

(19) World Intellectual Property Organization
International Bureau



(43) International Publication Date
8 November 2007 (08.11.2007)

PCT

(10) International Publication Number
WO 2007/127285 A2

(51) International Patent Classification:
A63F 9/24 (2006.01)

(21) International Application Number:
PCT/US2007/010096

(22) International Filing Date: 25 April 2007 (25.04.2007)

(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data:
60/794,803 25 April 2006 (25.04.2006) US

(71) Applicant (for all designated States except US): **GAME-LOGIC INC.** [US/US]; 880 Main Street, Suite 350, Waltham, MA 02451 (US).

(72) Inventors; and

(75) Inventors/Applicants (for US only): **KANE, Steven, N.** [US/US]; 111 Yamouth Road, Brookline, MA 02467 (US). **HARDY, Dow** [US/US]; 25 Forbes Avenue, Marlborough, MA 01752 (US). **HERRMANN, Mark** [US/US]; 24 Wellesley Avenue, Wellesley, MA 02482 (US).

(74) Agent: **RUSSAVAGE, Edward, J.**; Lowrie, Lando & Anastasi, LLP, One Main Street, Suite 1100, Cambridge, MA 02142 (US).

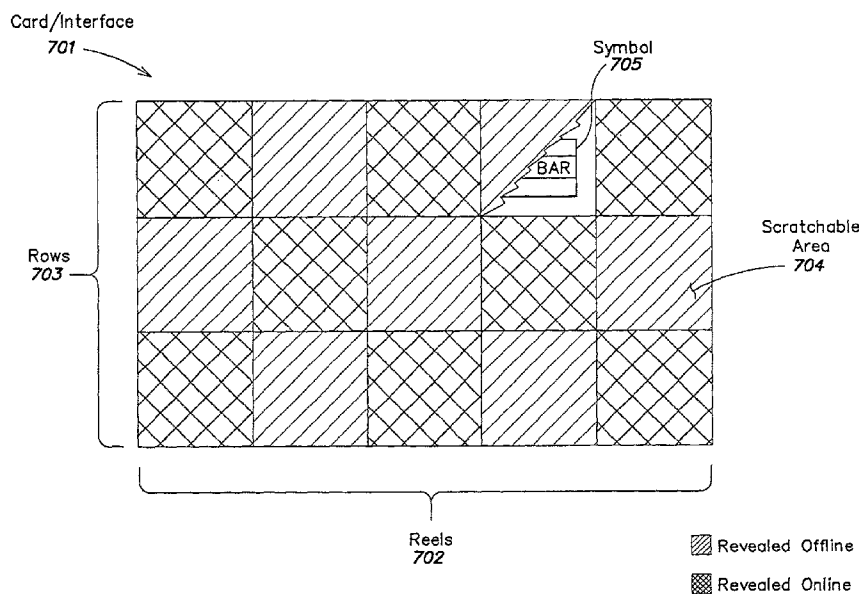
(81) Designated States (unless otherwise indicated, for every kind of national protection available): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BH, BR, BW, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, GT, HN, HR, HU, ID, IL, IN, IS, JP, KE, KG, KM, KN, KP, KR, KZ, LA, LC, LK, LR, LS, LT, LU, LY, MA, MD, ME, MG, MK, MN, MW, MX, MY, MZ, NA, NG, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RS, RU, SC, SD, SE, SG, SK, SL, SM, SV, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, ZA, ZM, ZW.

(84) Designated States (unless otherwise indicated, for every kind of regional protection available): ARIPO (BW, GH, GM, KE, LS, MW, MZ, NA, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IS, IT, LT, LU, LV, MC, MT, NL, PL, PT, RO, SE, SI, SK, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

Published:
— without international search report and to be republished upon receipt of that report

For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

(54) Title: METHOD AND APPARATUS FOR CONDUCTING A GAME OF CHANCE



(57) Abstract: A system and method are provided for playing a game of chance. The game of chance may include, for example, a lottery-type game. A result of the game of chance is revealed to a player in another medium. In one example, the result is revealed during multiple game instances of one or more online games. Additionally, a game of chance may have an associated second chance win opportunity that can be revealed to the player immediately after playing the game of chance. In one example, a result of the second chance opportunity may be revealed to the player in an online game format.

WO 2007/127285 A2

METHOD AND APPARATUS FOR CONDUCTING A GAME OF CHANCE

Field of the Invention

The field of the invention relates generally to lotteries and gaming, and more
5 particularly, to systems for conducting lottery-based games or casino-based gaming.

Background

There are many different types of games that are provided that involve the issuance of a
lottery ticket to play a game of chance. Lottery tickets are sold through retailers using
10 machines referred to as point of sale (POS) terminals. These tickets are generally printed at the
POS terminal, and are usually issued for some lottery drawing to be performed at a later time.
Examples of these types of lottery games of chance include traditional state lottery drawings
and multi-state lottery drawings (e.g., PowerBall). Another type of lottery ticket, referred to in
the art as instant lottery, includes a pre-printed scratch-type lottery ticket which includes a
15 latex or similar coating that is scratched off by a purchaser (a player), revealing one or more
game indicia and whether the player won the game or series of games as indicated on the
ticket. The indication is generally "instant" in that the player knows, when they scratch off the
ticket coating, whether or not they won the game.

There are many online games that can be played using a computer system coupled to a
20 communication network (e.g., the Internet). These games may include traditional games of
chance, games of skill, and casino-type games, among others.

Some systems combine lottery-type games and online games. In one such system, a
lottery ticket is sold to a player, who then plays a further game using a computer system. In
such a game system, the ticket sold to a player includes a code which is correlated to a game
25 seed stored in a computer system upon which a computer game is played. The computer game
determines the correlated game seed, and this game seed is mapped to a series of
predetermined game states that lead to a predetermined outcome. That is, the code stored on
the ticket includes the outcome. In another type of system, the code stored on the ticket is an
encoded form of the lottery result, which is then revealed to the player at the end of play of an
30 online game.

For lotteries, sweepstakes, and contests, losing efforts may be rewarded by becoming
eligible to participate in a second chance drawing, contest, or event. For prize contests in
which prizes are awarded randomly, e.g. through finding the one candy packet with all white
candy pieces, a standard method for entering a second chance drawing includes sending into

- 2 -

the game operator a post card listing the player's name, contact information, and often a "special phrase" particular to the prize contest. Prizes available to win in a second chance drawing for a contest may include, for example, the unclaimed prizes or awards from the contest. Winners of the second chance drawing are usually drawn randomly by hand using a wheel or other device.

SUMMARY

New and more interesting game formats are needed for lottery and casino type games that maintain or enhance players' interests and therefore result players returning or continuing to play more games. According to one aspect of the present invention, a game format is provided that allows a player to play in a second chance game where the result of the second chance game is immediately revealed to the player. For instance, in one example game format, the player may be provided a chance to play in a consolation or second chance game conducted by an online system so that the second chance result can be immediately revealed to the player.

According to another aspect of the present invention, a portion of a game is played offline, and another portion is played online. For instance, a scratch-type lottery ticket may be provided that, unlike conventional online lottery games, includes a partial outcome of a game on the ticket. In one example in the case where a scratch-off ticket is used, the player may scratch off a covering of a portion of the ticket to reveal a partial game result. Although, according to one embodiment, scratch-type lottery game pieces may be used, other types of game pieces (e.g., pull-tab, printed lottery, bingo tickets, keno tickets, etc.) may be used, and one or more methods may be used to reveal the partial result. These game pieces may be provided, for example, at a POS such as, for example, a lottery agent, casino, or other gaming establishment.

A remaining portion of the game result may be revealed to the player during a game played on a computer system. In one example, the computer system may be capable of downloading and playing one or more games over a communication network, such as the Internet. For instance, the remaining portion of the result may be revealed to the player during play of an online game.

In one embodiment, the offline portion of the game permits the player to progress through the game without revealing a final outcome. In another example, the offline portion of the game is configured to provide a partial outcome indicative of a possible win. This outcome indicative of a possible win may include an indication that the player is close to winning within

- 3 -

a particular game instance. For example, in the case of a bingo game, the offline portion of the game may provide an indication that the player is close to obtaining a winning bingo pattern. This indication entices the player to continue to play the online portion of the game to obtain the final outcome of the game. Thus, a player is motivated to play both portions of the game, thereby prolonging the gaming experience. Although such an online/offline game format may be used to play a bingo game, it should be appreciated that other game types may implement such an online/offline game format.

In another embodiment of the present invention, a slot machine game is played in an online/offline format. In one example using a scratch-type ticket (or card) having a slot machine representation printed on the ticket, one or more scratchable areas are provided to the player for playing the offline portion of the game. These scratchable areas may be located in one or more slot locations presented on one or more reels of the slot machine representation. The player scratches one or more of the areas to reveal symbols printed on the ticket. These symbols may, when arranged in particular groups along pay lines of the slot machine, provide a winning outcome. According to one embodiment of the present invention, one or more of the areas (e.g., slot locations) may not be revealed in the offline portion of the game. Rather, the player must play an online portion of the game to reveal the missing outcomes.

In another embodiment of the present invention, a bingo game is played in an online/offline format. In one example using a scratch-type ticket (or card) having a bingo game representation printed on the ticket, one or more scratchable areas are provided to the player for playing the offline portion of the game. Although these areas may be "scratchable," it should be appreciated that the indication may be hidden by other methods (e.g., by a pull-tab, by coding a result that can be decoded offline) or may not be hidden at all (e.g., by printing the indication of a potential win at the POS). In one embodiment, the bingo game played includes the well-known American bingo game format. However, it should be appreciated that any bingo game having any type of card or format may be used.

These scratchable areas may be located in one or more locations on one or more bingo cards, although it should be appreciated that other types of areas, either hidden or not, may be used to show indications associated with the offline portion of the game. In the example where scratchable areas are used, the player scratches one or more of the areas to reveal symbols printed on the ticket. These symbols may, when arranged in particular patterns on a bingo card, may provide a winning outcome.

- 4 -

According to one embodiment of the present invention, one or more of the areas (e.g., bingo card numbers) may not be revealed in the offline portion of the game. Rather, the player must play an online portion of the game to reveal the missing outcomes. In another example, all of the card numbers of one or more bingo cards are revealed in the offline portion of the game, and the player plays the online portion of the game to receive the called numbers,
5 yielding the outcome of one or more bingo cards.

In another embodiment of the present invention, a roulette game is played in an online/offline format. In one example using a scratch-type ticket (or card) having a roulette game representation printed on the ticket, one or more scratchable areas are provided to the
10 player for playing the offline portion of the game. These scratchable areas may be located in one or more locations on the roulette wheel representation and/or bet table. The player scratches one or more of the areas to reveal bets in bet areas on the bet table or the roulette wheel outcome printed on the ticket.

According to one embodiment of the present invention, one or more of the areas (e.g.,
15 the roulette wheel outcome) may not be revealed in the offline portion of the game. Rather, the player must play an online portion of the game to reveal the missing outcomes. In another example, bets on the bet table are revealed in the offline portion of the game, and the player plays the online portion of the game to receive the result of the spin of the roulette wheel, yielding the outcome of the individual bets. In another example, the printed card may have
20 more than one bet table, each of which corresponds to a spin of a roulette wheel made in an online portion of the game. To this end, an online game may have a control that a player may select to cause the roulette wheel to spin and display the outcome of the spin.

According to another aspect of the present invention, a first game is played offline, and a second game is played online, both the first and second games being associated with the
25 same ticket. For instance, this same ticket may permit a player to play a complete game offline, and play a separate game online. These first and second games, for example, may have independent outcomes. These games may, however, be the same or similar types of games (e.g., a slot machine game), same themes, etc. among the first and second games.

In another aspect of the present invention, standard offline games (e.g., scratch-based,
30 pull-tab, printed lottery, bingo, keno, etc.) may be combined with an online game component. This is beneficial, as the interest in standard offline games may be increased by providing an additional online game component. For example, standard offline games may become "online" enabled by the payment of an additional fee. In one specific example, offline games are made

- 5 -

online compatible at the point of ticket issuance (e.g., at a POS). For instance, a retailer may, upon payment of an additional fee, enable a ticket associated with an offline game to become online enabled. This may be accomplished, for example, at the POS by scanning or otherwise inputting a ticket identifier of an issued ticket and enabling an online game associated with the issued ticket.

