be passed. With a view to the increasing number of the participants and the attractiveness of the game they may be run immediately one after the other or at specified intervals of time.

In accordance with an exemplary running of the game, it begins after an unspecified number of calls have been made by any communication means, which are being registered by a communication-computer system. Each participant after submitting his/her information data concerning the registration and having made his/her stakes is considered as a regular participant, while the abovementioned computer system generates on a chance principle (at random) an individual number, for instance, a five-digit one.

In compliance with the invention requirements, the participants use telecommunication means (fig. 4) to make their stakes and after listening to a voice greeting 104 input their individual registration number (IRN) 105, numeric and/or character combination, and registration data 107 and a computer database 106 registers the correspondence between the IRN and the identifier of the file containing the voice file containing the data of the participant.

This five-digit number offers a possibility for participation in the distribution of the prizes from the first through the third drawing, which are run after the time for making the stakes is over. After a specified period of time a fourth drawing of prizes is run, in which all the regular registered participants over the specified period of time take part, irrespective of the fact whether they have taken part or not in the distribution of the prizes in the previous three drawings. It is suitable the making-of-stakes cycle to be set at 24 hours by daily running of the firsts, the
second and the third drawings and the cycle for the fourth drawing to be on a weekly basis (i.e. once a week).

In the first- and the second drawings different parts of the stakes are distributed, which have been made for the daily cycle of the game only.

The first drawing begins by making use of devices for the drawing of chance numbers (at random), such as drums, for instance, in which there are balls marked with numbers from 0 through 9 rotated by compressed air. In this concrete case three drums are used with 10 balls in each. Three balls are drawn one after the other (one ball from each drum) for the three different digits (one, ten and hundred digits) in a three-digit number respectively. Three drums are used for determining the prizes from the first drawing (Fig.5) and the resulting number 111 is input into a computer-electronic system 112 which visualizes all of the IRNs for the active game period with last three digits coinciding with the three-digit number drawn 115. The winners distribute among themselves equal parts of the payout for the first drawing. All the participants, who have made stakes and have been given a generated five-digit individual number the last three digits of which coincide with the three-digit number drawn, distribute among themselves equal parts of the amount specified as a percentage (%) from the planned prizes.

The second drawing begins by making use of four drums with balls marked with numbers from 0 through 9 rotated by compressed air. Four balls are drawn one after the other (one ball from each drum) for the four different digits in a four-digit number respectively. Four drums are used for determining the prizes from the second drawing (Fig.6) and the resulting number 118 is input into a computer-electronic system 119 which visualizes all of the IRNs for the active game period with last three digits coinciding with the three-digit number drawn 122. The winners distribute among themselves equal parts of the payout for the second drawing. All the participants with valid stakes, the last four digits of whose individual numbers coincide with the four-digit number drawn, distribute among themselves equal parts of the amount specified to be distributed as prizes, which is a percentage (%) from the stakes made for the second drawing.

The third drawing begins by making use of specialized software for picking up of a number on a "random choice principle" from among the individual numbers of the participants registered for the daily cycle. The participant thus chosen is granted the right to take part in the distribution of the prizes from the third drawing with a
device called the “maze / labyrinth”. The prizes from the third drawing (Fig. 7) are determined with the help of specialized software for selection of a random call from the participants, who have made their stakes 125, with the corresponding voice recording file being played 127. After checking the validity of the data in the recording 129 a phone connection is made with the player 130 and he is granted the right to play on the “maze / labyrinth” device and by telecommunication means to give instructions on his moves along the playing fields in the form of a maze / labyrinth. Upon reaching a spot with an amount specified on it, the participant wins that amount as a prize 131. The moderator of the game contacts that participant by telephone and the latter gives instructions as to the moves to be made on the maze / labyrinth device. In the maze / labyrinth device used for determining the prizes from the third drawing there are also playing fields with a possibility to be rotated. The playing field, from which the game begins, is marked with arrows pointing at three possible directions for moving ahead, while the remaining playing fields are marked with one- or with two-direction arrows pointing at the possible directions for the next moves of the participant. On some end playing fields an “n” number of indicators with a previously fixed and specified amount of the prize are situated.

The maze/labyrinth is a board with playing fields marked with signs – numbers, letters or a combination thereof. An exemplary running of the game displays a board with 54 playing fields on it. Along the sides against respective peripherally situated playing fields are placed indicators with a previously set prize, which is a percentage (%) of the total amount collected from the stakes for the day, for instance 10%, 20%, 30%, 40%, 50% and jackpot (JP).

