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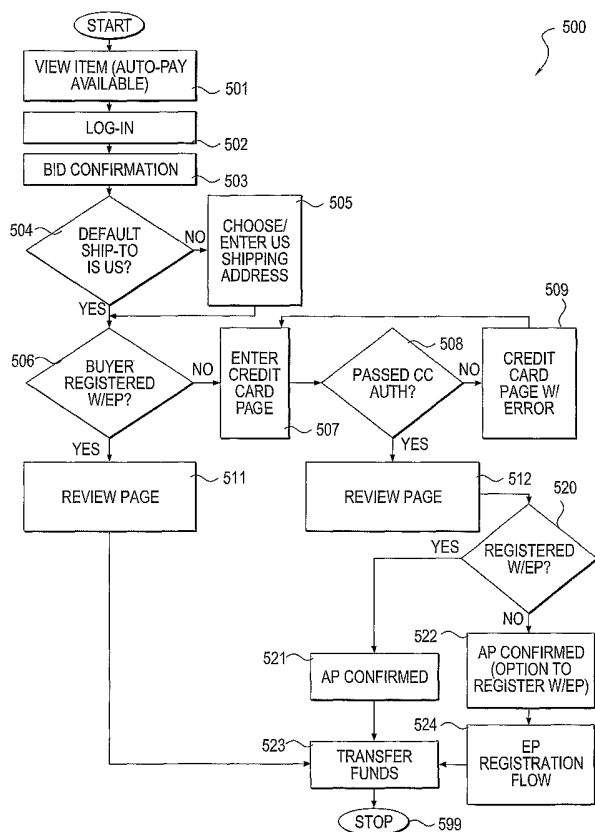
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- (71) Applicant (for all designated States except US): **EBAY INC.** [US/US]; 2145 Hamilton Avenue, San Jose, CA 95125 (US).
- (72) Inventors; and
- (75) Inventors/Applicants (for US only): **NGUYEN, Ha** [US/US]; 18 Arroya View Circle, Belmont, CA 94002 (US). **HERMAN, Jeffrey, A.** [US/US]; 2512 Birch Street, Palo Alto, CA 94306 (US). **GENTRY, Renee** [US/US]; 2 Valley View Avenue, San Jose, CA 95127 (US).
- (74) Agent: **DUTTA, Sanjeet, K.**; Blakely, Sokoloff, Taylor & Zafman LLP, 12400 Wilshire Boulevard, Seventh Floor, Los Angeles, CA 90025 (US).
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(54) Title: METHOD AND SYSTEM TO AUTOMATE PAYMENT FOR A COMMERCE TRANSACTION



(57) Abstract: A method and system to automate payment for a network-based commerce transaction provide a buyer an option to enable an automatic payment service, wherein automatic payment service automatically provides payment to a seller upon a termination event of a network-based commerce transaction. Payment information of the buyer is provided to a network-based payment system upon the occurrence of the termination event.



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## **METHOD AND SYSTEM TO AUTOMATE PAYMENT FOR A COMMERCE TRANSACTION**

### FIELD OF THE INVENTION

[00001] The present invention relates generally to the field of network-based commerce and, more specifically, to a method and system to automate payment for a commerce transaction.

### BACKGROUND OF THE INVENTION

[00002] With the wide spread acceptance of the Internet as an ubiquitous, interactive communication and interaction platform, on-line (or electronic) commerce conducted over the Internet has become commonplace in a variety of business environments. On-line commerce is traditionally categorized as business-to-business (B2B), business-to-consumer (B2C), consumer-to-consumer (C2C) and even business-to-employee (B2E) commerce. In the B2B environment, a number of online exchanges or marketplaces (e.g., vertical exchanges) have been established with a view to facilitating electronic commerce between parties, for example, within a vertical supply chain. Such B2B exchanges typically provide a number of tools for facilitating commerce, such as aggregated and near real-time inventory information, Requests for Quotation (RFQ) capabilities and auctions.

[00003] In the B2C and C2C environments, a number of marketplace exchanges and transaction facilities have proved popular. A leading electronic commerce system (or marketplace) is operated by eBay, Incorporated. Electronic marketplaces are also provided by Yahoo! Incorporated and Amazon.com. Further, a number of on-line services offer on-line classifieds, such as the Yahoo! Classifieds service offered by Yahoo! Incorporated.

[00004] A number of the on-line marketplaces are utilized by merchants as an important, if not a primary, distribution channel for products. Further, various retailers and merchants also utilize free, or low-cost, classified advertisement services offered on the Internet, such as Yahoo! Classifieds.

[00005] In order to complete the purchase of these products, buyers generally provide checkout information such as credit card numbers, checking account numbers and shipping addresses to the seller upon winning or completing the purchase. In the case of on-line auctions, sellers often wait days or weeks for the buyer's check out information, or never receive it at all and are forced to relist the item. Additionally, buyers forget to provide their checkout information.

#### SUMMARY OF THE INVENTION

[00006] A method and system to automate payment for a network-based commerce transaction have been disclosed. In one embodiment, a method comprises providing a buyer an option to enable auto-pay, wherein auto-pay automatically provides payment to a seller upon a termination event of a network-based commerce transaction. Payment information of the buyer is provided to a network-based payment system upon the occurrence of the termination event.

#### BRIEF DESCRIPTION OF THE DRAWINGS

[00007] The present invention is illustrated by way of example and not limitation in the figures of the accompanying drawings, in which like references indicate similar elements and in which:

[00008] **Figure 1** is a block diagram illustrating an exemplary network-based, according to one embodiment of the present invention.

[00009] **Figure 2** is a block diagram illustrating an exemplary network-based payment system environment, according to an exemplary embodiment of the present invention.

[00010] **Figure 3** is a database diagram illustrating an exemplary database maintained and accessed by a database engine server of the network-based commerce system.

[00011] **Figure 4** is a flow chart illustrating a method, according to an exemplary embodiment of the present invention, performed by the auto-pay module to complete a network-based commerce transaction.

[00012] **Figure 5** is a detailed flow chart illustrating a method, according to an exemplary embodiment of the present invention, performed by a commerce system to accomplish a manual checkout.

[00013] **Figure 6** is a high-level flow chart illustrating a method, according to an exemplary embodiment of the present invention, performed by a commerce system to checkout using auto-pay.

[00014] **Figure 7** illustrates a graphical user interface that is presented to a buyer to facilitate entry of electronic payment information.

[00015] **Figure 8** illustrates a graphical user interface that is presented to a seller as confirmation of the end of an auction implementing auto-pay.

[00016] **Figure 9** illustrates a graphical user interface that is presented to a buyer when the buyer wins an auction implementing auto-pay.

[00017] **Figure 10** is a high-level flow chart illustrating a method, according to an exemplary embodiment of the present invention, performed by an auto-pay module to determine if auto-pay is available.

[00018] **Figure 11** illustrates a graphical user interface presented to a buyer that is an auto-pay panel that lists multiple items the buyer is bidding on.

[00019] **Figure 12** illustrates a display showing confirmation that auto-pay is enabled by a buyer for a particular listing.

[00020] **Figure 13A** illustrates an exemplary graphical user interface of a listing having auto-pay available to the buyer.

[00021] **Figure 13B** illustrates an exemplary graphical user interface of a bid confirmation page.

[00022] **Figure 13C** illustrates an exemplary graphical user interface to review a buyer's auto-pay shipping and payment information.

[00023] **Figure 13D** illustrates an exemplary graphical user interface that allows a buyer to view his/her auto-pay setting.

