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(54) **LOTTERY GAME AND SYSTEM**

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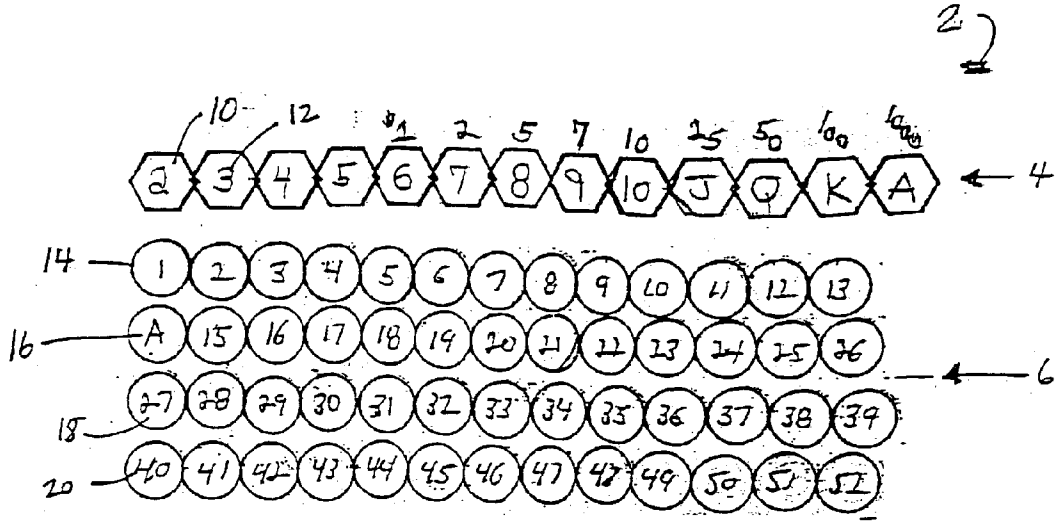
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(57) **ABSTRACT**

A lottery game that may be played as a printed ticket or on a display device which employs a first game area having a preselected number of consecutive first game spaces each containing play indicia and a second game area with second games exceeding the number of first game spaces each containing a second play indicia. A prize may be won if a minimum number of matches are made between second play indicia and first play indicia appearing in consecutive first game spaces of the first game area.