The running of the game always begins from a playing field specified as “start”, which allows the moves to be done in three directions, respectively “to the left”, “to the right” or “downwards”. All the rest of the remaining playing fields are marked with one-directional and two-directional arrows showing the possible directions a participant may give instructions to be followed. When a two-directional playing field (i.e. a field with two possible directions) is opened, the participant chooses and indicates the direction he / she would like to be taken. When a one-directional playing field is opened, the direction is already shown and the moderator opens the next playing field himself. The aim is a peripherally situated playing field to be reached, against which a prize is indicated, which leads to winning of the sum indicated. The reaching of a prize marks the end of the third drawing.
The difference between the prize won by the participant and the sum distributed from the daily cycle for prize from the third drawing is added to the amount for the "jackpot" of the device for the following day.

In case no connection can be made with the participant chosen to be the player at the beginning of the game it may be possible maximum two other participants to be chosen and contacted by telephone to act as players on the "maze/labyrinth" device.

Once a week the "Radiance of Ra" game is run, during which the prizes from the fourth drawing are determined. Five drums are used for determining the prizes from the fourth drawing (Fig.8) and the resulting number 134 is input into a computer-electronic system 135 which visualizes all of the IRNs for the active game period with last five digits coinciding with the five-digit number drawn 138 with the corresponding voice recording files being played 139. After checking the validity of the data in the recording 141 a phone connection is made with the player 142. The prizes from the fourth drawing are determined with the help of a "Klondike" device 143. It consists of an inclined board with a flat surface. The playing field is outlined by barriers situated on it, whereas the barriers in the different lines are displaced with regard one to another and at the bottom of the board indicators for the collection of the playing elements – balls and specifying the prize are formed. All the participants in the cycles during that week may take part in it. For determining the prizes is used a device from the maze/labyrinth type called "Klondike".

The running of the game begins by using a device for drawing of numbers on a random principle, in the concrete case – of five drums with balls marked with numbers from 0 through 9. Five balls are drawn (one from each drum), which make a five-digit number. All the participants that have made stakes under an individual number coinciding with the five-digit number thus drawn are granted the right to take part in the distribution of the prizes from the fourth drawing.

The device "Klondike" is used to determine the prizes. It consists of an inclined board (1) with a limiting framework (2) along its periphery. On the playing field (3) thus formed there are fixed barriers (4) oriented in lines (5), barriers (4) from one line are displaced in relation to the barriers (4) from the previous line. At the bottom end of the playing board (1) there are indicators (6) in the form of pockets, which specify in advance the amount of the prize. It is preferable the pockets (6) to be at least 5 in number. In the concrete case they are 9 in number and in the center is situated the pocket with the greatest prize, while the pockets (6) at the periphery are for smaller prizes.
The “Radiance of Ra” game envisages each participant to have the right to use 10 contest figures – balls of the same color, which he/she inserts in the device. The balls, which move chaotically among the barriers (4) run into pockets, which specify the size of the prize. A new ball is inserted into the device only when the previous ball has finished its movement.

When the number of participants is more than one, lots are drawn for determining the consecutive order of the game, i.e. the order in which each of them will insert a new ball.

A prize – “a super jackpot” or any other, is received by a participant who has managed to drive in two balls in one pocket, which means the end of his participation. The remaining participants continue to play until they have used all the balls (10 pieces) they are allowed to, or until they win. In case any of the participants wins “the super jackpot”, the other participants may get consolation or booby prizes.

The difference between the sums won and the sum distributed from the prizes from the weekly cycle of the game is added to the amount for the “super jackpot” of the device for the following week.

The two devices described above – “maze/labyrinth” and “Klondike” may be used as individual games or in combination – in the same or in reverse order.
CLAIMS

1. A “telelotto” entertainment game, by which before the running of the game starts each participant has made stakes and has entered registration data, as for the purpose of determining the prizes, drawings are made and for each of the drawings a different part of the registered stakes is used and distributed, characterized in that the stakes are made by telecommunication means with a computer-digital system an individual registration number is generated in the form of a numeric and/or a letter combination and at specified periods of time a fourth drawing is run aimed to be won the accumulated jackpots over the relative period and that for the distribution of the prizes drawings are organized by using either devices for the drawing of chance numbers on a random principle or “maze/labyrinth” type devices.

2. A “telelotto” entertainment game, by which before the running of the game starts each participant has made stakes and has entered registration data, as for the purpose of determining the prizes, drawings are made and for each of the drawings a different part of the registered stakes is used and distributed, characterized in that the stakes are made by telecommunication means and after listening to a voice greeting input their individual registration number (IRN), numeric and/or character combination and registration data and a computer database registers the correspondence between the IRN and the identifier of the file containing the voice file containing the data of the participant. Drawings are made to specify the winners by making use of Drawing Machine for Random Numbers (DMRN), while “maze / labyrinth” type devices are used to determine the size of the prize.