In yet another aspect of the present invention, the online (or offline) portion may be in the form of a multiplier that, when combined with the offline (or online) result, causes an awarded prize to be increased. For instance, the prize value may be increased by a ratio reflected by the multiplier (e.g., a 2x multiplier may yield a doubling of a prize value). It should be appreciated that other aspects of the game can be included in the online or offline portions, and the invention is not limited to features used in the online or offline portions unless specifically recited in the claims.

According to one aspect of the present invention, a method for conducting a game of chance is provided. The method comprises acts of providing a primary game having a primary win opportunity, and providing a second chance win opportunity, wherein the second chance win opportunity is revealed to the player upon an action initiated by the player. According to one embodiment of the invention, the second chance win opportunity is available only to a player losing in the primary game. According to another embodiment, a result of the second chance win opportunity is revealed by selection of the player. According to another embodiment, the method further comprises an act of revealing the result of the second chance win opportunity in an online game.

According to one embodiment of the invention, a result of the primary win opportunity is revealed to the player during play of an offline game. According to another embodiment, the second chance win opportunity is presented to the player during play of a game of skill or chance. According to another embodiment, the game of skill or chance includes at least one of a game of poker, blackjack, roulette, dominoes, craps, and slots. According to another embodiment, the game of skill or chance includes a sports betting tournament. According to another embodiment, at least one of points and credits are awarded to the player of the game of skill or chance according to an outcome of the game of skill or chance. According to another embodiment, the method further comprises an act of permitting the player of the game of skill or chance to compete against other players of the game of skill or chance.

According to one embodiment of the invention, the method further comprises an act of displaying points awarded to the player of the game of skill or chance to at least one other

- 6 -

player of the game of skill or chance. According to another embodiment, the method further comprises an act of permitting the player to enter a second chance opportunity only a specified number of times within a specified time period. According to another embodiment, the action initiated by the player further comprises an act of permitting the player to enter a code that
5 causes a computer system to reveal a result of the second chance win opportunity. According to another embodiment, the action initiated by the player further comprises an act of completing play of an online game that causes a computer system to reveal a result of the second chance win opportunity.

According to one embodiment of the invention, the act of permitting the player to enter
10 a code includes an act of displaying an interface to the player in which the player is permitted to enter the code into a memory of the computer system. According to another embodiment, the revealing of the second chance win opportunity is revealed to the player by a game-playing computer system. According to another embodiment, the revealing of the second chance win opportunity is revealed to the player immediately upon initiation of the action. According to
15 another embodiment, the revealing of the second chance win opportunity is revealed to the player a short period of time after initiation of the action. According to another embodiment, the revealing of the second chance win opportunity is performed at a time determined by the player. According to another embodiment, the primary game includes an offline game, and wherein the second chance win opportunity is revealed to the player online.

According to one embodiment of the invention, a result associated with the second
20 chance win opportunity is predetermined. According to another embodiment, a result associated with the second chance win opportunity is determined during play of an online second chance game. According to another embodiment, the result associated with the second chance win opportunity is associated with an identifier of an entry in the primary game.

According to another embodiment, the identifier includes a ticket identifier of a ticket
25 associated with the primary game. According to another embodiment, the method further comprises an act of permitting the player to redeem a ticket associated with the primary game. According to another embodiment, the method further comprises an act of presenting, to the player a result associated with the second chance win opportunity in response to redeeming the
30 ticket associated with the primary game. According to another embodiment, a result associated with the second chance win opportunity is independent of a process for redeeming the ticket associated with the primary game. According to another embodiment, the method further comprises an act of determining the result associated with the second chance win opportunity

- 7 -

in a random manner.

Further features and advantages of the present invention as well as the structure and operation of various embodiments of the present invention are described in detail below with reference to the accompanying drawings. In the drawings, like reference numerals indicate
5 like or functionally similar elements. Additionally, the left-most one or two digits of a reference numeral identifies the drawing in which the reference numeral first appears.

Brief Description of the Drawings

The accompanying drawings are not intended to be drawn to scale. In the drawings,
10 each identical or nearly identical component that is illustrated in various figures is represented by a like numeral. For purposes of clarity, not every component may be labeled in every drawing. In the drawings,

Figure 1 is block diagram of a system for conducting a game according to one embodiment of the present invention;

15 Figure 2 is an example ticket that may be issued in association with a game according to one embodiment of the present invention;

Figure 3 is a flow chart of a process for conducting a game according to one embodiment of the present invention;

20 Figure 4 is a flow chart of a process for conducting a game according to another embodiment of the present invention;

Figure 5 is a system for conducting a game according to according to one embodiment of the present invention;

Figure 6 is an example game interface according to one embodiment of the present invention;

25 Figure 7 is another example game interface according to one embodiment of the present invention;

Figure 8 is another example game interface according to one embodiment of the present invention; and

30 Figure 9 is another example game interface according to one embodiment of the present invention.

Detailed Description

Second chance drawings for contests, promotions, sweepstakes, lotteries, and other

- 8 -

games of chance provide a method for maintaining player interest in the particular contest, promotion, sweepstake, lottery, or other game of chance. Because most individuals in a particular contest, promotion, sweepstake, lottery, or other game of chance do not win initially, the second chance drawing provides a player with additional hope of actually obtaining some
5 reward or satisfaction.

Generally, a losing ticket affords the player an opportunity to win a prize, but it is appreciated that there is no instant gratification, as the player needs to mail in the second chance entry and a later drawing occurs. Further, the player usually forgets about the entry and is never notified of the actual winner, thus defeating the intent of continuing the game
10 satisfaction and motivating the player to play additional games.

According to one aspect of the present invention, a game format is provided that allows a player to play in a second chance game where the result of the second chance game is immediately revealed to the player. For instance, in one example game format, the player may be provided a chance to play in a consolation (or second chance) game conducted by an online
15 system so that the second chance result can be immediately revealed to the player.

To accomplish the revealing of an instant second chance result, the player may be provided an access code for accessing an online version of the second chance game. For instance, a first game may have a ticket associated with it, and on the ticket, an access code may be printed on the surface of the ticket. In one example, a second chance access code may
20 be printed on the back of a ticket (e.g., in the case of a scratch-type or pull-tab ticket). The access code may include any information associated with the ticket, including a ticket serial number, batch number, or any other type of identifying information.

The first game may be, for example, an offline game (e.g., a scratch ticket game, pull-tab game) or offline/online game as discussed above. According to one embodiment, a second
25 chance game associated with the first game may be conducted online using a computer system. Using the computer system and access code, the player may be permitted to view an outcome of the second chance game. In another example game format, winnings from an offline or offline/online game may be redeemed online, and an outcome of the second chance game may be presented to the player as part of the redemption process. It should be appreciated,
30 however, that a second chance game outcome may be presented in any manner, including being presented in association with an online portion of a game, and may be part of or separate from any redemption process associated with the first game.

To play the second chance game, the player may be directed to an online game program

- 9 -

(e.g., by being provided a Uniform Resource Locator (URL)) that conducts the second chance game. In one example, the game program may present an interface in which the player is permitted to enter the provided access code. The interface may also accept other information, such as, for example, the player's name, address, or other information. In response to
5 providing the access code, the game program may present to the player the outcome of the second chance game associated with the ticket. Alternatively, the game associated with the second chance game may itself be an online game, and the online game program may be programmed to reveal an instant second chance result in addition to the primary result associated with the online game. In another example, the second chance game may be
10 incorporated into an online redemption process as discussed above.

According to one embodiment, the outcome of the second chance game may be predetermined. For instance, the outcome may be determined any time prior to the play of the second chance game, such as being determined at the time of ticket issuance or during play of the first game (e.g., during play of an online game). In this case, the outcome of the second
15 chance game may be associated with a ticket identifier of a ticket used in the first game. Alternatively, the outcome of the second chance game may be determined at the time of play of the second chance game. For instance, the outcome of the second chance game may be determined randomly or in any other manner at the point at which the player accesses an online portion of the second chance game. In one particular game format, the player may be
20 presented a second chance prize as part of a promotion or sweepstake, and the determination of whether the player is awarded a prize is determined when the player accesses the online portion of the second chance game. For instance, the player may be awarded an e-coupon or other prize that is determined randomly when the person plays the second chance game.

According to another aspect of the present invention, it is appreciated that conventional
25 second chance drawings usually provide only a limited opportunity to enter a second chance drawing. For example, a player may be limited to one entry per family per contest. Thus, once a particular family member enters a second chance opportunity one time for a particular contest, promotion, sweepstake, lottery, or other game of chance, the family and its members are no longer provided any additional benefit from maintaining interest in the particular
30 contest, unless an individual believes they can win through the standard method for winning such a chance is generally reduced, as the player is not permitted to enter the second chance drawing.

According to one aspect of the invention, a second chance opportunity for a contest,

- 10 -

promotion, sweepstake, lottery, or other game of chance may include a contest between second chance players. According to an embodiment of the invention, a second chance player may enter a single second chance game more than once. According to another embodiment of the invention, the reward for winning the second chance opportunity includes a reward of publicity or fame, with no money, no prizes, or unclaimed prizes being rewarded to the winner.

5 A contest, promotion, or sweepstake may be any type. For example, the contest, promotion, or sweepstake may or may not reward a prize and may involve a contestant or participant to randomly draw a chance or item. Alternatively, the contestant or participant may randomly obtain an entry through an alternative method of entry (AMOE) or through purchase of an item or product.

10 A lottery may be of any type known such as that operated by or for a government or government agency (e.g., the Maryland Lottery and Powerball), by a company (e.g., the London Daily Star newspaper), or by a gaming company (e.g., Harrah's). The lottery may be held entirely through direct or remote interaction between player and an agent or over the Internet. The lottery may also be of a scratch ticket type or of a number drawing type, such as PowerBall or The Big Game.

15 Games of chance that may be operated with the second chance opportunity are any known, including lotto, keno, scratch-off tickets, roulette, and slots. The games of chance may be held using physical methods including tickets, slot machines, etc. or may be operated virtually over the Internet.

20 Various other aspects of the present invention relate to an online/offline game format that may be implemented with a game of chance. Such games may be offered, for instance, through the lottery, casino, or other type of gaming establishment. According to one embodiment, a partial result of the game of chance is revealed to a player in an offline portion of the game. The remaining portion of the result is revealed to the player in an online portion of the game. The online/offline game may include various game formats, including, a slot machine game, a bingo game, a game of roulette, or any other type of game.

25 Also, as discussed, standard offline games (e.g., scratch-based, pull-tab, printed lottery, bingo, keno, etc.) may be combined with an online game component. This is beneficial, as the interest in standard offline games may be increased by providing an additional online game component. For example, standard offline games may become "online" enabled by the payment of an additional fee. Further, certain aspects of game play (e.g., the play of an additional game, the revealing of a prize multiplier, etc.) may be revealed in the online or

- 11 -

offline portion of the game, as appropriate. Aspects of the present invention may be performed, for example, with an online gaming system as described in more detail below.

An example of a ticket (Item 201) that may be issued to a player for a game of chance is shown in Fig. 2. The player may scratch a surface of the ticket (in the case of a scratch
5 ticket) to reveal one or more indications. These indications may include, for example, a serial number of the ticket, an access code, or other indication (or combination thereof) that may be used to access the online game. Alternatively, the ticket may be a pull-tab ticket or other ticket type suitable for presenting indications to a player.

As discussed above, the ticket may also include a partial outcome of a game, as
10 discussed above. To this end, the ticket (or card) may have a number of scratchable or preprinted indications (e.g., as printed on a ticket at the POS) for play of the offline portion of the game. Remaining unrevealed areas printed on the card or other features of the game (e.g., a prize multiplier value) may be revealed during the online portion of the game.

The ticket may include other indications (e.g., a decryption key or portion thereof as
15 described above that may be used to decrypt game results). Also, the ticket may indicate to a player the number of plays of a second game (e.g., as played by the player on a computer system). For instance, in the case of a slot machine game, the ticket may indicate the number of spins that a player may be awarded by the ticket. In the case of a COLLAPSE-type game, the ticket may indicate the number of game instances (or plays) of the COLLAPSE-type game
20 that can be played by the player. Further, as discussed above, the player may be permitted to play any one of a number of offered games, and the player may select different games to play to reveal results associated with game instances. In the case of a slot machine, bingo, roulette, or other type game, the ticket may indicate the number of game instances (or plays) of the slot machine, bingo, roulette, or other type game that can be played by the player. In the bingo
25 example described above, a card may have three bingo cards printed thereon, each card corresponding to a separate bingo draw.