[00024] **Figure 14** illustrates an exemplary graphical user interface for a seller enabling auto-pay

[00025] **Figure 15** illustrates a high-level flow chart illustrating a method according to an exemplary embodiment of the present invention, performed for seller-driven auto-pay.

[00026] **Figure 16** shows a diagrammatic representation of a machine in the exemplary form of a computer system within which a set of instructions, for causing the machine to perform any one of the methodologies discussed above, may be executed.

#### DETAILED DESCRIPTION

[00027] A method and system to automate payment for commerce transactions are described. In the following description, for purposes of explanation, numerous specific details are set forth in order to provide a thorough understanding of the present invention.

It will be evident, however, to one skilled in the art that the present invention may be practiced without these specific details.

### **Terminology**

[00028] The term “user” shall be taken to refer to any entity, human or automated, that contributes to, or participates in, a transaction, communication or process.

[00029] The term “transaction” shall be taken to include any communication or exchange between two or more parties with a view to establishing a business agreement, exchange of value or a commercial relationship. Accordingly, the word “transaction” shall be deemed to cover, but not be limited to, a purchase-and-sale transaction established as a result, for example, of the placement of an advertisement or as a result of the conclusion of an auction process, the auction process being conducted on -line or otherwise.

[00030] While an exemplary embodiment of the present invention is discussed below with reference to “items”, it will be appreciated that the present invention is not so limited. Accordingly, the word “item” shall be deemed to cover, but not be limited to, a transaction listing, in which both items and services may be included.

### **Commerce System**

[00031] **Figure 1** is a block diagram illustrating a commerce system 100, and the software and hardware components of a network-based marketplace machine 10, a client machine 38, and a partner machine 8, according to an exemplary embodiment of the

present invention. The system 100 includes the client machine 12, and the network-based marketplace machine 10, that communicate via a network 22. The network 34 may be embodied as Internet, a LAN, a WAN, PSTN, Frame Relay, ATM, satellite communications, wireless communications, combinations thereof, or any other network equipment or protocol that enables electronic communication between the above described network entities.

**[00032]** The client machine 38 enables the client to access services that are provided by the network-based marketplace machine 10 and, a payment machine 8, illustrated more fully in **Figure 2**.

**[00033]** The network-based marketplace machine 10 provides online marketplace services that enable sellers and buyers to transact items and services. A buyer that submits a winning bid in an auction or executes a purchase to complete a sale may acquire goods and/or services from the seller.

**[00034]** In one embodiment the network-based marketplace machine 10 may be embodied as “eBay The World’s Online Marketplace”™ created by eBay of San Jose, California.

**[00035]** The payment machine 8 provides payment services that enable a user to electronically send and receive payments over the network 34. For example, the payment machine 16 may be embodied as the PayPal™ Payment Service operated by PayPal of San Jose, California. Additional embodiments of payment machine 16 may be Western Union® BidPay™ Payment Service operated by BidPay.com, Inc. of Bridgeton, Missouri; Bill Me Later® operated by I<sup>4</sup> Commerce™ of Timonium, Maryland; or other

similar electronic payment systems. In alternate embodiments, payment machine 8 is integrated with network-based marketplace machine 10.

[00036] In addition to other software components that are not illustrated, the client machine 38 includes a client communication program 36. The client communication program 36 enables a user to display web pages or e-mail messages that are loaded from server computers. The client communication program 36 may be embodied as a browser (e.g., the Microsoft Internet Explorer browser developed by Microsoft <sup>TM</sup> Corporation of Richmond, Washington or Navigator <sup>TM</sup> browser developed by Netscape of Mountain View, California). The client communication program 36 executes under an operating system (e.g., Microsoft <sup>TM</sup> Windows developed by Microsoft <sup>TM</sup> Corporation or Mac OS X developed by Apple Computer of Cupertino, California). The client communication program 36 may also be embodied as a mail client (e.g., the Microsoft Outlook personal information manager developed by Microsoft <sup>TM</sup> Corporation of Richmond, Washington or Lotus Notes <sup>TM</sup> developed by the Lotus Notes Development Corporation.

[00037] The network-based marketplace machine 10 includes one or more of a number of types of front-end servers, namely communications servers in the exemplary form of an application program interface (API) servers 13, page servers 12 that deliver web pages (e.g., markup language documents), picture servers 14 that dynamically deliver images to be displayed within Web pages, listing servers 16, processing servers in the exemplary form of CGI (or ISAPI) servers 18 that provide an intelligent interface to back-end servers, and search servers 20 that handle search requests to the network-based marketplace machine 10. The e-mail servers 22 provide, *inter alia*, automated e-mail communications to users of the network-based marketplace machine 10. The ISAPI

servers 18 host an auto-pay module 44. Although illustrated as part of ISAPI servers 18, auto-pay module 44 can be distributed throughout the servers of the network based market machine 10, as well as embodied as an independent server. Auto-pay module 44 allows for the use of auto-pay. When auto-pay is used, a network-based commerce transaction is automatically completed. In other words, money is automatically transferred from a purchaser's financial account to the seller's financial account because the purchaser and seller have both provided their respective information, prior to the close of the transaction.

[00038] The back-end servers include a database engine server 26, a search index server 24 and a credit card database server 28, each of which maintains and facilitates access to a respective database.

[00039] **Figure 2** is a block diagram illustrating hardware components of the payment machine 8 utilized by the system 100, according to an exemplary embodiment of the present invention. The payment machine 8 includes one or more of a number of types of front-end servers, namely communications servers in the exemplary form of an application program interface (API) servers 80, page servers 82 that deliver web pages (e.g., markup language documents), processing servers in the exemplary form of CGI (or ISAPI) servers 84 that provide an intelligent interface to back-end servers. The e-mail servers 66 provide, *inter alia*, automated e-mail communications to users of the payment machine 168. The back-end servers include database engine servers 68 that maintains and facilitates access to a database 70.

### Database Structure

**[00040]** **Figure 3** is a database diagram illustrating an exemplary database 30 maintained and accessed via a database engine server 26 that supports the network-based marketplace machine 10. The database 30 may, in one embodiment, be implemented as a relational database, and includes a number of tables having entries, or records, that are linked by indices and keys. In an alternative embodiment, the database 30 may be implemented as a collection of objects in an object oriented database.

**[00041]** The database 30 includes a user table 54 that contains a record for each user of the network-based marketplace machine 10. The user may operate as a seller, buyer, or both, with respect to the network-based marketplace machine 10. The database 30 also includes listings table 60 that may be linked to the user table 54 and a listing association table 52. A user record in the user table 54 may be linked to multiple items that are being, or have been, transacted via the network-based marketplace machine 10.

**[00042]** The number of other tables are also shown to be linked to the user table 54, namely a user past aliases table 48, a feedback table 50, a bids table 55, an account table 64, an account balances table 62 and a purchase history table 58. The masters categories table 67 stores records for listing categories presented across multiple views (or presentations) of list categories via regional or community sites presented by the network-based marketplace machine 10. A site categories table 42 stores records indicating which item categories are to be presented for respective regional or community sites (e.g., a country, region or city specific site) presented by the network-based marketplace machine 10.

[00043] **Figure 4** is a flow chart illustrating a method 400, according to an exemplary embodiment of the present invention, performed by the marketplace machine 10 to establish a network-based commerce transaction. The method 400 commences at block 401. At block 410, a user requests that a network-based commerce transaction be established. The request can be any of a multitude of user-initiated or system-initiated events. For example, the user can be a winning bidder, and the network-based commerce transaction can be an on-line auction. The user's request is automatically generated by marketplace machine 10, once the on-line auction closes and the user is identified as the highest bidder. During the pendency of the on-line auction, database engine server 26 maintains listings table 60 including all the tables that support the listings, such maintenance including updating bids stored in bids table 55 from various bidders. Additionally, database engine server 26 maintains an auto-pay settings table 71 for each record in the listings table 60. Auto-pay settings table 71 indicates whether the transaction is to be completed using auto-pay.