2-6 PAYS $1
2-7 PAYS $2
2-8 PAYS $5
2-9 PAYS $7
2-10 PAYS $10
2-J PAYS $25
2-Q PAYS $50
2-K PAYS $100
2-A PAYS $1,000
8

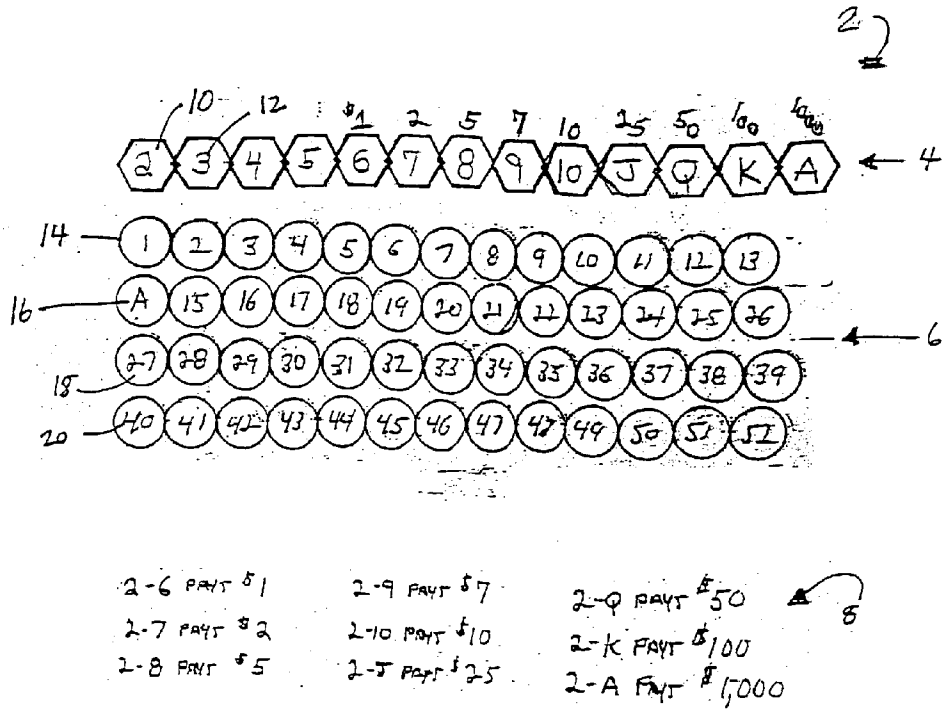

2
10
12
$1
2
5
7
10
25
50
100
400
2 3 4 5 6 7 8 9 10 J Q K A
4
14
16
18
20
1 2 3 4 5 6 7 8 9 10 11 12 13
A 15 16 17 18 19 20 21 22 23 24 25 26
27 28 29 30 31 32 33 34 35 36 37 38 39
40 41 42 43 44 45 46 47 48 49 50 51 52
6
2-6 PAYS $1
2-7 PAYS $2
2-8 PAYS $5
2-9 PAYS $7
2-10 PAYS $10
2-J PAYS $25
2-Q PAYS $50
2-K PAYS $100
2-A PAYS $1,000
8

FIGURE 1

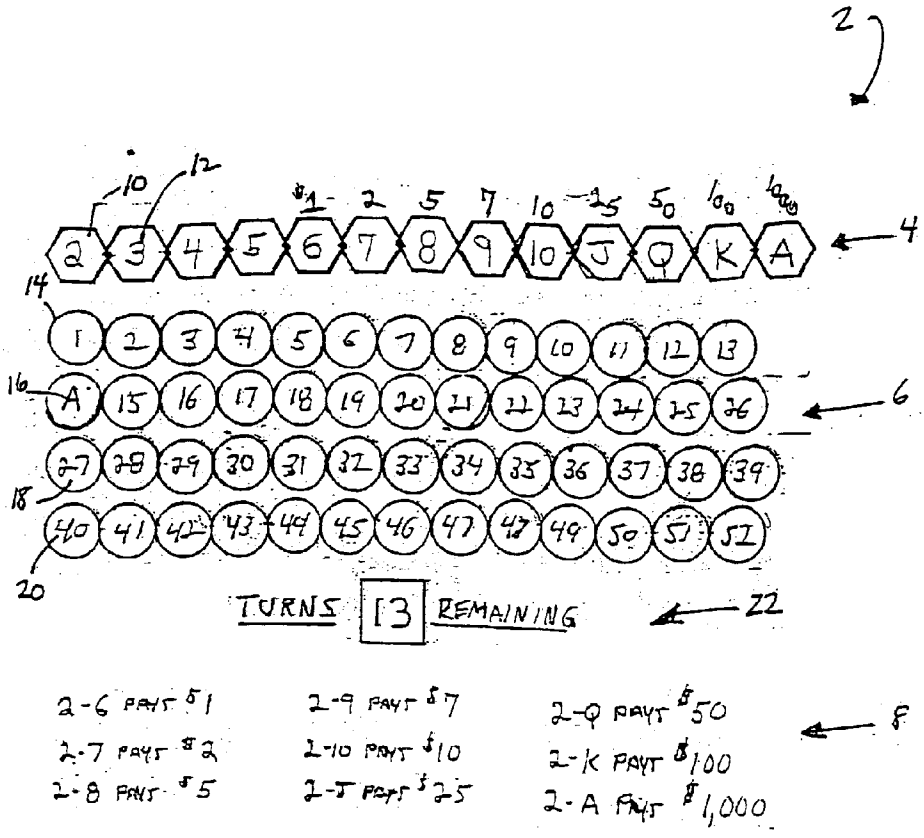

2
10
12
$1 2 5 7 10 25 50 100 1000
2 3 4 5 6 7 8 9 10 J Q K A
4
14
1 2 3 4 5 6 7 8 9 10 11 12 13
16
A 15 16 17 18 19 20 21 22 23 24 25 26
6
27 28 29 30 31 32 33 34 35 36 37 38 39
18
40 41 42 43 44 45 46 47 48 49 50 51 52
20
TURNS 13 REMAINING
22
2-6 PAYS $1
2-7 PAYS $2
2-8 PAYS $5
2-9 PAYS $7
2-10 PAYS $10
2-J PAYS $25
2-Q PAYS $50
2-K PAYS $100
2-A PAYS $1,000
8

FIGURE 2

LOTTERY GAME AND SYSTEM

FIELD OF THE INVENTION

[0001] The present invention is generally directed to a lottery game and system in which a first game area has a preselected number of game spaces each containing first play indicia arranged in a row or other format providing consecutive play indicia alignment. A second game area has second play indicia in second game spaces. The number of second game spaces exceeds the number of first game spaces and is covered by a removable scratch-off layer. The player is required to select less than all of the second game spaces and thereby uncover second play indicia. If the uncovered second play indicia match with the first play indicia in the first game area, such that a minimum number of consecutive matches are made, a prize may be won. The game may be played as a printed lottery ticket or may be accessed on a video terminal directly in control of a lottery sponsor or may be accessed on the global communications network or may be accessed in a casino or other gaming location.