In one embodiment, ticket 201 includes a code 202 printed on a surface of the ticket that provides access to outcomes (e.g., prizes) stored on the server. As discussed, code 202 may also include, as an optional feature to increase security, a key that may be used to decrypt
30 the outcome. This outcome may be stored in a database stored on a server system. Ticket 201 may also include a ticket identifier 203 used to identify the ticket, and which may be used to identify the outcome associated with the ticket. Further, ticket 201 may include a game indication 204 that relates information relevant to a game played on a computer system. For

- 12 -

example, there may also be stored, on the ticket, an identifier that indicates, to the player, the number of plays associated with an online game. In one example, a player purchases a ticket at a retailer or other POS location.

The player then proceeds to play a game on a computer system. Figure 1 shows an
5 example system 100 according to one embodiment of the invention upon which a game may be played. The user (a player) 110 plays a game through an interface of a host computer system (e.g. host 101). Host 101 may be any type of computer system that is capable of playing a game. The host may be, for example, a general-purpose computer system (e.g., a personal computer (PC)) that connects to a network (e.g., the Internet). Other general purpose computer
10 system types (e.g., a PDA, a cell phone, set-top box, or other system type) may be used to play the game.

The computer system may be coupled to a server system 103 through one or more communication networks 102. The server may provide a game program 109 that is executed by host 101 for playing the game. More particularly, game program 109, when executed, may
15 provide an online game that can be played by a user through an interface associated with host 101. This online game may be, for example, a video slot machine, blackjack, or other online or casino-type game.

The game program may be stored, for example, in a computer-readable medium (e.g., a memory, storage, or other media) associated with server 103 that provides game programs.
20 For instance, the game program may be stored on a web server and downloaded to a client computer over the Internet. Game program 109 may be one of a number of game programs associated with an online game experience. Different game programs may be selectively downloaded to the client, based on the type of game ticket issued, the game selected for play by the user, the type of client used, or other criteria.

25 Server 103 may also be a general-purpose computer system, or any other type of computer system capable of authenticating tickets, providing game programs, and performing other game-related functions. Further, it should be appreciated that various game functions may be performed by one or more server systems. Server 103 generally includes a processor 104 for executing server-based game functions. Server 103 may also include a memory 105
30 for storing data associated with game programs. Server 103 may also include one or more network interfaces 106 that couple server 103 to network 102, which permit server 103 to communicate with one or more hosts. Further, server 103 may include one or more storage entities 107, including disks or other media for storing data. In one embodiment, storage 107

- 13 -

is adapted to store one or more game programs 109 as discussed above. Server 103 may have any number or type of processor that executes an operating system and one or more application programs. In one embodiment, server 103 provides web server content to one or more clients for the purpose of accessing and playing the game.

5 Server 103 may also include a database 108 that is adapted to store one or more outcomes associated with a ticket or other gaming piece. As discussed, the outcome may be indexed using an identifier of the ticket.

Figure 3 shows one example process for conducting a game according to one embodiment of the present invention. At block 301, process 300 begins. At block 302, a
10 player is issued a ticket. As discussed, a player may purchase a ticket at a retailer or other POS location. At some later time and/or location, the player may play an online game on one or more computer systems (e.g., a PC or other computer system capable of playing games). For instance, at block 303, a host computer system (e.g., host 101) executes a game program. The game program may be, for example, an online game that includes one or more components
15 downloaded over a communication network (e.g., the Internet).

As discussed, the ticket may include a code which is used to access the outcome of a game. This code may be printed on a face of the ticket as discussed above with reference to Figure 2. In one example system, the player accesses a website that includes an interface in which the player may enter the code at block 304.

20 This interface may be, for example, used to access the game, or may be any other interface (e.g., an interface used to access a download website used for downloading game software (e.g., game program 109)). The interface may be programmed in one or more computer languages (e.g., an HTML, Java, Macromedia Flash, or other type interface) and may include a text entry box in which the player can input the code. The interface may include
25 other ways of entering a code or other parameter (e.g., a glyph printed on a ticket) that allows the user to gain access to the game. It should be appreciated that the invention is not limited to any particular method for entering the code, or any format of the code, and that any type of code or method of entry may be used.

30 The player enters the code, and an outcome is determined at block 305 based on the code. More particularly, there may be a mapping between the code printed on the ticket and an outcome stored on the server. This code may be stored, for example, in a database structure stored in database 108 of the server. Database 108 may be, for example, a relational database, object database, flat file database, or other organizational entities used to store and maintain

- 14 -

data. Further a listing of winning codes may be furnished to an organization that provides the game (such as, for example, a state-run lottery commission). The code may, as discussed above, include an optional decryption key that decrypts an entry stored on the server. This entry may indicate one or more outcomes of game instances.

5 The outcome of the game is then used by the online game to determine play of the game by the player at block 306. For instance, if the stored outcome is "Win \$50," the online game may present an outcome to the player that indicates that the player won a \$50 prize. This presentation may be in the form of one or more reveals presented to the player while playing the online game at block 307. The presentation may be progressive, in that the ultimate
10 outcome (e.g., "Win \$50") is achieved through a set of reveals or progressions through the online game. For example, in the case where a COLLAPSE-type game is played wherein items are collected for playing in a second level game, such reveal outcomes of each instance of the COLLAPSE-type game may be stored on the server. For example, in the case where a slot machine game is played wherein a series of spins are used to reveal slot machine entries,
15 such reveal outcomes of each spin may be stored on the server.

As discussed, prizes may be distributed over game instances and/or items (or more generally, win opportunities) to maximize game interest and to entice the player to play each game instance associated with a particular ticket. For example, one approach may include providing to the player an early (relative in the series of game instances) indication of winning
20 to keep the player interested. As the player plays more game instances, the magnitude of the prizes may be adjusted such that a level of game "drama" is increased. That is, prize values are adjusted among later game instances to provide relatively higher prize values in later games. Other approaches/distributions may be provided for increasing or maintaining game interest.

Once played, the player may redeem the ticket at the point of sale or other redemption
25 location at block 308. Alternatively, the player may be permitted to redeem the ticket without playing the game. Redemption may be permitted, for example, after a predetermined time. For instance, the player may be permitted to redeem a ticket after a set time (e.g., 10 PM), a particular time period after ticket purchase (e.g., 24 hours) or other absolute or relative time. This may be the case for a Keno or lottery-based system, where a Keno or lottery result is
30 made available at a set time after ticket purchase. Alternatively, tickets may be redeemed immediately after purchase. At block 309, process 300 ends.

Payouts may be determined by a pay table associated with the game. The number of tickets may be determined *a priori*, and a pay table that determines payouts may be allocated to

- 15 -

the tickets. This allocation may be determined, for example, by shuffling the pay table and allocating results to tickets. The following is an example of a pay table that may be used with a game according to one embodiment of the invention: number of tickets issued, 2000; ticket price, \$5.

5

Table I – Example Payout Table

	<u>Number of Tickets</u>	<u>Payout</u>
	1	\$100
10	700	\$10
	500	\$5
	100	\$1
	600	\$0

15

Game Operator Return: \$300 (3%) - expenses

As shown in the example above, a certain number of tickets may be allocated as winning tickets having a particular payout (e.g., an outcome). Some tickets may have no payout associated with them, and some may only have a nominal payout (e.g., a small award amount, free ticket, etc.). A small number of tickets may include a large payout as compared to the magnitude of other payouts. It should be appreciated, however, that payouts are not limited to money, but other types of prizes may be awarded including merchandise, credit, loyalty points or any other representation of value.

The odds of winning may be the type of odds experienced in actual (rather than computer-based) games. Alternatively, the odds of winning may not necessarily be “natural” odds of winning any particular type of game, but rather, the odds may be adjusted to obtain the outcome desired (e.g., by the gaming operator). The odds of winning, number of winning tickets, amount of payout per ticket, or other payout parameter may be any amount or number, and the invention is not limited to any particular odds of winning, number of winning tickets, payout amount or type of payout. However, according to one embodiment, the overall odds of winning, amount and type of payout, etc. may be similar to a game previously approved by regulators (e.g., scratch ticket games, Keno, bingo, etc.) so that the use of an additional game to display an outcome associated with the previously-approved game is scrutinized much less

- 16 -

by regulators, and as a result, the approval of the additional game is less burdensome. To this end, a system associated with the previously-approved game may provide ticket and outcome information to a system conducting an online game (e.g. server 103).

The code stored on the server (e.g., server 103) may be used to determine game play as
5 played on the computer system. For instance, the game outcome may be "Win \$50." In the case of a slot machine-type game, the ticket may indicate that the player receives 10 spins of the slot machine. The outcome of each spin may be predetermined, and the game may retrieve information from the server indicating a predetermined sequence of game play as discussed above. In the case of a slot machine-type game, the predetermined sequence may indicate the
10 winnings associated with each of the spins. In the case of a COLLAPSE-type game, the outcome of each instance of the second level game may be stored on the server and retrieved prior to game play.

In another example, only the overall outcome is predetermined (e.g., the total winning associated with the ticket), and the sequence of game play may be determined when the game
15 is played. In the example above where the player is indicated as winning \$50 over 10 spins, the \$50 winnings (and any intermediate losses) may be allocated to the player at any point over the 10 spins. In the case of the COLLAPSE-type game, winnings may be allocated across game instances. In a further example, winnings may be allocated across items collected while playing the COLLAPSE-type game. Because the number of items collected may vary
20 depending on the skill of the player, the distribution of prizes among collected items may be determined during game play by the game playing system. Thus, according to one embodiment, the player's skill (or lack thereof) does not affect the overall outcome of the game.

This allocation may be determined by the server, the game software executing on the
25 client, or a combination thereof. Further, the game play may be randomized in that a further play using the same ticket may yield a different sequence of game states leading to the same outcome. For example, in the case of a slot machine game as described above, a player may be indicated as winning \$50, but the sequence by which the player attains the \$50 winning outcome may be different depending on various factors. Such factors may include a
30 randomization function that determines results of individual game plays (e.g., in the case of a series of "spins," the result of each spin), or some other function. The series of intermediate outcomes may be stored in a database associated with the server as discussed above with respect to game outcomes. Also, the outcomes may be adjusted using a formula or rule-based

- 17 -

approach during execution of the game to increase the game drama and heighten the game playing experience.

According to another aspect of the present invention, a player may purchase a ticket at a point of purchase (e.g., a convenience store) and the indication of a win/no win condition of the ticket is revealed on a different medium. For instance, a player purchases a scratch ticket
5 in a convenience or other type of store. The prize that the player wins is not revealed on the scratch card itself, but rather the prize is revealed through another medium (e.g., on a home computer system, PDA, cell phone, etc.).

For instance, as discussed above, the player may be presented another game (e.g., a slot
10 machine, bingo game, roulette game, or COLLAPSE-type game as described above) that reveals at least a portion of the outcome (e.g., a prize, game result, or other outcome). The underlying prizes available via the reveals may be predetermined, in that the ultimate outcome and any intermediate outcomes of the game may be stored in one or more systems and revealed to the player during play of an online game. The scratch ticket may reveal different numbers
15 of plays (e.g., pulls in the case of a slot-machine type game, game instances of a COLLAPSE-type game, game instances of a bingo game, etc.) the player receives.

In one aspect of the present invention, the ticket includes authentication information that is used to obtain the reveals. In one example, the scratch ticket contains a secret key which is used to decrypt the results that are revealed to the player. That is, according to one
20 aspect, it is impossible to determine if and what a particular ticket wins without having possession of the ticket (and therefore the secret key). In another example, the scratch ticket could contain only a portion of the secret key. The other portion of the key may be stored, for example, on a server and retrieved from a database (e.g., file, relational database, etc.) based on, for example, the serial number of the card. Mappings of serial numbers of tickets to
25 encrypted results can be provided to the lottery provider for additional audit control.

A process for performing secure access to outcomes is shown in Figure 4. At block 401, process 400 begins. A server (e.g., server 103) may store a number of outcomes in encrypted form, each of which outcomes can be accessed by a respective code. These outcomes may be encrypted, for example, using any encryption method (e.g., symmetric,
30 asymmetric encryption) as is known in the art. At block 402, a code is provided to the server (e.g., server 103).