[00044] Thus, when a request to complete a network-based commerce transaction is generated, at block 410, the auto-pay module 44 determines if auto-pay should be used at decision block 420, by examining auto-pay settings table 71. If the auto-pay table 71 indicates that auto-pay should not be used, then a manual checkout process is used to complete the network-based commerce transaction at block 430. If the auto-pay table 71 indicates that auto-pay should be used, then auto-pay module 44 is used to complete the network-based commerce transaction at block 440. The process ends at block 499.

[00045] **Figure 5** is a detailed flow chart illustrating a method 500, according to an exemplary embodiment of the present invention, performed by marketplace machine 10,

to accomplish a manual checkout. **Figure 5** uses as an example the checkout process upon winning an on-line auction. The method 500 commences at block 501 where a user, having received notification that the transaction obligations have been established, views the listing 70 via browser application 36. At block 502, the user logs-in and communicator module 75 verifies the user's identity. Marketplace machine 10 provides the user with a bid confirmation upon successful login at step 503.

[00046] At decision block 504, the marketplace machine 10 prompts the user 10 to respond whether his/her shipping address is within the United States. If the address is not within the United States, the user enters a shipping address in the United States at block 505. Upon entry of a United States address or if the address was a valid United States address, the marketplace machine 10 determines at block 506 if the buyer (user) is registered with an electronic payments system such as payment machine 8. If the user is not registered, the user is prompted to provide credit card information at block 507. At decision block 508, the marketplace machine 10 determines if the information provided by the user passes a standard credit card authorization process. If the authorization is not provided, a credit card page indicating the authorization error is provided to the user and the user is provided another opportunity to provide credit card information at block 507.

[00047] If credit card authorization is provided at decision block 508, then a reviewer page 72 is generated at block 512. At decision block 520, the marketplace machine 10 determines if the buyer is registered with an Electronic Payments (EP) System such as payment machine 8. If the buyer is registered, then an auto-pay confirmation is provided to the buyer at block 521. The buyer's financial account is debited and the seller's account is credited at block 523. If the buyer was not registered with an electronic

payment system at decision block 520, then the buyer is still provided an auto-pay confirmation at block 522. Additionally, the buyer is provided with the option to register with an electronic payment system. The registration process is completed at block 524 according to steps required by the specific EP system used and funds are transferred at block 523. Interactions with payment machine 8 may be necessary with blocks 520-524.

[00048] Returning to decision block 506, if the buyer is registered with an electronic payment system, a review page is provided to the buyer at block 511. After confirmation of the transaction, funds are transferred from the buyer to the seller at block 523. The process ends at block 599.

[00049] **Figure 6** is a high-level flow chart illustrating a method 600, according to an exemplary embodiment of the present invention, performed by marketplace machine 10, to checkout using auto-pay. The method 600 commences at block 601 and can be implemented within block 440 of **Figure 4**. Prior to executing method 600, a seller has established an electronic payment account to which payment will be received. For example, the seller established an account with payment machine 8. The buyer's shipping address can be stored in account table 64 through the processing flow of processing block 505 of **Figure 5**. The form of electronic payment can be stored in auto-pay settings table 71 through the processing flow of processing block 524 of **Figure 5**. Additionally, the buyer has already configured his auto-pay account with a shipping address and a form of electronic payment.

[00050] Thus, at block 610, once a buyer has won an auction (or otherwise incurred a payment obligation), the marketplace machine 10 automatically provides the seller with

the buyer's shipping address as the buyer provided above. The seller receives the buyer's payment information automatically at block 620. Prior to this transmission of payment information, the buyer provided his or her credit card information, and/or registered with payment machine 8. **Figure 7** illustrates a graphical user interface 7000 that can be presented to a buyer to facilitate entry of electronic payment information. Although credit card information is requested, other electronic payments are contemplated, including payments via electronic mail, and electronic checks. Thus, the seller can receive the buyer's credit card information, or information regarding any other form of electronic payment. For example, the buyer's information can be provided directly to PayPal or a similar banking institution.

[00051] Returning to **Figure 6**, at block 630, confirmations are provided to the buyer and seller for the purchase. **Figure 8** illustrates an exemplary graphical user interface 8000 that can be presented to a seller as confirmation of the end of an auction implementing auto-pay. Interface 8000 states to the seller that the buyer has selected to use auto-pay. **Figure 9** illustrates an exemplary graphical user interface 9000 that can be presented to a buyer of the winning of an auction implementing auto-pay. Interface 9000 states to the buyer a reminder that the transaction will be completed using auto-pay. Both interface 8000 and 9000 can be e-mails to the seller and buyer respectively. Additionally, both interfaces of **Figures 8** and **9** are generated via auto-pay module 44. The method ends at block 699.

[00052] Once an auction closes, the marketplace machine 10 determines if auto-pay is on and can be used for checkout. **Figure 10** is a high-level flow chart illustrating a method 700, according to an exemplary embodiment of the present invention, performed

by auto-pay module 44, to determine if auto-pay should be used and if auto-pay is available for checkout purposes. The method 700 commences at block 701. Method 700 can be used to implement decision block 420 of **Figure 4**.

**[00053]** At block 710, auto-pay module 44 checks if the seller globally disabled the auto-pay feature within his or her user profile by checking a global disable auto-pay field in auto-pay settings table 71. If auto-pay is globally disabled, it is determined that auto-pay is off at block 740 and the process ends at block 799. If auto-pay is off a manual checkout is performed according to block 430 of **Figure 4**.

**[00054]** If auto-pay is not globally disabled, auto-pay module 44 determines if the seller enabled auto-pay for the particular listing at decision block 720. Auto-pay module 44 checks an auto-pay enabled field in listings table 60. If the seller did not enable auto-pay for the particular listing, then the process continues to block 740, as described above. At decision block 720, additional conditions can be imposed upon the seller. For example in order to enable auto-pay, shipping costs can be required to be provided, as well as tax and insurance costs.

**[00055]** If the seller enabled auto-pay for the particular listing and provided any required costs, then at decision block 730, auto-pay module 44 determines if the buyer enabled his payment via auto-pay for the specific listing. Auto-pay settings table 71 stores information regarding whether the buyer enabled auto-pay. If the buyer did not enable auto-pay then the process continues to block 740 as discussed above. If the buyer did enable auto-pay, then module 44 determines that auto-pay is on at block 750 and method 600 is completed. Also at block 750, upon determining that auto-pay is on, the

auto-pay settings table 71 can be updated to reflect that auto-pay is or is not on and the payment flow of **Figure 6** is used. The process completes at block 799.

[00056] In an alternate embodiment, the seller can be left completely unaware of the fact that the buyer used auto-pay. In this embodiment, the seller has specified that he accepts credit card payments (or any similar type of instant funds transfer), and has specified the total cost of the item (including shipping costs, either fixed or actual). The buyer uses auto-pay to complete the transaction and the seller receives payment immediately once the listing ends. Furthermore, default settings can be established to allow auto-pay automatically.

[00057] **Figure 11** illustrates an exemplary graphical user interface (GUI) 1100 presented to a buyer that lists multiple items that he or she is bidding on. Interface 1100 displays whether auto-pay is on or off for each item listed. By manipulating GUI 1100 the buyer enables (or disables) auto-pay for a particular listing. The buyer's decision is queried at decision block 730 as discussed above in connection with **Figure 10**.