3. A “telelotto” entertainment game, according to claims 1 and 2, characterized with the fact, that the cycle for the registration of stakes for the first, the second and the third drawings is on a daily basis. The cycle for the registration of participants for the distribution of the prize in a fourth drawing is on a weekly basis.

4. A “telelotto” entertainment game according to claims 1 and 2, characterized with the fact that the devices used to be drawn chance numbers on a random principle to determine the prizes from the first and the second drawings are
drums in each of which 10 balls marked with the numbers from 0 through 9 are whirled.

5. A “telelotto” entertainment game according to claims 1 and 2, characterized with the fact that the determining of the prizes from the first drawing is done with the help of three drums and that all the participants who have made stakes with numbers the last three digits of which coincide with the three-digit number drawn, distribute among themselves equal parts of the amount from the stakes for the first drawing.

6. A “telelotto” entertainment game according to claims 1 and 2, characterized with the fact that the determining of the prizes from the second drawing is done with the help of four drums and that all the participants who have made stakes with numbers the last four digits of which coincide with the four-digit number drawn, distribute among themselves equal parts of the amount from the stakes for the second drawing.

7. A “telelotto” entertainment game according to claims 1 and 2 characterized with the fact that the determining of the prizes from the third drawing is done with the help of specialized software to be picked up a choice number on a random principle from among the participants who have made stakes and have been granted the right to play on the “maze/labyrinth” device. The participant thus chosen uses telecommunication means to give his/her instructions on his/her moves along the playing fields and gets a prize when he/she reaches a spot where the amount of the prize to be won is indicated.

8. “Maze/labyrinth” used for determining the prized which, in according to claims 1 and 2, characterized with the fact that the maze/labyrinth consists of playing fields (2), which can be rotated, a playing field (3), from which the game begins (start) and which is marked with arrows determining the three possible directions to move ahead. All the other playing fields (2) are marked with one- or with two-directional arrows indicating the possible direction for further moves of
the participant, while on the end playing fields (2) respectively are situated an "n" number of indicators (4) where the size of the prize to be won there is previously fixed.

9. "Maze/labyrinth" according to claim 8, characterized with the fact that it consists of 54 playing fields (2), ten indicators (4) for the respective prize, and one indicator marked "start".

10. "Maze/labyrinth" according to claim 8, characterized to the fact that the situation of the arrows with which all the playing fields (2) are marked, except that on playing field (3), is always changed before the start of a game with a new participant.

11. "Maze/labyrinth" for determining the prizes according to claims 1 and 2, characterized with the fact that it consists of an inclined board (1) with flat surface the playing field of which is specified by barriers (2) on its surface oriented in lines, whereas the barriers (2) from the different lines are displaced in relation to one another and at the bottom end of the playing board (1) there are indicators (3) formed for collection of the playing figures – balls and for indicating the size of the prize to be won.

12. "Maze/labyrinth" according to claim 10, characterized with the fact that the running of the game is done with 10 balls per participant and that a prize is won by every participant who has managed to drive in at least two balls into one and the same indicator.
LABYRINTH

FIG. 1,
101 Incoming Call

102 System Check

103 Call Termination

104 Voice Greeting

105 Input of IRN by Player

106 Call Information database

107 Recording of personal data

108 Voice recording storage

109 Call Termination

Fig. 4
110 Beginning of 1st Drawing

111 Drawing with DMRN of three digit number

114 Visualisation "No Winner"

112 Check against database for the last 3 digits of IRN

113 Call Information Database

115 Visualisation of IRNs with same last 3 digits and prize

116 End of 1st Drawing

Fig. 5
117 Beginning of 2nd Drawing

118 Drawing with DMRN of four digit number

121 Visualisation "No Winner"

119 Check against database for the last 4 digits of IRN

120 Call Information Database

122 Visualization of IRNs with same last 4 digits and prize

123 End of 2nd Drawing

Fig. 6
124 Beginning of 3rd Drawing

125 Random Selection of Call

126 Call Information Database

127 Playing of voice record

128 Voice recording storage

NO

129 Check of data

YES

NO

130 Phone Connection

YES

131 Game by phone on "Labyrinth" device to determine prize

132 End of 3rd Drawing

Fig. 7
133 Beginning of 4th Drawing

134 Drawing with DMRN of five digit number

135 Check against database for the last 5 digits of DMRN

136 Call Information Database

137 Visualization "No Winner"

138 Visualization of DMRNs with same last 5 digits and prize

139 Playing of Voice Recording

140 Voice Recording Storage

141 Check of data

142 Phone connection with the player

143 Game on "Klondaik" device to determine the prize of player from previous week

Fig. 8