This code may be, for example, a secret code (e.g., a symmetric key, a private key) printed on a ticket and provided to the server by a user through an interface of a computer

- 18 -

system as discussed above. The received code may be transmitted between systems using a secure transmission method (e.g., SSL) as is known in the art. The received code is used at block 403 to decrypt the outcome stored on the server. This code may be any decryption key type that may be used to decode data, and may be of any format or length. The decrypted
5 outcome may then be presented to a player at block 405. The outcome may be displayed using any method. For example, as discussed above, the outcome may be presented through one or more reveals presented to the player during play of an online game. At block 405, process 400 ends.

Another aspect of the present invention relates to a lottery-based software game that
10 can be played over a network, such as the Internet. According to one embodiment, the system includes a purchase of a scratch-based or printed ticket by a player at a point of service (POS). A POS may be, for example, a place at which lottery tickets may be sold, including convenience stores or other locations where lottery products are provided. In an alternative system provided at a casino or other gaming establishment, a ticket may be sold to a player at
15 the casino for play at a later time.

The player receives the ticket at the POS or other location, and proceeds to play a computer-based game at another location to reveal a result (or outcome) of the game. The computer-based game may be, for example, a casino-type game (e.g. slot machine, video poker) or other type of game, including amusement games or games of chance. In the case of
20 the scratch or printed ticket, the result is not apparent to the player until the player plays the computer-based game. This game may be, for example, a software program that is downloaded and played over the Internet. Alternatively, other ways of accessing the online portion of the game may be used (e.g., PDA, cell phone or other method).

The ticket includes a code by which a player gains access to a result stored on a server
25 that stores ticket information and results associated with each ticket. Such information may be predetermined at the time of ticket sale, or the results may not be known until a later time, after the ticket is issued to the player (e.g., in the case of a Keno, bingo, or other drawing-based system). According to one embodiment, the code is an access key (or a portion thereof) that is used to access the result stored on the server. Further, the result (stored in the server) may be
30 encrypted. For example, the code may be a private key or a symmetric key. The key may be transmitted by a client computer system to the server for the purpose of decrypting the result using SSL or any other secure method.

Because, according to one embodiment, the decryption key is stored on the ticket, the

- 19 -

gaming system is safer, as a breach of security of either the tickets or the server does not provide access to result information. More particularly, access to the lottery ticket database may not be accomplished without the ticket (used to decrypt the result). Further, the tickets may not be correlated to results without the lottery ticket database (because the results are
5 stored in the database, not on the tickets).

In another example of the system, a portion of the key used to decrypt results of the game is stored on the ticket, and another portion is stored in the database of the server. In this manner, it is assured that possession of either portion of the key may not compromise the results.

10 However, it should be appreciated that the system does not require SSL or any other encryption/decryption method, a decryption key on the ticket, or the stored result on the server to be encrypted. Rather, the game can be implemented with or without these features. That is, access to the outcome stored at the server may be performed using only the serial number or other ticket identifier printed on the ticket.

15 The scratch-based or printed ticket also includes a second serial number or other identifier (e.g., an access code) in addition to the serial number or other identifier which is correlated to results on the server. A ticket may include both a serial number and a ticket identifier used by the system. According to one embodiment, it is appreciated that there may be security issues with using the serial number of a printed ticket (as printed on the ticket) to
20 correlate to win outcomes. That is, the lottery provider may not allow any entity outside of the lottery system to have the ability to correlate outcomes to serial numbers. To this end, another identifier (e.g., a separate ticket identifier or access code) may be provided on a ticket to allow the system to index into an outcome database.

In one example system that works in association with a lottery system, outcomes for a
25 game may be predetermined to comply with lottery rules. In this case, outcomes are predetermined and stored in a database. In an alternative environment where results are not permitted to be predetermined (e.g., in a casino), but rather are determined at a later time (e.g., by a drawing or other method), a ticket issued by a system in such an environment may have an associated drawing time when a game may be played. In the case where the online game
30 system is driven by a Keno game result, each ticket may be associated with a set of numbers in the Keno game, and the result of the Keno game is provided as the result for the online game. In one example, a computer system automatically picks numbers associated with the ticket at the point when the ticket is issued. Thereafter, when the Keno game occurs, the result of the

- 20 -

Keno draw is provided to an online game system, which translates the Keno result to a game experience within another game (e.g., COLLAPSE, slot machine, etc.). It should be appreciated, however, that although the game of Keno may be used to drive an online game experience, other games (e.g., bingo) may be used.

5 The server (e.g., server 103) may be capable of accepting, from the user, an input of the serial number and decryption key, and in response, providing the results associated with the particular ticket. The result or outcome of the game may be displayed to the player in an interface of the computer system (e.g., a client computer system such as a personal computer (PC)) used to play the computer-based game. For example, the outcome of a series of plays
10 associated with the ticket may be stored in the server, and provided to the client, and the series of outcomes may be presented to the player during play of the computer-based game.

 In another embodiment of the system, a payout of the ticket may be encoded on the ticket. For instance, if the ticket is a \$5 winner, the amount of the win may be encoded on the ticket. In the case of the casino-based version of the system, the payout may not be stored on
15 the ticket (as the payout is not predetermined), but rather the purchase price of the ticket may be stored on the ticket, or some other identifier of the ticket.

 As shown in Figure 5, a system 500 may be provided having more than one server. For instance, a server 502 provided at the point of sale 501 is primarily responsible with issuing tickets to a user/player 506. To this end, server 502 may issue preprinted tickets or may issue
20 tickets printed from an associated printer 505. Such tickets may include one or more identifiers as discussed above with reference to Figure 2. As discussed, another system such as a Keno or lottery-based system may be used to provide results to an online game system.

 In one version of system 500, the win/loss determination of a ticket may be driven by a later-occurring drawing. For example, a Keno-based, bingo-based, or other type lottery draw
25 system may be used wherein the outcome of a particular game is not known until a future time (e.g., when a drawing occurs). In this case, the ticket identifier stored on the ticket may be an access code generated from ticket identifiers in the Keno-based system (e.g., by an intermediate system or the Keno server itself that can translate a Keno ticket identifier into another type of identifier).

30 Generation of an identifier separate from the Keno ticket identifier may be necessary for security reasons relating to the Keno system. More particularly, access to the Keno ticket identifiers may not be permitted by the system (e.g., the Keno server). In one example, a Keno system translates Keno ticket identifiers into access codes and results that are stored on the

- 21 -

game server (e.g., server 503). Thereafter, clients (e.g., hosts 504A, 504B) access results stored on the server based on their respective access codes.

As discussed above, one or more hosts 504A, 504B (e.g., general purpose computer systems) may communicate with a server 503 over a network for the purpose of conducting a
5 game. In one example, a host 504A renders a browser window by executing a browser program (e.g., the Internet Explorer browser program available from the Microsoft Corporation). A user/player 506 enters a URL address specified by an issued ticket in a window of the browser interface, and is directed to a website associated with server 503. This website may be rendered by, for example, a WWW server process (e.g., server 507) associated
10 with server 503.

Player 506 may be instructed to enter an access code (and/or any other required information) to access one or more games in an interface presented through the browser. As discussed, server 503 may validate the received access code, and provide any results stored in a database associated with server 510. Once validated by server 503, the user may be permitted
15 to play one or more games. These game may be, for example, be programmed using one or more programming languages (e.g., Macromedia Flash) and may be downloaded to host 504A and executed.

Also, outcomes associated with any games may be downloaded prior to game play. As discussed, examples of games include those that may be of the lottery-type (e.g., having a
20 predetermined outcome) and those that are casino-based (e.g., having an outcome that is not determined at the time of sale of the ticket). In the case where a later drawing affects an outcome, a player may not be permitted to play the game until the drawing occurs (and until results are available at server 503). In the case of a drawing that affects outcomes, drawing results can be communicated from server 502 to server 503. In addition, server 502 may
25 maintain a mapping from a ticket identifier (e.g., a serial number) to an access code provided on the ticket, and provide a mapping of outcome to access code when the drawing occurs. As discussed, such outcome information may be maintained in a database 510 associated with server 503 and may be accessed through a database server process 509.

As discussed, the payout of the lottery ticket may be displayed to a player in a number
30 of ways. For instance, the payout of the ticket may be presented to the player through one or more reveals presented to a player during one or more plays of an online game.

For instance, in the case of a slot machine game, a player may be permitted, with the issue of a single scratch or printed ticket, a series of spins of the slot machine. The slot

- 22 -

machine may, as the result of each of the spins, produce results that contribute to the overall payout to the player. For instance, after a single spin, a player may be presented an indication that he/she has won \$5. The payout to the player as provided from the server database may be, for the series of spins, \$50 overall, with particular outcomes for each spin. Additional spin
5 results may provide the additional \$45 that the player will receive. Additional spins may add, subtract, or have no affect on the contribution to the outcome of the game. These results of each spin of the slot machine game may be stored in the database of the server indexed by the ticket identifier, or may be randomly determined by the game program that renders the game. Further, as discussed above, the results of each spin may be “scripted” such that the game
10 experience is more exciting to the player.

For example, in the case where the results of each spin are stored on the server, the series of results may be downloaded to the client at the beginning of the game as a series of entries, and the client may reveal each result as the player progresses through the series of spins. In the random method, results for each individual spin are not predetermined, but rather
15 are determined by the client in a random manner. For instance, the actual outcomes of each spin may be randomly chosen among the possible combination of outcomes that may produce the required payout. In either case, the outcomes for each spin of the slot machine game is not stored on the ticket, but rather is stored at the server and downloaded just prior or during game play, or is determined randomly by the client. Alternatively, the client may determine the
20 game experience based on a predetermined set of rules or formulas that, when an overall outcome is provided, allows the client to determine intermediate outcomes in a dynamic way.

Because the game play and outcome are scripted, a player may also not play the game (and possible secondary games) to actually win. A player may purchase a ticket, wait until the ticket may be redeemed, and go to a POS to find out (and if necessary, receive) his/her
25 winnings. A ticket may be allowed to be redeemed after a predetermined period of time after the drawing independent of whether the player has played the game. A ticket may be able to be redeemed after a predetermined period of time, from almost immediately to seconds to days or any predetermined time. For tickets with results dependent upon results of a particular Keno game or other event, the ticket may not be redeemed until after the event has passed.

30 Finally, after play of the online game, the player is permitted to validate the ticket at any POS location (e.g., 501 (for example, a lottery agent, casino, or other gaming establishment) to redeem his/her winnings as indicated during the online portion of the game. According to one embodiment, players are permitted to redeem their winnings only after

- 23 -

playing the online portion of the game. The player, by playing the online portion of the game, sets status information at the server (e.g., server 503). When the player attempts to redeem the ticket at the POS (e.g., 501), the status information may be checked, and the player is permitted to redeem his/her winnings. To this end, server 503 may communicate information back to
5 server 502 relating to game play.

For instance, server 503 may collect information that indicates the sequence of game play performed at the client, and other player tracking information. In one example, tickets may be associated with a particular player, and the player may be awarded loyalty points or other credit for playing the game.

10 Taking a COLLAPSE-type slot machine or other type of game, a player is issued a ticket at a POS to play one or more instances of the game. The ticket indicates an access code, and the player uses this access code to gain access to the system (e.g., from a host coupled to server 503 through the Internet). The player enters the access code in a user interface, and, once validated, is permitted to play the game. In one embodiment, the COLLAPSE-type game
15 is a version of the well-known game of COLLAPSE, which is a game of skill-based puzzle game.

In one example, using a slot machine game, the slot machine game includes one or more reels (e.g. reels 702) having symbols (e.g., symbol 705) arranged in one or more rows (e.g., rows 703). The results of the offline portion of the game may be presented within the
20 online portion of the game to the player. As the player spins the slot machine, one or more online results are presented to the player.

In another embodiment of the present invention, a slot machine game is played in an online/offline format. In one example using a scratch-type ticket (or card) having a slot machine representation printed on the ticket, one or more scratchable or other type of printed
25 areas are provided to the player for playing the offline portion of the game. These scratchable areas may be located in one or more slot locations presented on one or more reels of the slot machine representation. The player scratches one or more of the areas to reveal symbols printed on the ticket. These symbols may, when arranged in particular groups along pay lines of the slot machine, may provide a winning outcome. According to one embodiment of the
30 present invention, one or more of the areas (e.g., slot locations) may not be revealed in the offline portion of the game. Rather, the player must play an online portion of the game to reveal the missing outcomes.

Optionally, the player is permitted to play, based on a single access code (and ticket),

- 24 -

any one of a number of games available from server 503. Such an option may allow a player to play different games for each game instance associated with the ticket.