[00058] Item 2108691703 is listed in **Figure 11**. The auto-pay status column indicates that auto-pay is on for the listing and can be turned off by the user. Shipping and payment information can be updated for item 2108691703 as illustrated in GUI 1100.

[00059] Item 1122334455 is also listed in **Figure 11**. The auto-pay status column indicates that auto-pay is off. The buyer is losing the auction and can bid again, and offer a higher price than the current price. If the buyer re-submits a bid auto-pay can be turned on and a confirmation page can be displayed as shown in **Figure 12**.

[00060] The listing for item 2107951143, indicates that the buyer has not enabled auto-pay. However, since the buyer is winning the auction, he/she can turn on auto-pay. By turning on auto-pay settings table 71 will be updated. Additionally, the buyer will be prompted to enter his/her shipping address and electronic payment service information.

[00061] The listing for item 2111518219 indicates that auto-pay is not available to the buyer. Auto-pay may be unavailable because the seller globally disabled auto-pay as discussed above in reference to decision block 710 of **Figure 10**. Additionally, auto-pay may be unavailable because the seller disabled auto-pay for the specific listing.

[00062] Additionally, auto-pay can be used whenever the on-line auction closes, even when items are bought for a fixed price, through a buyout mechanism, such as “Buy it Now” used by eBay Inc. within the marketplace it operates. In this scenario a buyer can provide all his or her checkout information and then later decide to end the auction and purchase the item for a fixed-price. “Buy it Now” is also available as part of a fixed-price listing, where there is no auction element at all. The auto-pay module 44, completes the transaction using the previously entered checkout information.

[00063] **Figures 13A – 13D** illustrate exemplary graphical user interfaces for initializing and using auto-pay. **Figure 13A** illustrates an exemplary graphical user interface 1301 of a listing having auto-pay available to the buyer. GUI 1301 includes an auto-pay link 1302 which the buyer can click-on. By following auto-pay link 1302, the buyer can provide electronic payment system and shipping information needed to complete the marketplace transaction using auto-pay.

[00064] **Figure 13B** illustrates an exemplary graphical user interface 1320 of a bid confirmation page. GUI 1320 is presented to a buyer when auto-pay is available for a listing, but has not yet been turned on by the buyer. GUI 1321 includes an auto-pay link 1321 which the buyer can click on to enable auto-pay. By following link 1321, the buyer can provide electronic payment system information and shipping information needed to complete the marketplace transaction using auto-pay.

[00065] **Figure 13C** illustrates an exemplary graphical user interface 1350 to review a buyer's auto-pay shipping and payment information. GUI 1350 includes a submit button 1351, which when clicked enables auto-pay by the buyer for the particular listing. Payment block 1352 indicates the use of a credit card payment, however various embodiments are contemplated that utilize payment systems such as payment machine 8.

[00066] **Figure 13D** illustrates an exemplary graphical user interface 1375 that allow a buyer to view his/her auto-pay setting. GUI 1380 shows a buyer all listing that he/she is currently bidding on. Auto-pay setting link 1380, when selected by the buyer allows him/her to edit his/her auto-pay settings as stored in auto-pay settings table 71. The auto-pay settings may be edited on a GUI, such as GUI 1100 of **Figure 11**.

[00067] **Figure 14** illustrates an exemplary graphical user interface 1400 for a seller enabling auto-pay. GUI 1400 includes for a payment address and additional information required to generate a listing on marketplace machine 10. Additionally, GUI 1401 includes an allowed auto-pay check box 1401 which the seller selects to allow buyers to complete transactions using auto-pay. If check box 1401 is not selected, decision block 720 of **Figure 10** results in the negative. Thus, various GUIs shown in **Figures 13A – 13D** and **Figure 14** have been presented as one embodiment of initiating auto-pay.

[00068] In an additional embodiment, commerce system 100 can be used to enforce a seller driven auto-pay network-based transaction process. With seller driven auto-pay, the seller requires payment before the transaction can end successfully or after an item has been claimed. For example, before a listing for an auction item closes, payment is provided to the seller.

[00069] A GUI similar to GUI 1100 can be presented to the seller for each listing he/she has. Such a GUI would also include an auto-pay status column that allows the seller to turn off/on auto-pay for each listing. For each listing, the seller can chose to require that the buyer pay in real time or have a stored payment profile (including credit cards) in order to successfully purchase or bid on a listing. **Figure 15** illustrates a high-level flow chart illustrating a method 1500, according to an exemplary embodiment of the present invention, performed for seller-driven auto-pay. The method 1500 commences at block 1501. At processing block 1510 a request from the buyer to initiate a purchase or bid associated with a network-based commerce transaction is received by auto-pay module 44. The network-based commerce transaction can be an auction having an immediate purchase item, a fixed price listing allowing immediate purchase by a private seller, or a fixed price listing allowing immediate purchase from an on-line retailer.

[00070] At decision block 1520, auto-pay module determines if the seller required the buyer use auto-pay for the particular listing. If auto-pay is not required, the buyer is prompted to complete the purchase, or enter a bid without invoking auto-pay at processing block 1530. The process would end at block 1599.

[00071] If the seller does require the buyer to use auto-pay, auto-pay module 44 determines if the seller requires immediate manual payment or payment via information stored in the buyer's profile? If immediate manual payment processing is required, then at processing block 1550 the buyer is stepped through the process of paying with immediately available funds (e.g., account balance, instant funds transfer guaranteed by payment system, or credit card). The transaction is closed at processing block 1570 and the process terminates at block 1599.

[00072] If information stored in the buyer's profile is required for payment, such information is retrieved at processing block 1560. The information is used to process the payment (using payment system 8 if necessary). The transaction is closed at processing block 1570 and the process terminates at block 1599.

[00073] It is important to note that in this embodiment, payment from the buyer to seller occurs before the auction closes. If a buyer can not make payment, then the auction remains open. In one embodiment of the payment processing flow of blocks 1550 and 1560, the item is not placed on hold, so it remains available to other prospective buyers. This allows for a "race" condition between two or more buyers. In an alternate embodiment, the listing is put on hold.

[00074] Payment processing flow of block 1550 and 1560 can involve numerous actions. For example, a bidder can be directed to payment system 8 to complete the transaction. Once payment system 8 collects and applies the buyer's payment information, confirms that the item is still available, it processes the payment and closes the listing. If multiple items are available, the quality available is decremented. Additionally, if the buyer is not previously registered with payment system 8, the buyer

goes through the registration flow unique to payment system 8. It is important to note that payment processing information can be stored on marketplace machine 10 and provided to payment system 8, just prior to the conclusion of the transaction to streamline the payment process. This can be achieved by querying the buyer to use his/her stored payment processing profile. Information in the profile can be stored in user table 54 and tables of database 30.

[00075] Marketplace machine 10 in conjunction with payment machine 8 can have additional functionalities. These functionalities, as will be described in greater detail below include the use of confirmed shipping addresses, specific currency requirements, flexible payment timing, unpredictable final price payments, quick cash pricing options, and non-cash payment facilitation.

[00076] A confirmed shipping address can be an address that matches an address stored on file or verified with payment system 8. Additionally, an address can be confirmed based on a minimum buyer feedback/reputation score, a price range, or a seller chosen pre-approved buyer list.