BACKGROUND OF THE INVENTION

[0002] Lottery games in which the player has freedom of choice, otherwise known as probability games, have gained increasing attention in the lottery industry. The general purpose behind probability games is to enable the player to choose less than all of the possible plays from a universe of such plays in order to win a prize. One of the main attributes of a probability game is that each game has no predetermined outcome, hence the player is in a control position and may dictate the eventual outcome of the game. The attraction of probability games is that the player gets caught up in playing the game and thereby receives an additional entertainment value for the purchase of a lottery ticket.

[0003] It is an object of the present invention to therefore provide a probability type lottery game which is particularly adapted to be employed and played on a computer screen or related visual display device such as a slot machine for games which are directly sponsored by a lottery sponsor such as a state lottery commission or through a global communications network such as the Internet or in a gaming location such as a casino.

SUMMARY OF THE INVENTION

[0004] There is generally provided a lottery game and system employing a first and second game area where the first game area contains a universe of a preselected number of first game spaces each containing a single play indicia. A second game area contains a number of second game spaces, exceeding the number of first game spaces, each of which contains second play indicia. The player selects a preselected number of second game spaces to reveal the second play indicia which may or may not match with the first play indicia. If a minimum number of matches are made of first play indicia appearing in consecutive first game spaces, then a prize may be won.

[0005] In a particular aspect of the present invention, there is provided a lottery game and system comprising:

[0006] A lottery game and system comprising:

[0007] a) a first game area having a preselected number of consecutive first game spaces, each first game space having a first play indicia;

[0008] b) a second game area comprising second game spaces with the number of the second game spaces exceeding the number of said preselected game spaces in the first game area, each second game space including a second play indicia which may or may not match a first play indicia which is hidden from view by a removable scratch-off layer; and

[0009] c) instructions for selecting less all of the first game spaces to reveal less than all of the second play indicia, wherein if the revealed second game indicia match a minimum number of first play indicia appearing in consecutive first game spaces, a prize may be won.

[0010] In a preferred aspect of the present invention, the first and second game areas appear on a computer screen or screen associated with a slot machine and access to the game is through a video terminal of a lottery sponsor or through the global communications network or through a casino or other gaming location.

BRIEF DESCRIPTION OF THE DRAWINGS

[0011] The following drawing is illustrative of an embodiment of the invention and is not intended to limit the invention as encompassed by the claims forming part of the application.

[0012] **FIG. 1** is a graphic view of an embodiment of a lottery game in accordance with the present invention; and

[0013] **FIG. 2** is a graphic view of the embodiment shown in **FIG. 1** adapted for display on a video terminal.

[0014] Referring to **FIG. 1**, there is shown a lottery ticket **2** comprising a first game area **4** and a second game area **6**, and an instructional area **8** which provides instructions for the lottery player and/or a list of prizes that may be won and is described hereinafter.

[0015] The first game area **4** is comprised of a universe of consecutive game spaces **10** such as in a horizontal row wherein the game spaces are arranged consecutively so that each first game space is adjacent at least one other first game space. Each first game space **10** has a first play indicia **12** therein. The first game indicia may be selected from any symbols, icons, numbers, letters and the like. In the embodiment shown in **FIG. 1** the first play indicia comprise the numbers and letters associated with a deck of playing cards (e.g. 2 through Ace).

[0016] The second game area **6** is comprised of second game spaces **14** with each second game space having therein second play indicia **16** which may or may not appear in the first game area **4**. Preferably all of the second play indicia **16** will match first play indicia **12**. In this embodiment more than one second game space **14** will have the same second play indicia **16**. The number of second game spaces **14** exceeds the number of first game spaces **10**. In one embodiment of the invention, each second game space **14** contains a second play indicia **16** which corresponds to one of the first play indicia **10**.