Figure 6 shows an example game interface 600 according to one embodiment of the present invention. The COLLAPSE-type game involves an interface 600 that has a grid 601 of elements (e.g., element 602). Similar elements within grid 601 may be identified by color, shape, or any other indication. One or more new lines of elements (e.g., line 603) are fed into the bottom of the grid periodically.

A player removes groups of similar elements by selecting them within the grid, and the player is awarded points based on the number of elements removed. For example, similar elements may be indicated by color, and groups of similarly-colored elements may be removed from the grid. In one example, groups of three elements can be removed. Removal of larger groups of similarly-indicated elements may provide more points than smaller groups. It should be appreciated, however, that elements may have one or more indications that represent that they are similar, and the invention is not limited to any particular indication(s). Further, it should be appreciated that any number of elements may be removed as part of a group, and the invention is not restricted to any minimum number of element that may be removed.

Lines are moved into a preview area 605 associated with interface 600 that permits the player to anticipate what element types are being placed into grid 601. Lines of elements may be moved into the grid at a predetermined rate, and the rate may be adjusted from time to time during game play. In one example, elements may be fed into the preview area from left to right, and when a line of elements is complete, the line of elements is pushed into grid 601. The COLLAPSE-type game ends when the grid overflows with elements or a final line (e.g., of a predetermined number of lines) is fed into grid 601. As an additional option, a player may bypass play of the COLLAPSE-type game by selecting a "Reveal All" element 604 within interface 600. Selection of element 604 may cause the COLLAPSE-type game to end and may allow the player to progress to a second level game.

As discussed above, the second level of the game may be played with items collected during the COLLAPSE-type game. Also, as discussed, these items may be hidden within elements of the grid (e.g., grid 601) and released as elements are removed. In one version of the game, items such as spins of a wheel or sticks of dynamite (a.k.a. "hotsticks") are located within elements in the grid. Items (spins, sticks, etc.) are accumulated and used in the second reveal-type game to reveal a payout or other type of prize. As shown in interface 600, there may be a prize window 606 in which prizes are awarded.

- 25 -

Window 606 may indicate a number of available prizes, and may include an interface control (e.g., spin control 607) that allows the player to initiate the second level of the game. Window 606 may be a part of or separate from a window that includes grid 601. After the player selects control 607, window 606 indicates what, if any, prize is won. Interface 600 may also include an indication of the number of spins or other items remaining to be played by the player in the second level game.

In the example game discussed above having one or more elements containing hidden items (e.g., safes), sticks of dynamite or other items collected may be used to uncover the hidden prizes in the second level portion of the game. For instance, winnings (e.g., cash prizes) revealed within opened safe elements are awarded to the player. In one example, the reveal of the number of sticks awarded to a player may be randomized by the client computer, with at least one stick awarded to the player to allow the player to open at least one safe.

After play of the second level game, game play is returned to another instance of the first level game (e.g., the COLLAPSE-type game). The player may, however, choose to play a different game (e.g., a card game or other game) at the conclusion of any particular game instance. The player may be permitted to play further instances of the COLLAPSE-type game, with each level of the Collapse-type game leading to a second level wherein prizes are revealed. These intermediate prize amounts that are revealed with each instance of the COLLAPSE-type game, as discussed above, may be stored in a database of the server, and provided to the client prior to or during game play. Alternatively, intermediate prize amounts may be determined at the client in a random manner (e.g., by randomly selecting a possible combination of intermediate prize amounts that total the overall prize awarded to the player). In another example, a game may be determined dynamically by the game system or client based on one or more rules. These rules may be tailored so that the overall result is revealed by the game system in an interesting way.

For instance, the ticket may have an overall prize value of \$50, and the prize awarded at each instance of the COLLAPSE-type game may accumulate to form the \$50 prize. There may be a finite number of combinations based on the number of game instances to achieve a \$50 prize, and the actual game experience presented to the player may be a random selection of the finite outcomes. In any case, the result of each game instance is either stored at the server or is determined randomly or dynamically by the client as discussed above.

According to one aspect of the present invention, it is realized that the time at which tickets are activated (and therefore, may be played) is important. In the case of a casino-based

- 26 -

game, where tickets are issued at the casino, it may be beneficial to include a delay between the purchase of a ticket and a possible redemption of the ticket so that the game play associated with the ticket does not compete against other games offered by the casino (e.g., floor games). For example, in the case of a slot machine game, it may be preferable that such a game be
5 activated after the player leaves the casino, or otherwise is not playable while in the casino so as not to compete with other types of slot machine games or other game types offered by the casino.

Further, another benefit of introducing a delay between ticket issuance and activation includes increasing the likelihood that the player plays the game at another location (e.g., at
10 home), requiring the return of the player to the ticket redemption location to redeem his/her winnings. Because the player needs to return to the redemption location (which may be a casino), the possibility that the player will purchase additional tickets or play other types of games offered at the redemption location is increased.

According to one embodiment of the present invention, a COLLAPSE-type game is
15 conducted that may include the following additional aspects, either alone or in combination:

- The game begins with a fixed number of lines of colored elements already positioned on the game grid (e.g., grid 601) and available to be selected by the user (or player).
- New elements fill the bottom and/or the top of the screen, from left to right, one at a time, but are not available to be selected. When a row is complete, the line of elements is pushed
20 onto the game grid and added to those elements in active play. Alternatively, new elements may fill the game grid from any edge, including from the right and/or left side.
- Selecting the preview area as lines are being formed causes the preview area to fill with elements and the elements to be added to the active play area.
- The user can clear elements from the active area by selecting any three or more same-
25 colored elements that are touching.
- When a user positions a selection device (e.g., a mouse pointer) over a group of elements that are eligible to be cleared, the group of elements changes in appearance.
- When elements are cleared, the elements above fall downward and toward the center to fill any void created by removed elements.
- When the user clears an element that contains a dynamite stick (or other item) in it, that
30 stick is placed to the right of the game board for use in the second level game (e.g., a prize round).

- 27 -

- When the stack of elements comes within a predetermined number (e.g., three) of rows of the top of the game area, a warning area flashes.
- If the elements reach the top of the game area, the COLLAPSE-type game ends and the user is taken to the second level game.
- 5 • If the user collects a predetermined number (e.g., six) of dynamite sticks, the COLLAPSE-type game ends, and the user is taken to the second level game.
- The user begins the game with one dynamite stick collected for him/her.
- At the second level game, the user is presented with a grid, 6 by 6, of safes.
- The user selects a button and the first dynamite stick is used.
- 10 • The stick begins at the top left most safe and moves over each safe in turn, from left to right, top to bottom, one at a time.
- The safe that the stick stops at is blown open to reveal either a cash amount or other prize type or an indication that no prize is awarded.
- If multiple sticks are available for use, each subsequent stick starts at the safe immediately
15 after the safe that was blown open.
- The sticks skip over safes that have already been opened.
- At the conclusion of the game, the user is presented an indication that the second level game is over and an indication of any prize(s) awarded.
- The overall result (e.g., payout) for purchasing a ticket may be predetermined (as in a
20 scratch or other type of instant lottery game) or may be determined by a later event (such as a lottery, Keno, or bingo draw) that occurs after ticket issuance.

After each, some, or all game instances are played, a player may then enter a second chance opportunity. Preferably, a player may enter a second chance opportunity only if the
25 player did not win. The second chance opportunity may be presented to the player in an interface of a game-playing computer system in which one or more of the game instances were played. In another embodiment, the player is permitted to play an offline game, and then reveals the result of second chance game in an online mode.

According to one embodiment, the second chance opportunity may be to enter another
30 drawing to win prizes that is available exclusively to losers in the initial games. In one example game format, no prize is awarded in the second chance opportunity. For instance, in

- 28 -

one game format, the only reward provided to the player is the satisfaction at performing better than other second chance opportunity entrants in the game (e.g., a game of chance and/or skill). A second chance opportunity participant may need to pay to participate. In one embodiment, the second chance opportunity is provided at no cost to the participant.

5 The second chance opportunity may be any game of skill or chance. The game of chance or skill may include any game including, for example, poker, keno, roulette, blackjack, dominoes, a lottery, or a number drawing. For each second chance opportunity provided to a player, a player may be permitted to have one or more turns or plays in the game of skill or chance. In one particular game format, the player is provided only one turn or play in the game
10 of skill or chance for each second chance opportunity.

 However, according to another embodiment, a player may be provided multiple second chance opportunities associated with a single primary game instance. A player may be able to obtain a second chance opportunity whenever a non-winning instance is obtained. Preferably, a player may obtain a second chance opportunity only for a non-winning instance a given
15 number of times during a set time period (e.g. one time per week).

 According to one embodiment of the invention, the player may attain points or credits for the outcome of a second chance opportunity and the player may be able to accrue the points or credits for each second chance opportunity. A computer system may then maintain a listing of points awarded to each second chance opportunity player per instance played and also the
20 accrued total number of credits or points amassed by each second chance player. The computer may then display to each second chance player his or her standing among second chance players for a single second chance opportunity and in total for all second chance opportunities played by each player.

 As an example of a second chance opportunity, the second chance players may be
25 entered into a National Collegiate Athletic Association (NCAA) Men's Basketball championship tournament bracket challenge. During the first week of the second chance opportunity, a second chance player may be asked to pick a winner for one game in the first or second round of the NCAA tournament for each second chance opportunity attained; during the second week of the second chance opportunity, a second chance player may be asked to
30 pick a winner for one game in the third or fourth round of the NCAA tournament; and during the third week, a second chance player may be asked to pick the winner of a semi-final game or the final game for each second chance opportunity attained. A second chance player may

- 29 -

then be awarded a point(s) or credit(s) for each correctly chosen winner. After each week, the player can then see how he or she is doing against other second chance players.

Alternatively, a second chance player may get to choose winners for all first and second round games in the first week with one second chance opportunity, etc. Preferably, a player
5 may only enter the second chance drawing once per week in this instance.

Figure 7 shows one example interface 701 of a slot machine game according to one embodiment of the present invention. Interface 701 may include some elements that are shown on a game ticket, and other elements that are shown in an online portion of the game. One specific example of a slot machine game may include one or more of the following features,
10 alone or in combination, as follows:

- A scratch-type card (e.g., card/interface 701) is provided as shown in Figure 7 having a printed 3 x 5 grid, representing a five-reel (e.g., reels 702), three-row (e.g., rows 703) slot machine.
- In the slot machine representation, there is a checkerboard of seven (7) scratchable
15 areas (e.g., scratchable area 704 such as a tile).
- The scratchable areas can be scratched to reveal symbols (e.g., symbols 705) printed on the card.
- The remaining eight (8) tiles of the checkerboard are revealed in an online portion of the game. For instance, a player, playing an online game over the Internet, may play
20 the online portion of the game. In one example, the player may reveal the remaining areas over one or more plays of the online game. For instance, the eight (8) remaining areas may be revealed over successive "spins" of an online slot machine.
- According to one embodiment, the online portion of the game includes a graphic representation of the card (e.g., card/interface 701) used for the offline portion of the
25 game. In one specific example, the online version of the card displays the results received in the offline portion of the game. For example, in the case of the slot machine described above, the seven scratchable area results are displayed as results in the online game interface.
- In one example, matches can be made on one or more (e.g., nine (9)) pay lines.
- There can also be one or more (e.g., five (5)) special scratch areas on the card which
30 represent a "bonus" pattern. If a player matches that pattern in any of the pay lines (e.g., any of the nine pay lines), that player wins a bonus prize.

- 30 -

In another embodiment of the present invention, a bingo game is played in an online/offline format. In one example using a scratch-type ticket (or card) having a bingo game representation printed on the ticket, one or more scratchable areas are provided to the player for playing the offline portion of the game. In one embodiment, the bingo game is the well-known American bingo game format. However, it should be appreciated that any bingo game having any type of card or format may be used.

These scratchable areas may be located in one or more locations on one or more bingo cards. The player scratches one or more of the areas to reveal symbols printed on the ticket. These symbols may, when arranged in particular patterns on a bingo card, may provide a winning outcome.

According to one embodiment of the present invention, one or more of the areas (e.g., bingo card numbers) may not be revealed in the offline portion of the game. Rather, the player must play an online portion of the game to reveal the missing outcomes. In another example, all of the card numbers of one or more bingo cards are revealed in the offline portion of the game, and the player plays the online portion of the game to receive the called numbers, yielding the outcome of one or more bingo cards.