[00077] The flexible timing functionality allows that at the seller's discretion, or based on the format, payment can occur after the close of item. For example, the seller can require that payment be made within 48 hours of the end of an item. This can happen in realtime, where the buyer enters payment information as described above. Alternatively, the seller can require that the buyer have a stored payment profile and an attempt to automatically process a payment can be made immediately, again in 24 hours in the event of a failure, and perhaps one last time 24 hours after that if a failure condition persists.

[00078] The unpredictable final price functionalities allows for cases where the final price cannot be known until the end of the listing (e.g., in an auction format, or a volume-discount multi-item purchase), the seller can apply different auto-pay rules. For example, if the final price exceeds \$100, he or she can require immediate payment, but allow for a within-48-hours automatic payment if the price is less than \$100.

[00079] The quick cash pricing option allows a seller to specify a start price (i.e., opening bid), an immediate purchase price (i.e., price at which the buyer can immediately purchase, resulting in the closing of the item), and a reserve price (i.e., price the buyer must meet or exceed before he or she can claim the item). Another pricing option is the Quick Cash price.

[00080] For example, the seller may list a PSA 10 Jason Giambi Alaska League rookie card with the following pricing options:

- start price: \$9.99
- quick cash price: \$200
- reserve price (non-quick-cash): \$300
- immediate purchase price: \$500

The card can be sold in a variety of ways, including these two examples:

**Buyer 1:** Wins via auction, with a winning bid of \$400. The item closes and the buyer intends to pay with a cashier's check, to be sent to the seller in a few days. The buyer changes his mind the next day, though, leaving the seller with a non-paying bidder.

Alternatively, the seller sends a second-chance offer to the net highest bidder, who sends him a cashier's check the next day for \$390.

**Buyer 2:** Agrees to a Quick Cash purchase, meaning that an auto-pay payment is made and the listing is ended when the buyer's payment of \$200 is successfully processed.

[00081] Finally, system 100 allows for the processing of a non-cash payment (e.g., a trade). For example, just as payment system 8 maintains a payment profile for its customers, a baseball card storage facility maintains a portfolio of baseball cards for its customers (stored in a temperature-controlled vault, the ownership of these cards can be transferred without the cards ever leaving the vault). A seller can list an item "for sale for \$3,000 immediate cash payment, or trade for ownership transfer of PSA 9 Mickey Mantle rookie card." Upon receiving notification that either \$3,000 or the Mantle card had been deposited in his or her account, the seller would send the item to the buyer.

[00082] **Figure 16** shows a diagrammatic representation of machine in the exemplary form of a computer system 800 within which a set of instructions, for causing the machine to perform any one of the methodologies discussed above, may be executed. In alternative embodiments, the machine may comprise a network router, a network switch, a network bridge, Personal Digital Assistant (PDA), a cellular telephone, a web appliance, set-top box (STB) or any machine capable of executing a sequence of instructions that specify actions to be taken by that machine.

[00083] The computer system 800 includes a processor 802, a main memory 806 and a static memory 808, which communicate with each other via a bus 824. The computer system 800 may further include a video display unit 812 (e.g., a liquid crystal display

(LCD) or a cathode ray tube (CRT)). The computer system 800 also includes an alphanumeric input device 814 (e.g., a keyboard), a cursor control device 816 (e.g., a mouse), a disk drive unit 818, a signal generation device 822 (e.g., a speaker) and a network interface device 810.

[00084] The disk drive unit 818 includes a machine-readable medium 820 on which is stored a set of instructions (i.e., software) 804 embodying any one, or all, of the methodologies described above. The software 804 is also shown to reside, completely or at least partially, within the main memory 806 and/or within the processor 802. The software 804 may further be transmitted or received via the network interface device 810. For the purposes of this specification, the term “machine-readable medium” shall be taken to include any medium which is capable of storing or encoding a sequence of instructions for execution by the machine and that cause the machine to perform any one of the methodologies of the present invention. The term “machine-readable medium” shall accordingly be taken to include, but not be limited to, solid-state memories, optical and magnetic disks, and carrier wave signals. Further, while the software is shown in **Figure 16** to reside within a single device, it will be appreciated that the software 804 could be distributed across multiple machines or storage media, which may include the machine-readable medium.

[00085] Thus, a method and system automate payment for a commerce transaction has been described. Although the present invention has been described with reference to specific exemplary embodiments, it will be evident that various modifications and changes may be made to these embodiments without departing from the broader spirit

and scope of the invention. Accordingly, the specification and drawings are to be regarded in an illustrative rather than a restrictive sense.

[00086] In the foregoing detailed description, the method and system of the present invention has been described with reference to specific exemplary embodiments thereof. It will, however, be evident that various modifications and changes may be made thereto without departing from the broader spirit and scope of the present invention. In particular, the separate blocks of the various block diagrams represent functional blocks of methods or apparatuses and are not necessarily indicative of physical or logical separations or of an order of operation inherent in the spirit and scope of the present invention. The present specification and figures are accordingly to be regarded as illustrative rather than restrictive.

CLAIMS:

What is claimed is:

1. A network-based commerce system comprising:  
a marketplace machine configured to receive and send data from and to a network, including  
a database engine server, and  
an automatic payment service module;  
wherein the marketplace machine is operationally to provide a buyer an option to enable an automatic payment service, and the automatic payment service module is operationally and automatically to provide payment to a seller upon a termination event of a network-based commerce transaction.
2. The network-based commerce system of claim 1, wherein the option is available to the buyer via a control panel provided by the automatic payment service module that allows the buyer to enable the automatic payment service, disable the automatic payment service edit the payment information, and edit a shipping address.
3. The network-based commerce system of claim 2, further comprising a payment machine configured to receive and send data from and to a network, wherein the network-based payment system is one or more of a credit card payment system, an on-line bartering system, and an on-line payment system utilizing e-mail addresses.
4. The network-based commerce system of claim 3, wherein the network-based commerce transaction is one or more of a network-based auction, a fixed-price sale of an item from a private individual, a fixed-price sale of an item from a network-based store, and an on-line barter transaction.
5. The network-based commerce system of claim 4, wherein the marketplace machine is to provide payment information of the buyer to the network-based payment system upon occurrence of the termination event, the payment information including one or more of a credit card number, a checking account number, a shipping address an e-mail address.

6. The network-based commerce system of claim 5,  
wherein the marketplace machine is to present the seller with a choice to not provide the buyer an option to enable the automatic payment service; and  
wherein the database engine server is to save the payment information for future network-based commerce transactions.
7. The network-based commerce system of claim 3, wherein the marketplace machine and the payment machine are integrated.
8. A network-based commerce system comprising:  
  
a marketplace machine configured to receive and send data from and to a network, including  
a database engine server, and  
an automatic payment service module;  
wherein the marketplace machine is operationally to provide a seller an option to require a buyer to use an automatic payment service, and the automatic payment service module is operationally and automatically to provide payment to a seller prior to a closing of a network-based commerce transaction, and to delay a conclusion of the network-based commerce transaction until a payment process is complete.
9. The network-based commerce system of claim 8, wherein the marketplace machine requires the buyer to provide payment information prior to the conclusion of the network-based commerce transaction.
10. The network-based commerce system of claim 9, wherein the marketplace machine allows the commerce transaction to conclude at a predetermined time in favor of the buyer, wherein the buyer has made a best offer to the seller.
11. The network-based commerce system of claim 9, wherein the marketplace machine requires that a higher price be paid if the buyer elects not to use the automatic payment service buyer.
12. The network-based commerce system of claim 9, further comprising a payment machine configured to receive and send data from and to a network, wherein the buyer

provides payment information to the payment machine prior to the close of the commerce transaction.

13. The network-based commerce system of claim 12, wherein the payment information includes one or more a credit card number, a checking account number, and e-mail address information.