[0017] Each of the second play indicia **16** (e.g. Ace) is covered by a removable scratch-off layer **18** which hides from view the second play indicia **16**. There may optionally be printed over the scratch-off layer a graphic design and/or a number system **20** (e.g. numbers 1-52) to enable the player to identify lucky numbers and reveal the second play indicia

hidden thereunder. The graphic design and/or number system or any other overprinting is not a factor in determining whether a prize has been won.

[0018] In accordance with the instructions for playing the lottery game, the player is required to select a predetermined number of second game spaces **14** (e.g. 13) from the universe of second game spaces **14** appearing in the second game area **6**. The player then removes the scratch-off layer **18** from each of the selected second game spaces to reveal second play indicia **16**. The object of the game is to match the second play indicia from the selected second game spaces **14** with the first play indicia **12** in the first game spaces **10**. In a preferred embodiment of the invention, if a minimum number of consecutive first play indicia are matched (e.g. 2-6) then a prize is won (e.g. $1).

[0019] In the embodiment specifically shown in **FIG. 1, a** prize may only be won if the consecutive matching of play indicia occurs from the leftmost first game space (showing the number 2). If there is a break in consecutive matching (e.g. the player fails to uncover the number 5) then the ticket is a losing ticket. As shown in the instructional area **8**, prizes are only awarded in this embodiment of the invention if the player matches at least the numerals 2-6.

[0020] If the lottery ticket is a printed lottery ticket (i.e. the so-called paper ticket) then instructions will be provided on the lottery ticket designating the number of picks or game spaces that may be uncovered in the second game area **6**. The player can then choose which of the second game spaces **10** he or she wishes to play to reveal play indicia **16** so long as he or she does not exceed the number of second game spaces **14** that may be uncovered.

[0021] In the electronic version of the game as shown in **FIG. 2**, there is provided an area **22** which can automatically tell the player how many picks he or she has to start the game and how many picks are left as individual second games spaces **14** are selected to reveal second play indicia **16**.

[0022] In the electronic version of the lottery game as shown in **FIG. 2**, one possible method is for a player to purchase an on-line ticket at a lottery retailer. The ticket may contain a registration number and be good for a preselected number of lottery games. The player thereafter accesses the appropriate site of the Internet and enters a registration number. Once verified, the player would have access to the lottery games and credit equal to the value of the on-line ticket. By way of example, a $5 on-line ticket would entitle the player to play 5 $1 lottery games. In another electronic version of the lottery game, access is through a slot machine or other type of gaming machine at a casino or other type of gaming venue.

[0023] The player then receives a menu of games and then selects a game to play. The lottery system associated with the server displays a randomly created version of the game selected and enables the game to be played while keeping track of winnings which may be credited to an account directly associated with an on-line ticket registration number. The player may then redeem the on-line ticket for whatever its value at any retailer after playing the allotted number of games.

[0024] One such system for playing the lottery game and for debiting and crediting accounts is disclosed in U.S. Pat. No. 6,322,466, incorporated herein by reference.

[0025] An alternate approach to having a player purchase a ticket at a retailer would be to have the player register at a site and open an account which could be debited and credited. Players may access the site using a password or other conventional means of player verification and select and play games as they choose.

What is claimed is:

1. A lottery game and system comprising:

a) a first game area having a preselected number of consecutive first game spaces, each first game space having a first play indicia;

b) a second game area comprising second game spaces with the number of the second game spaces exceeding the number of said preselected game spaces in the first game area, each second game space including a second play indicia which may or may not match a first play indicia which is hidden from view by a removable scratch-off layer; and

c) instructions for selecting less all of the first game spaces to reveal less than all of the second play indicia, wherein if the second game indicia match a minimum number of first play indicia appearing in consecutive first game spaces, a prize may be won.

2. The lottery game and system of claim 1 wherein the lottery game is accessed through the Internet.

3. The lottery game and system of claim 1 wherein the game is displayed on a video terminal.

4. The lottery game of claim 3 wherein the video terminal is a slot machine.

5. The lottery game and system of claim 1 wherein the second game area comprises fifty-two game spaces and the first game area comprises a row of thirteen first game spaces.

6. The lottery game and system of claim 1 wherein a prize is won if there is a match of first and second lay indicia commencing with a first game space.

7. The lottery game and system of claim 1 wherein the first and second play indicia are selected from indicia from a deck of cards.

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