Figure 8 shows one example interface 801 of a bingo game according to one embodiment of the present invention. Interface 801 may include some elements that are shown on a game ticket, and other elements that are shown in an online portion of the game. One specific example of a bingo game may include one or more of the following features, alone or in combination, as follows:

- A large card is printed with one or more standard American-type bingo cards (e.g., card/interface 801) as shown in Figure 8. In one example, the card and its corresponding spaces are large enough to daub with a marker.
- The player scratches off spaces (e.g., scratchable area 803) on the cards to reveal his/her card numbers.
- The player plays an online portion of the game where bingo numbers are "called" by a game program, and the player is provided a win/loss indication for each of the respective cards. For instance, in a game where a player is not playing against other players, a finite number of balls may be called. If the player does not have a winning pattern after the last ball is called, the player does not win a prize.

- 31 -

- Alternatively or in combination, the card provided to the player includes scratchable areas on the cards (e.g., area 803) as well as in a called numbers section (e.g., area 804 in called numbers section 802).
- According to one embodiment, the online portion of the game includes a graphic representation of the card (e.g., card/interface 801) used for the offline portion of the game. In one specific example, the online version of the card displays the results received in the offline portion of the game. For example, in the case of the bingo game described above, the scratchable areas of the bingo card (the assigned numbers of the bingo card) are displayed as results in the online game interface.
- Prizes are distributed via win patterns. In one example, one particular win pattern corresponds to a single prize. A bingo win pattern may include, for example, four corners, five in a row, etc. There may be any number and type of win patterns. Win patterns may be identified in a pay table with their corresponding prizes. More difficult patterns (e.g., a pattern covering all of the card entries) may be associated with larger prizes.
- In one example, a physical card has one or more (e.g., five (5)) bonus numbers 705 that can be revealed by scratching off a coating in the offline portion of the game. If one or more of the player's bonus numbers are included in the win pattern, the player is awarded a bonus prize. That is, the bonus number may act as a multiplier to increase an awarded prize.

In another embodiment of the present invention, a roulette game is played in an online/offline format. In one example using a scratch-type ticket (or card) having a roulette game representation printed on the ticket as shown in Figure 9, one or more scratchable areas (e.g., area 906) are provided to the player for playing the offline portion of the game. In one embodiment, the card (e.g., card/interface 901) includes a representation of a casino-style roulette wheel (e.g., wheel 902) printed on the card. Further, the card includes a bet table (e.g., bet table 903) printed thereon.

These scratchable areas may be located in one or more locations on the roulette wheel representation and/or bet table. The player scratches one or more of the areas to reveal bets in bet areas (e.g., bet area 904) on the bet table or the roulette wheel outcome (e.g., indicated by indicator 905 selecting the number 29 outcome) printed on the ticket.

- 32 -

According to one embodiment of the present invention, one or more of the areas (e.g., the roulette wheel outcome) may not be revealed in the offline portion of the game. Rather, the player must play an online portion of the game to reveal the missing outcomes. In another example, bets on the bet table are revealed in the offline portion of the game, and the player plays the online portion of the game to receive the result of the spin of the roulette wheel, yielding the outcome of the individual bets. In another example, the printed card may have more than one bet table, each of which corresponds to a spin of a roulette wheel made in an online portion of the game. To this end, an online game may have a control that a player may select to cause the roulette wheel to spin and display the outcome of the spin.

According to another aspect of the present invention, a first game is played offline, and a second game is played online, both the first and second games being associated with the same ticket. For instance, this same ticket may permit a player to play a complete game offline, and play a separate game online. These first and second games, for example, may have independent outcomes. These games may, however, be the same or similar types of games (e.g., a slot machine game), same themes, etc. among the first and second games.

In another aspect of the present invention, standard offline games (e.g., scratch-based, pull-tab, printed lottery, bingo, keno, etc.) may be combined with an online game component. This is beneficial, as the interest in standard offline games may be increased by providing an additional online game component. For example, standard offline games may become "online" enabled by the payment of an additional fee. In one specific example, offline games are made online compatible at the point of ticket issuance (e.g., at a POS). For instance, a retailer may, upon payment of an additional fee, enable a ticket associated with an offline game to become online enabled. This may be accomplished, for example, at the POS by scanning or otherwise inputting a ticket identifier of an issued ticket and enabling an online game associated with the issued ticket. Other aspects of the game may be revealed online, such as, for example, a prize multiplier that is used to determine an ultimate prize awarded to the player. It should be appreciated that other features may be used with such an online/offline format, and the invention is not limited to any particular format unless specifically recited in the claims.

Having thus described several aspects of at least one embodiment of this invention, it is to be appreciated that various alterations, modifications and improvements will readily occur to those skilled in the art. Such alterations, modifications, and improvements are intended to be part of this disclosure, and are intended to be within the spirit and scope of the invention.

Accordingly, the foregoing description is by way of example only.

- 33 -

CLAIMS

1. A method for conducting a game of chance, the method comprising acts of:
providing a primary game having a primary win opportunity; and
5 providing a second chance win opportunity, wherein the second chance win
opportunity is revealed to the player upon an action initiated by the player.
2. The method according to claim 1, wherein the second chance win opportunity is
available only to a player losing in the primary game.
- 10 3. The method according to claim 1, wherein a result of the second chance win
opportunity is revealed by selection of the player.
4. The method according to claim 3, further comprising an act of revealing the
15 result of the second chance win opportunity in an online game.
5. The method according to claim 4, wherein a result of the primary win
opportunity is revealed to the player during play of an offline game.
- 20 6. The method according to claim 1, wherein the second chance win opportunity is
presented to the player during play of a game of skill or chance.
7. The method according to claim 6, wherein the game of skill or chance includes
at least one of a game of poker, blackjack, roulette, dominoes, craps, and slots.
- 25 8. The method according to claim 6, wherein the game of skill or chance includes
a sports betting tournament.
9. The method according to claim 6, wherein at least one of points and credits are
30 awarded to the player of the game of skill or chance according to an outcome of the game of
skill or chance.
10. The method according to claim 6, further comprising an act of permitting the

- 34 -

player of the game of skill or chance to compete against other players of the game of skill or chance.

11. The method according to claim 10, further comprising an act of displaying
5 points awarded to the player of the game of skill or chance to at least one other player of the game of skill or chance.

12. The method according to claim 2, further comprising an act of permitting the
10 player to enter a second chance opportunity only a specified number of times within a specified time period.

13. The method according to claim 1, wherein the action initiated by the player
further comprises an act of permitting the player to enter a code that causes a computer system
to reveal a result of the second chance win opportunity.

15

14. The method according to claim 1, wherein the action initiated by the player
further comprises an act of completing play of an online game that causes a computer system
to reveal a result of the second chance win opportunity.

20 15. The method according to claim 13, wherein the act of permitting the player to enter a code includes an act of displaying an interface to the player in which the player is permitted to enter the code into a memory of the computer system.

25 16. The method according to claim 1, wherein the revealing of the second chance win opportunity is revealed to the player by a game-playing computer system.

17. The method according to claim 1, wherein the revealing of the second chance win opportunity is revealed to the player immediately upon initiation of the action.

30 18. The method according to claim 1, wherein the revealing of the second chance win opportunity is revealed to the player a short period of time after initiation of the action.

19. The method according to claim 1, wherein the revealing of the second chance

- 35 -

win opportunity is performed at a time determined by the player.

20. The method according to claim 1, wherein the primary game includes an offline game, and wherein the second chance win opportunity is revealed to the player online.

5

21. The method according to claim 1, wherein a result associated with the second chance win opportunity is predetermined.

22. The method according to claim 1, wherein a result associated with the second chance win opportunity is determined during play of an online second chance game.

10

23. The method according to claim 21, wherein the result associated with the second chance win opportunity is associated with an identifier of an entry in the primary game.

24. The method according to claim 23, wherein the identifier includes a ticket identifier of a ticket associated with the primary game.

15

25. The method according to claim 1, further comprising an act of permitting the player to redeem a ticket associated with the primary game.

20

26. The method according to claim 25, further comprising an act of presenting, to the player a result associated with the second chance win opportunity in response to redeeming the ticket associated with the primary game.

27. The method according to claim 25, wherein a result associated with the second chance win opportunity is independent of a process for redeeming the ticket associated with the primary game.

25

28. The method according to claim 27, further comprising an act of determining the result associated with the second chance win opportunity in a random manner.