14. The network-based commerce system of claim 9, wherein the option is available to the seller via a control panel that allows the seller to enable the automatic payment service, disable the automatic payment service, edit payment receipt information, edit shipping costs and edit payment addresses on a per item basis for all items listed by the seller.

15. The network-based commerce system of claim 9, wherein the network-based commerce transaction includes one or more of an network-based auction, a fixed-price sale of an item from a private individual, a fixed-price sale of an item from an network-based store, and an on-line barter transaction.

16. The network-based commerce system of claim 12, wherein the marketplace machine and the payment machine are integrated.

17. A computer-readable medium storing a sequence of instructions that, when executed by a machine, cause the machine to perform:

providing a buyer an option to enable an automatic payment service, wherein the automatic payment service module is operationally and automatically to provide payment to a seller upon a termination event of a network-based commerce transaction; and

providing payment information of the buyer to a network-based payment system upon the occurrence of the termination event.

18. The computer-readable medium of claim 17, wherein the option is available to the buyer via a control panel that allows the buyer to enable the automatic payment service, disable the automatic payment service edit the payment information, and edit a shipping address; and

wherein the network-based payment system is one or more of a credit card payment system, an on-line bartering system, and an on-line payment system utilizing e-mail addresses.

19. The computer-readable medium of claim 18, wherein the network-based commerce transaction is one or more of a network-based auction, a fixed-price sale of an item from a private individual, a fixed-price sale of an item from a network-based store, and an on-line barter transaction; and

wherein the payment information includes one or more of a credit card number, a checking account number, a shipping address or e-mail address.

20. The computer-readable medium of claim 19, having stored thereon additional instructions, the additional instructions when executed by a computer, causing the computer to further perform:

providing the seller with a choice to not provide the buyer an option to enable the automatic payment service; and

receiving payment information of the buyer prior to the termination event wherein a network-based marketplace machine and the network-based payment system are integrated.

21. The computer-readable medium of claim 20, having stored thereon additional instructions, the additional instructions when executed by a computer, cause the computer to further perform:

saving the payment information for future network-based commerce transactions; and

providing the buyer an option to always use the payment information for future network-based commerce transactions.

22. A computer-readable medium storing a sequence of instructions that, when executed by a machine, cause the machine to perform:

providing a seller an option to require a buyer to use an automatic payment service, wherein the automatic payment service module is operationally and

automatically to provide payment to a seller prior to a closing of a network-based commerce transaction; and

delaying a conclusion of the network-based commerce transaction until a payment process is complete.

23. The computer-readable medium of claim 22, having stored thereon additional instructions, the additional instructions when executed by a computer, cause the computer to further perform:

requiring the buyer to provide payment information to a network-based marketplace machine prior to the conclusion of the network-based commerce transaction; and

allowing the commerce transaction to conclude at a predetermined time in favor of the buyer, wherein the buyer has made a best offer to the seller.

24. The computer-readable medium of claim 23, having stored thereon additional instructions, the additional instructions when executed by a computer, cause the computer to further perform:

requiring that a higher price be paid if the buyer elects not to use the automatic payment service; and

providing payment information of the buyer to a network-based payment system prior to the close of the commerce transaction;

wherein the payment information includes one or more of a credit card number, a checking account number, and e-mail address information.

25. The computer-readable medium of claim 24,

wherein the option is available to the seller via a control panel that allows the seller to enable the automatic payment service, disable the automatic payment service, edit payment receipt information, edit shipping costs and edit payment addresses on a per item basis for all items listed by the seller; and

wherein the network-based commerce transaction includes one or more of an network-based auction, a fixed-price sale of an item from a private individual, a fixed-price sale of an item from an network-based store, and an on-line barter transaction.

26. The computer-readable medium of claim 25, wherein a network-based marketplace machine and the network-based payment system are integrated.
27. The computer-readable medium of claim 26, having stored thereon additional instructions, the additional instructions when executed by a computer, cause the computer to further perform saving the payment receipt information for future network-based commerce transactions.
28. A method to facilitate network-based commerce, comprising:  
at a marketplace machine, providing a buyer an option to enable an automatic payment service, the automatic payment service module is operationally and automatically to provide payment to a seller upon a termination event of a network-based commerce transaction; and  
providing payment information of the buyer to a network-based payment system upon the occurrence of the termination event.
29. The method of claim 28, wherein the option is available to the buyer via a control panel that allows the buyer to enable the automatic payment service, disable the automatic payment service edit the payment information, and edit a shipping address.
30. The method of claim 28, wherein the network-based payment system is one or more of a credit card payment system, an on-line bartering system, or an on-line payment system utilizing e-mail addresses.
31. The method of claim 30,  
wherein the network-based commerce transaction is one or more of a network-based auction, a fixed-price sale of an item from a private individual, a fixed-price sale of an item from a network-based store, and an on-line barter transaction; and  
wherein the payment information includes one or more of a credit card number, a checking account number, a shipping address and an e-mail address.
32. The method of claim 28, further comprising providing the seller with a choice to not provide the buyer an option to enable the automatic payment service.
33. The method of claim 32, further comprising:

receiving payment information of the buyer prior to the termination event; and  
providing the buyer an option to always use the payment information for future  
network-based commerce transactions.

34. The method of claim 28, further comprising storing the payment information for  
future network-based commerce transactions, and wherein the marketplace machine and  
the network-based payment system are integrated.

35. A method to facilitate network-based commerce, comprising:  
at a marketplace machine, providing a seller an option to require a buyer to use an  
automatic payment service, wherein the automatic payment service module is  
operationally and automatically to provide payment to a seller prior to a closing of a  
network-based commerce transaction; and  
at the marketplace machine, operationally and automatically delaying a  
conclusion of the network-based commerce transaction until a payment process is  
complete.

36. The method of claim 35, further comprising operationally and automatically  
requiring the buyer to provide payment information to a network-based marketplace  
machine prior to the conclusion of the network-based commerce transaction.

37. The method of claim 36, further comprising operationally and automatically  
allowing the commerce transaction to conclude at a predetermined time in favor of the  
buyer, wherein the buyer has made a best offer to the seller.

38. The method of claim 36, further comprising:  
operationally and automatically requiring that a higher price be paid if the buyer  
elects not to use the automatic payment service; and  
operationally and automatically providing payment information of the buyer to a  
network-based payment system prior to the close of the commerce transaction.

39. The method of claim 36,  
wherein the payment information includes one or more of a credit card number, a  
checking account number, and e-mail address information; and

wherein the option is available to the seller via a control panel that allows the seller to enable the automatic payment service, disable the automatic payment service, edit payment receipt information, edit shipping costs and edit payment addresses on a per item basis for all items listed by the seller.

40. The method of claim 36, wherein the network-based commerce transaction includes one or more of an network-based auction, a fixed-price sale of an item from a private individual, a fixed-price sale of an item from an network-based store, and an on-line barter transaction.

41. The method of claim 39, further comprising operationally and automatically storing the payment receipt information for future network-based commerce transactions; wherein the network-based marketplace machine and the network-based payment system are integrated.