30

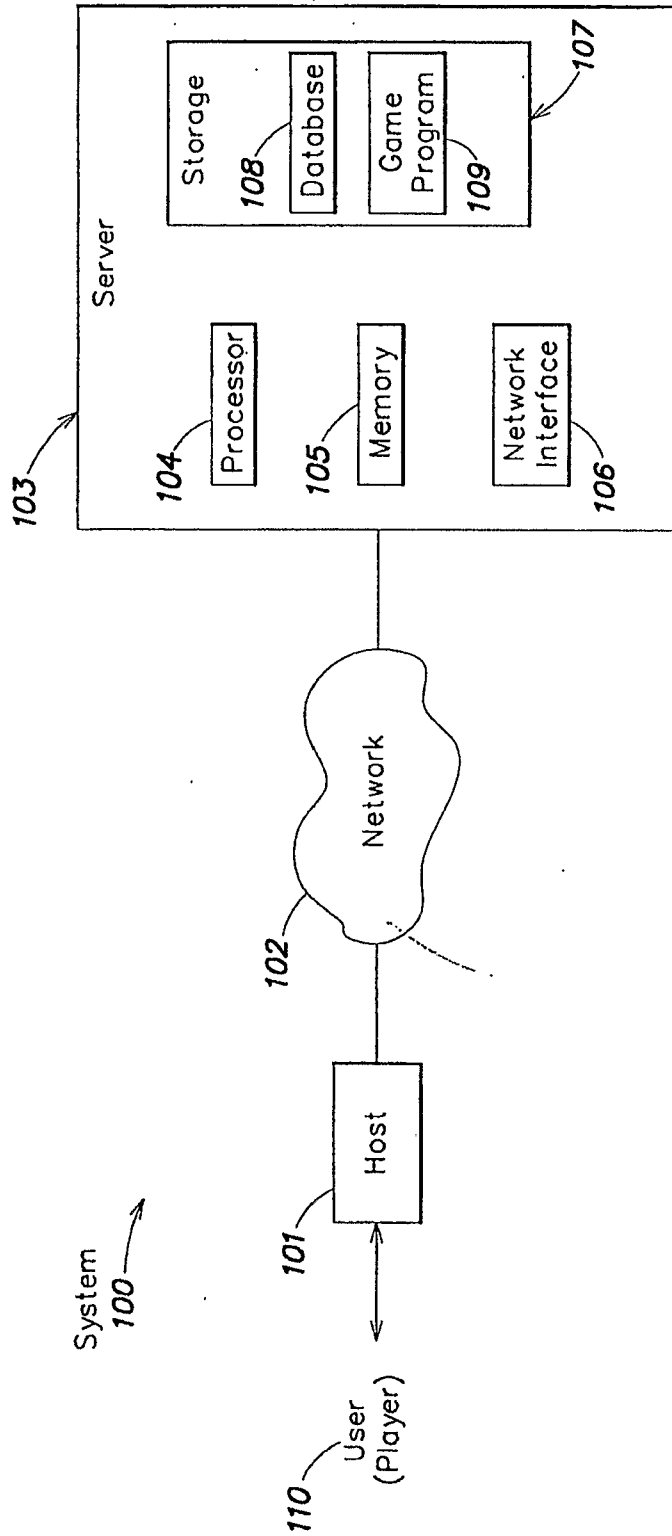


FIG. 1

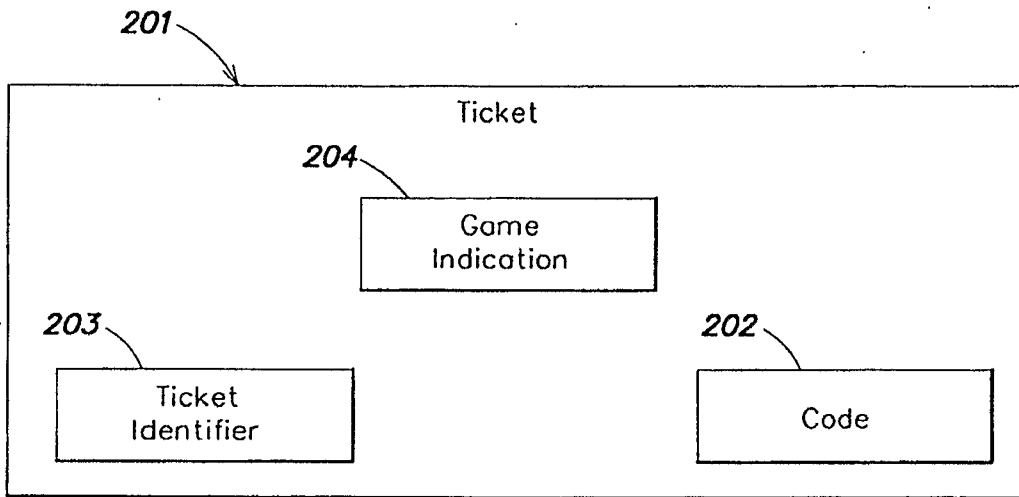


FIG. 2

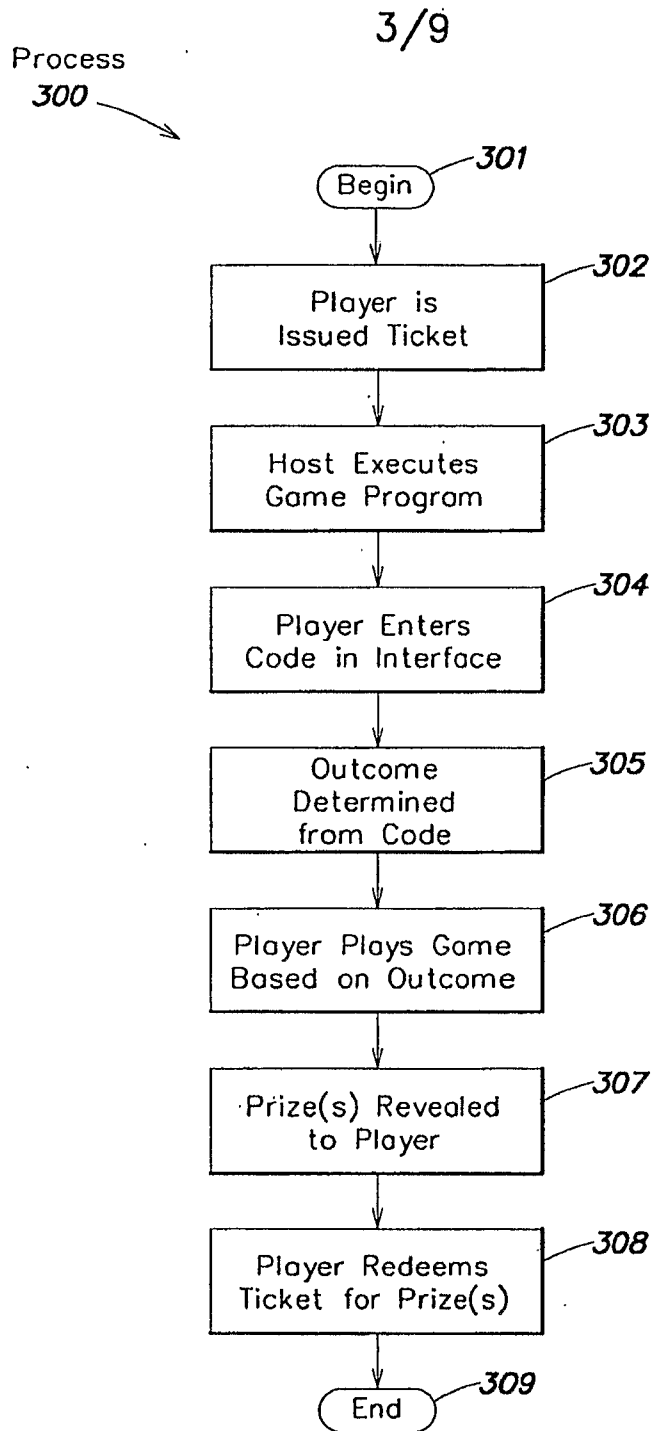


FIG. 3

4/9

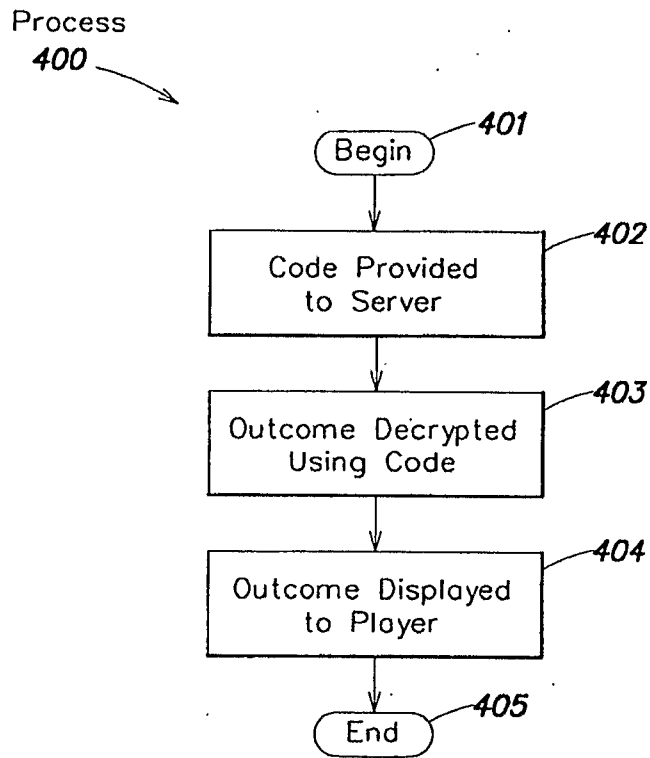


FIG. 4