1/19

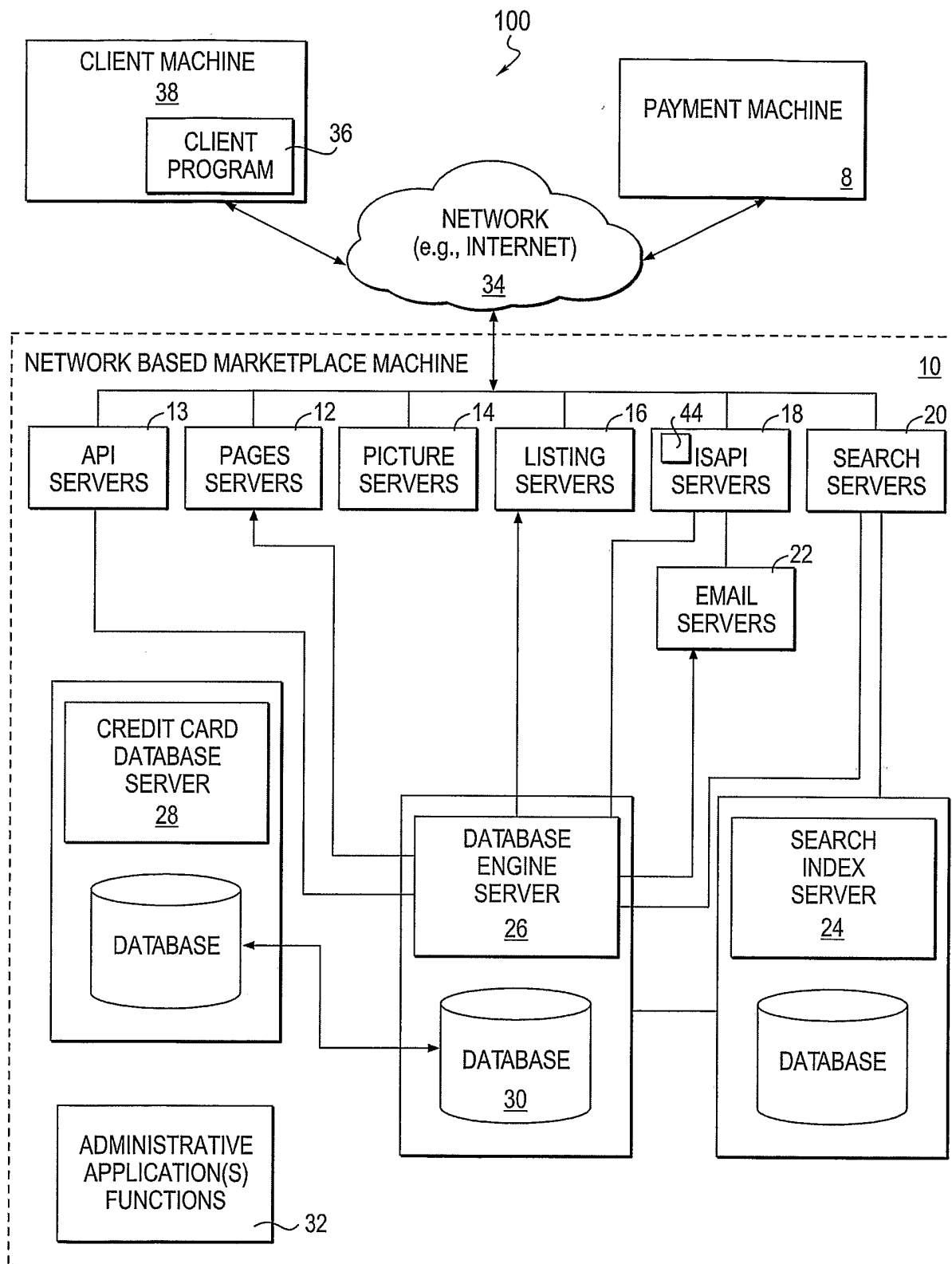


Fig. 1

2/19

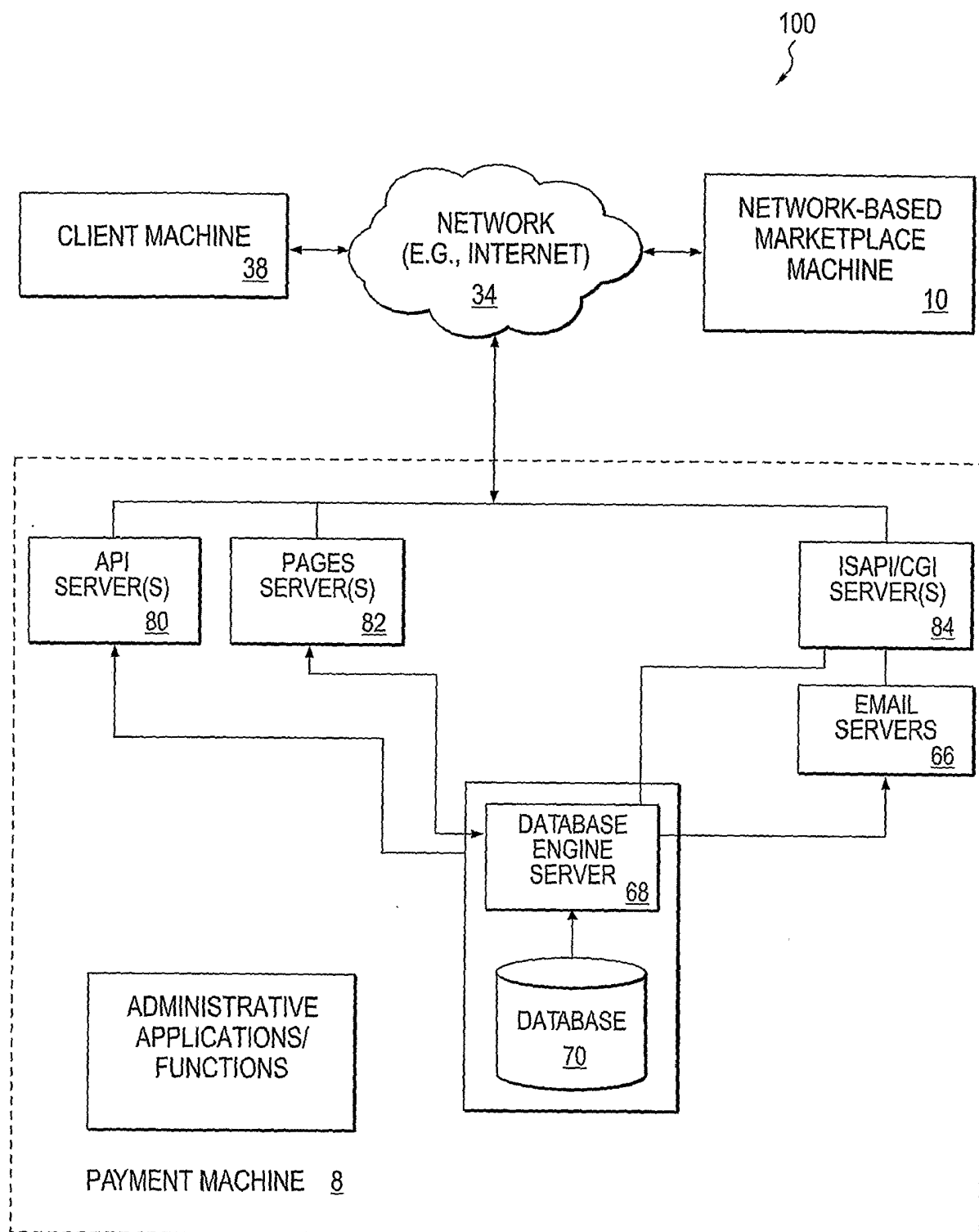


Fig. 2