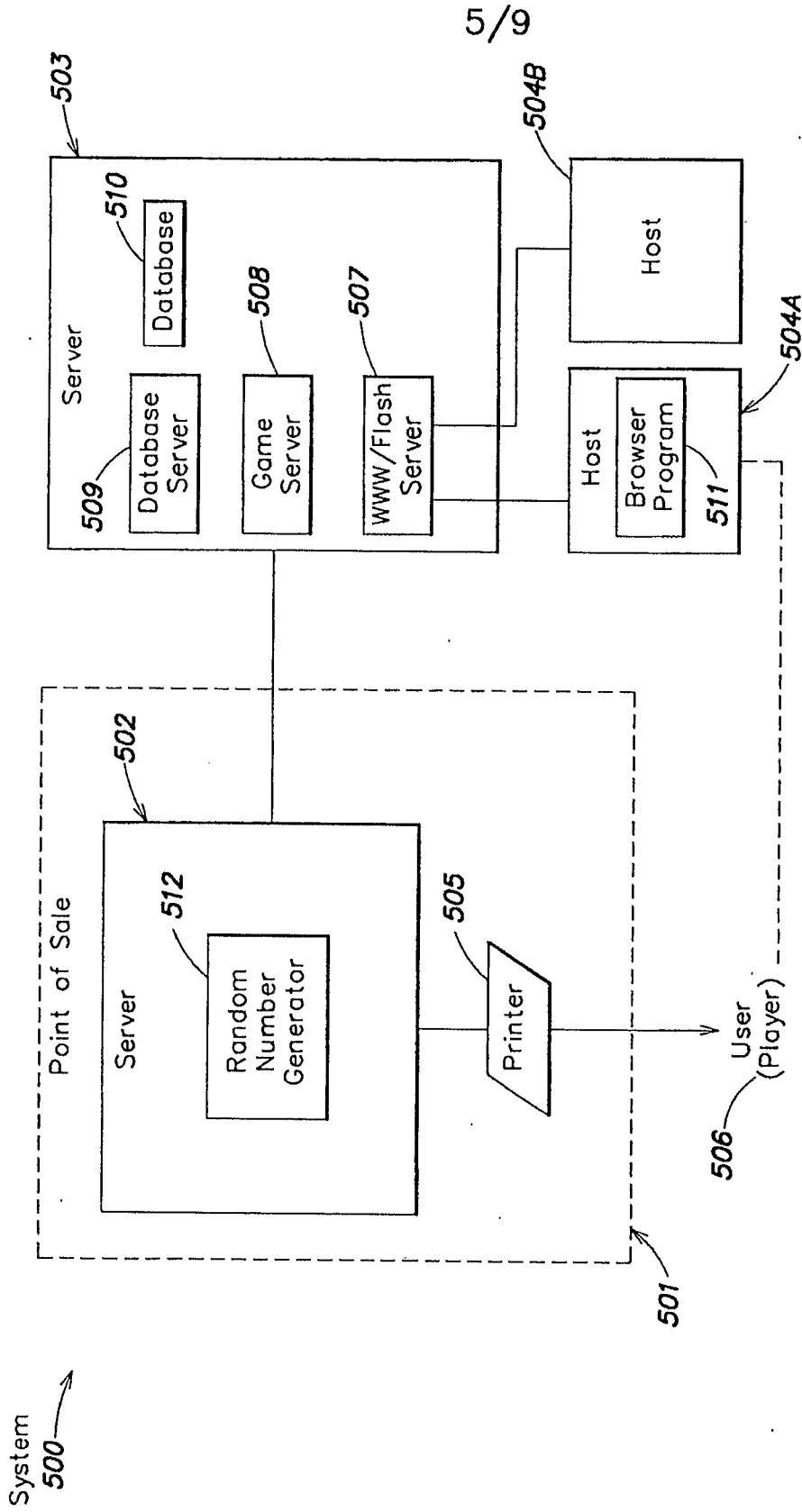


FIG. 5

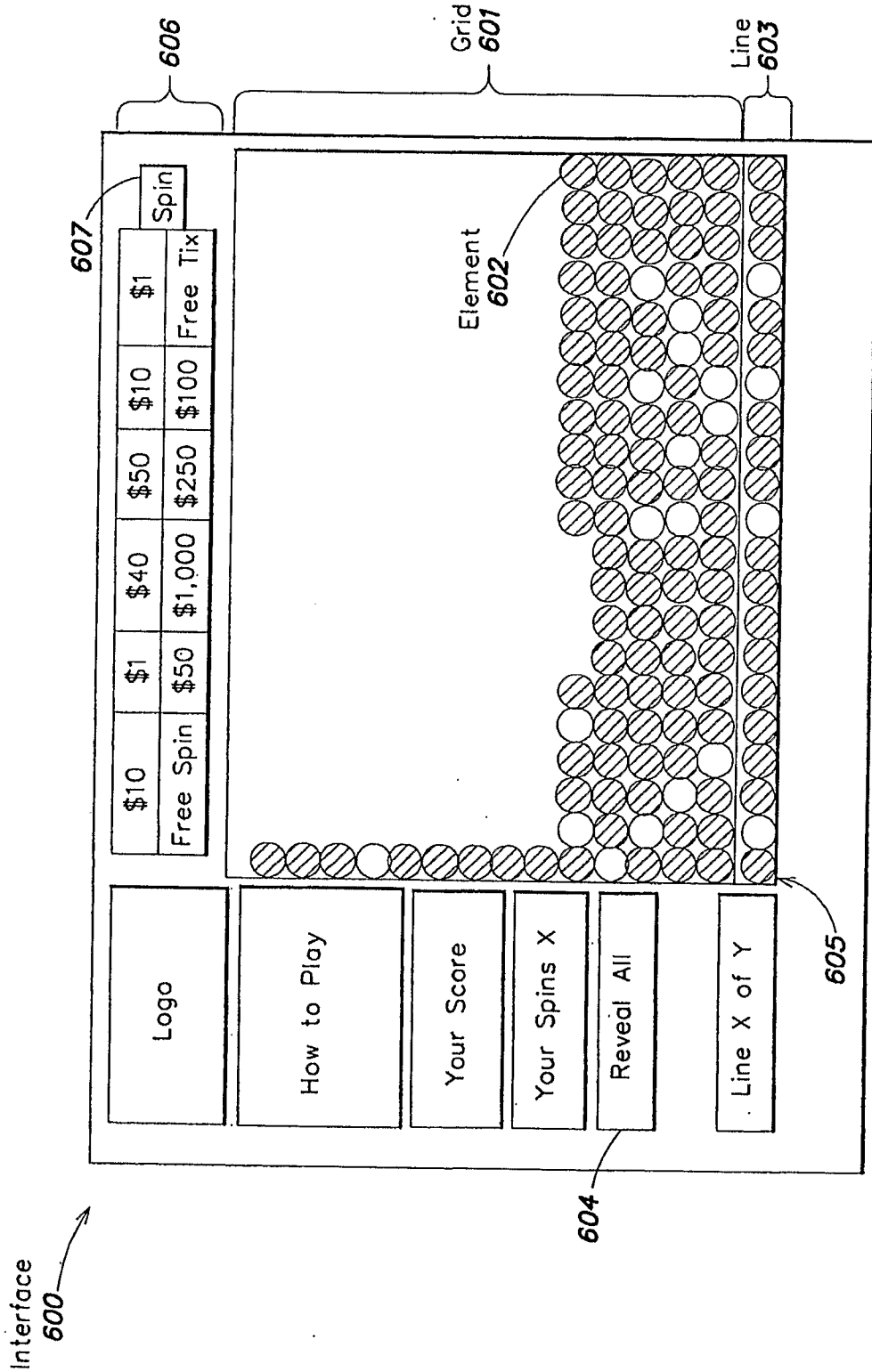


FIG. 6

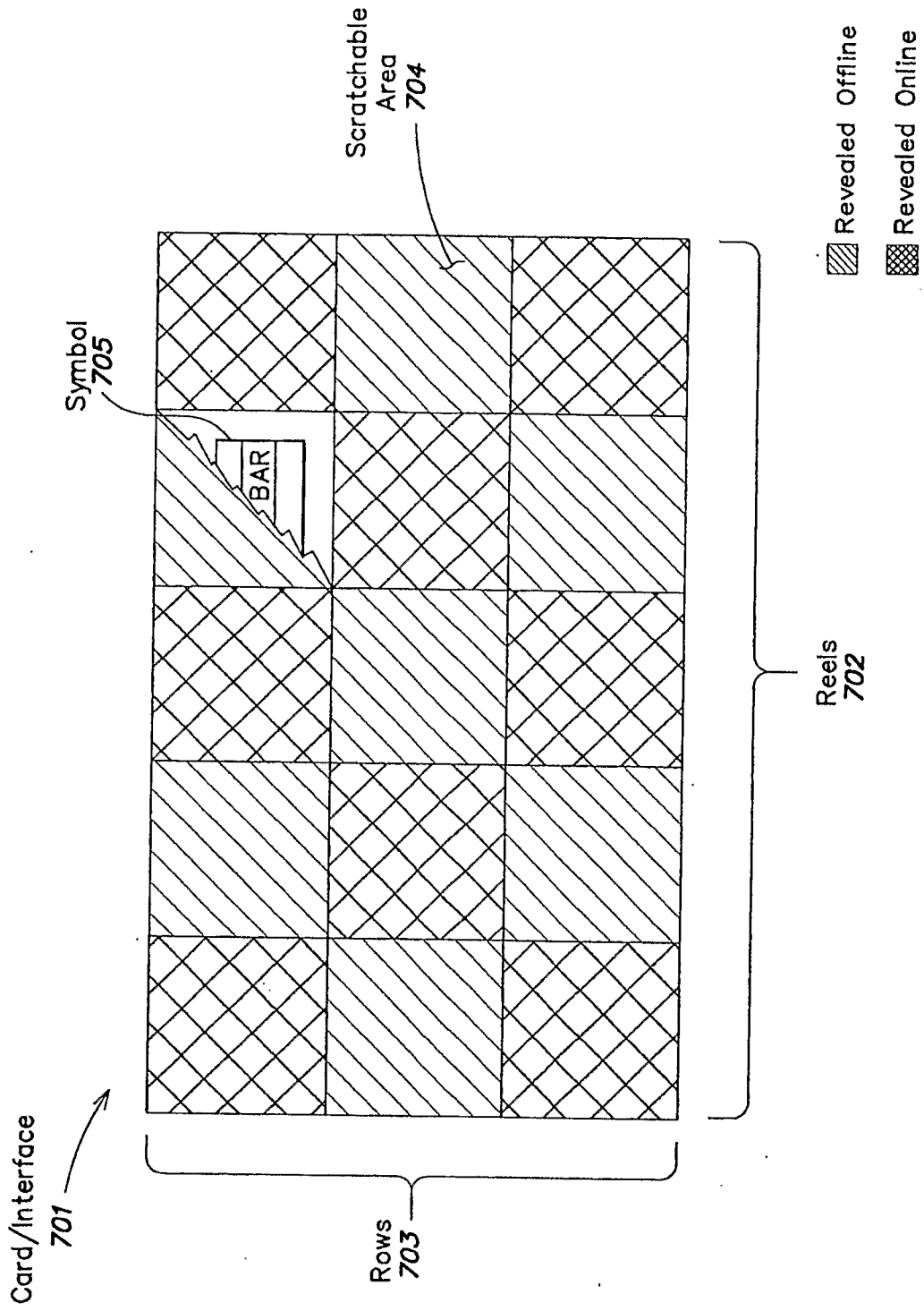


FIG. 7

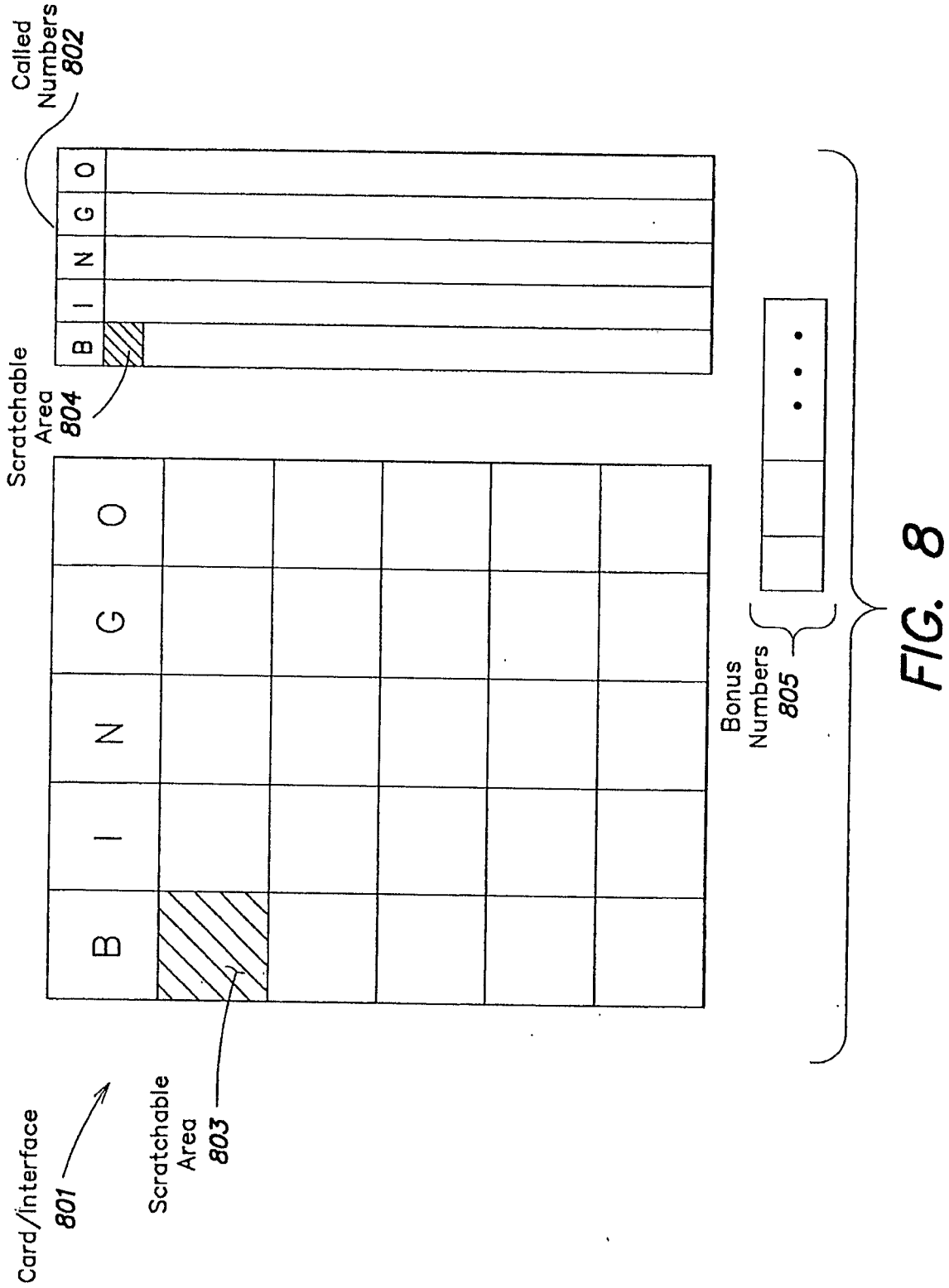


FIG. 8

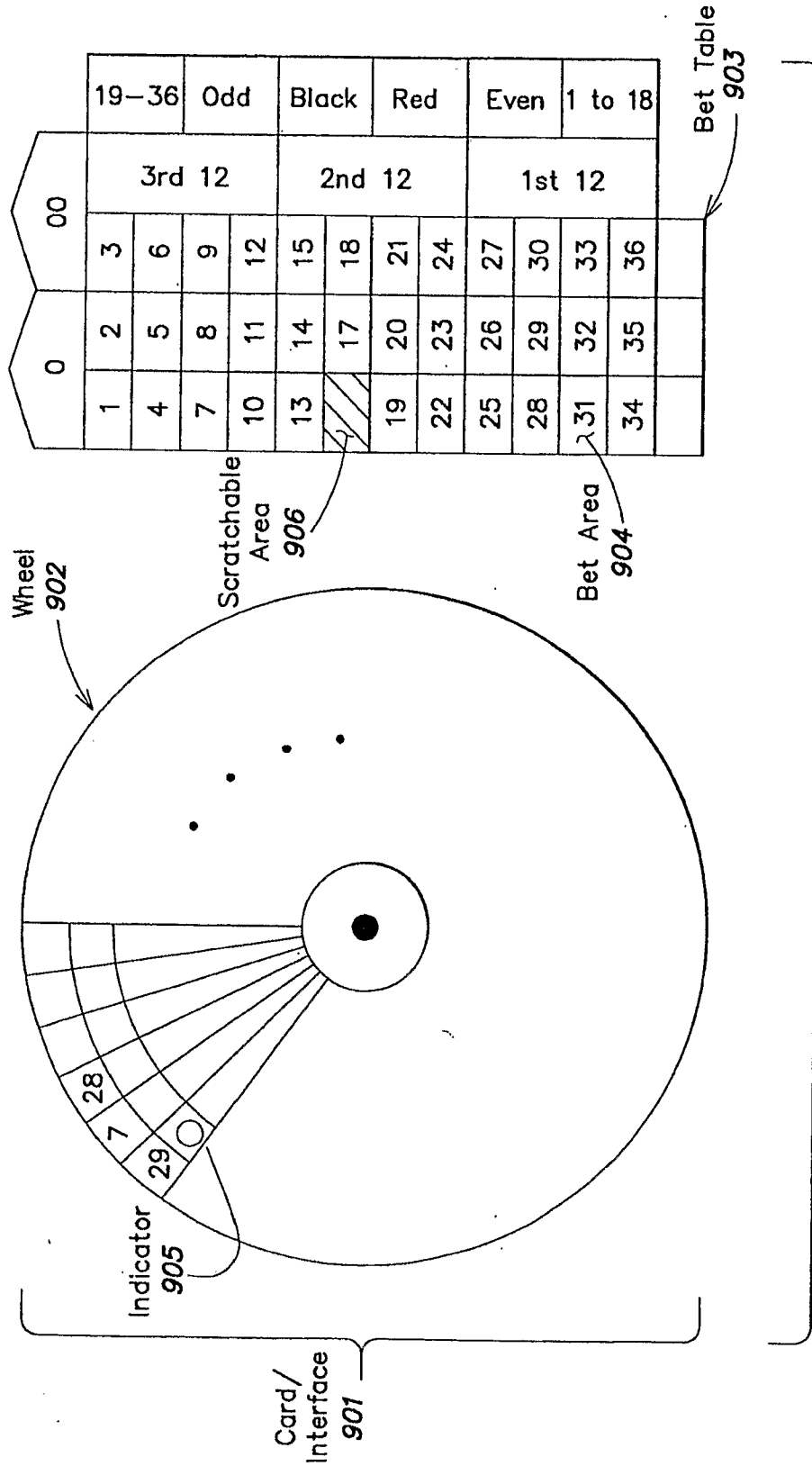


FIG. 9