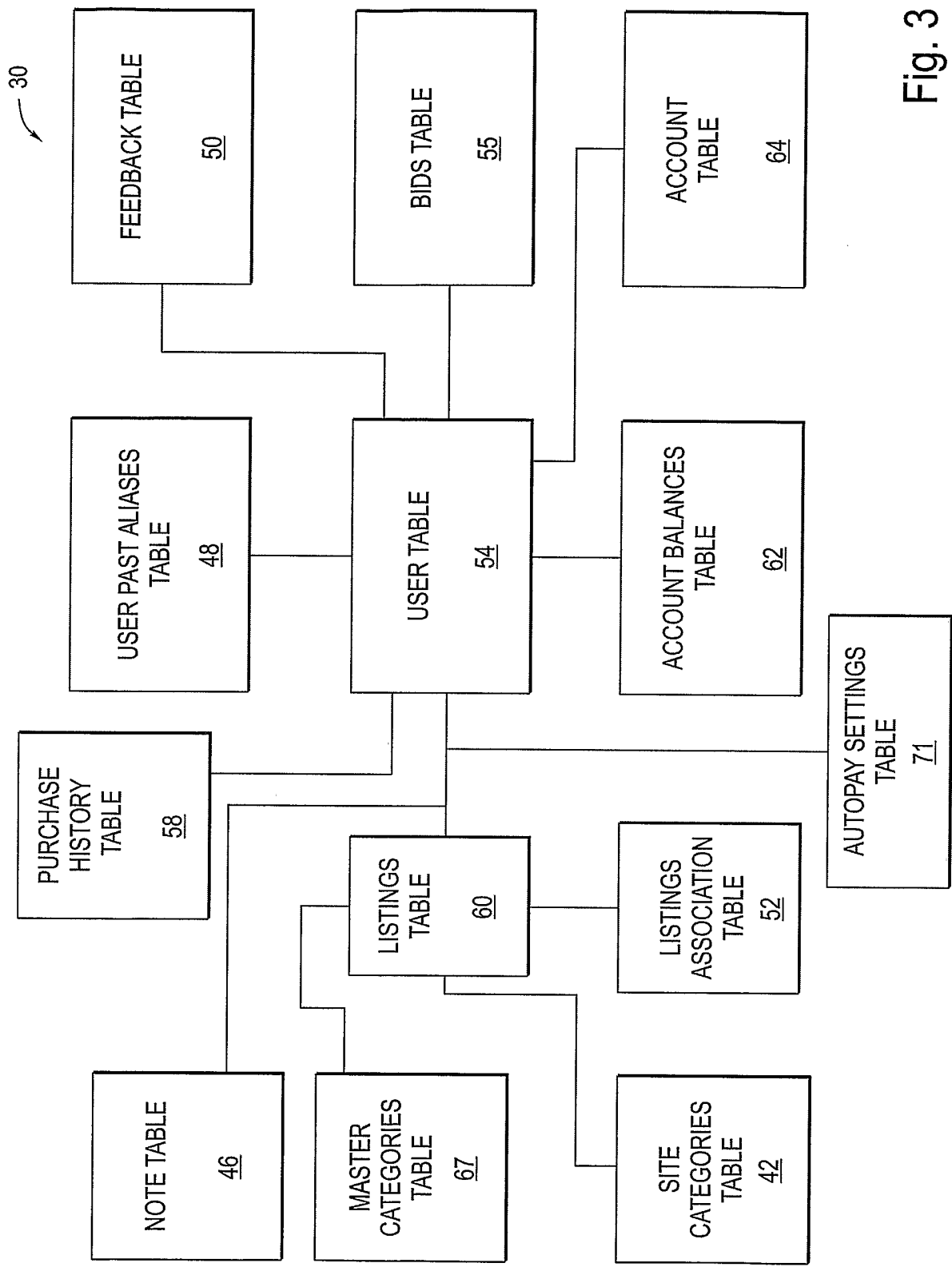


Fig. 3

4/19

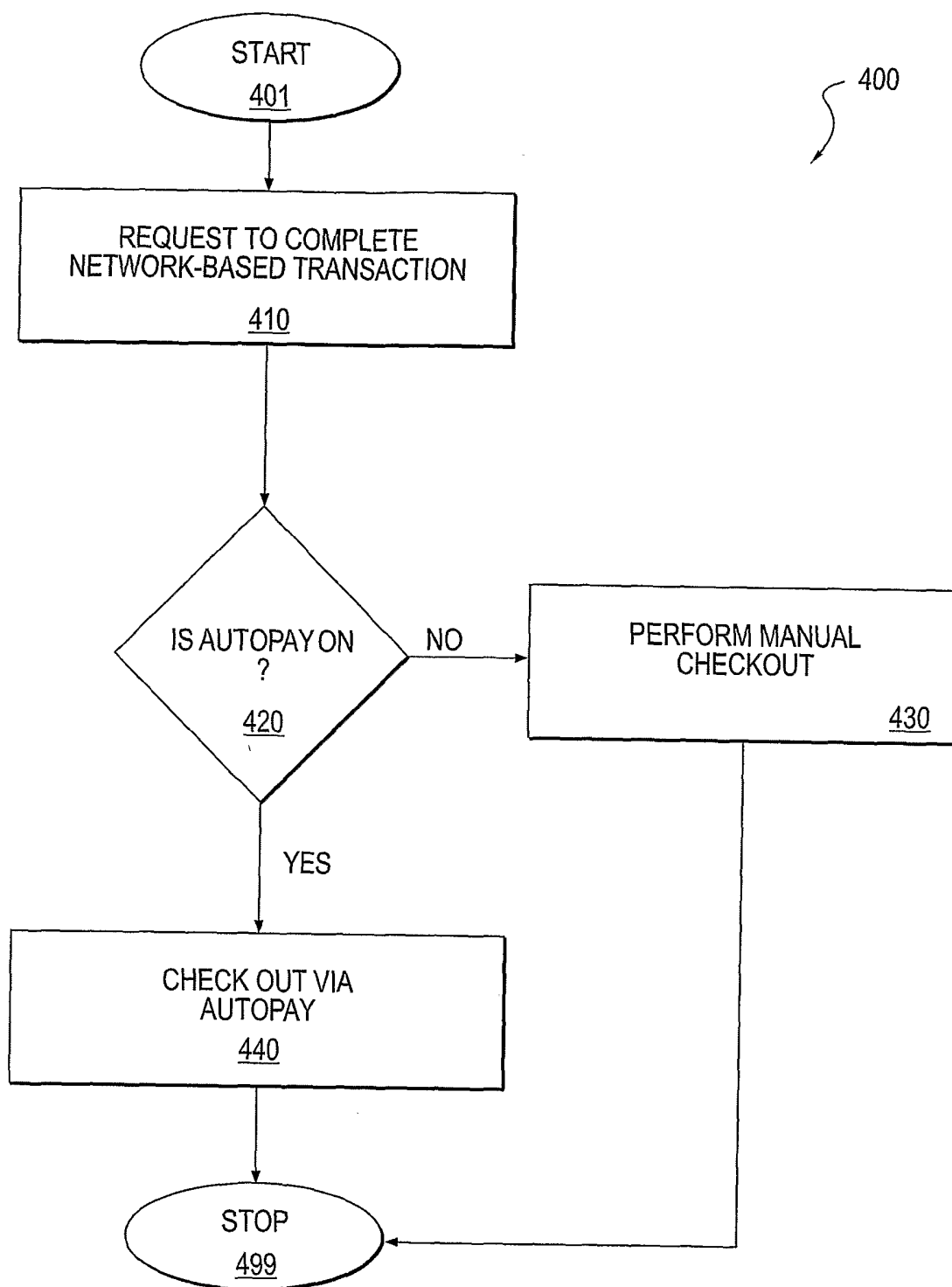


Fig. 4

5/19

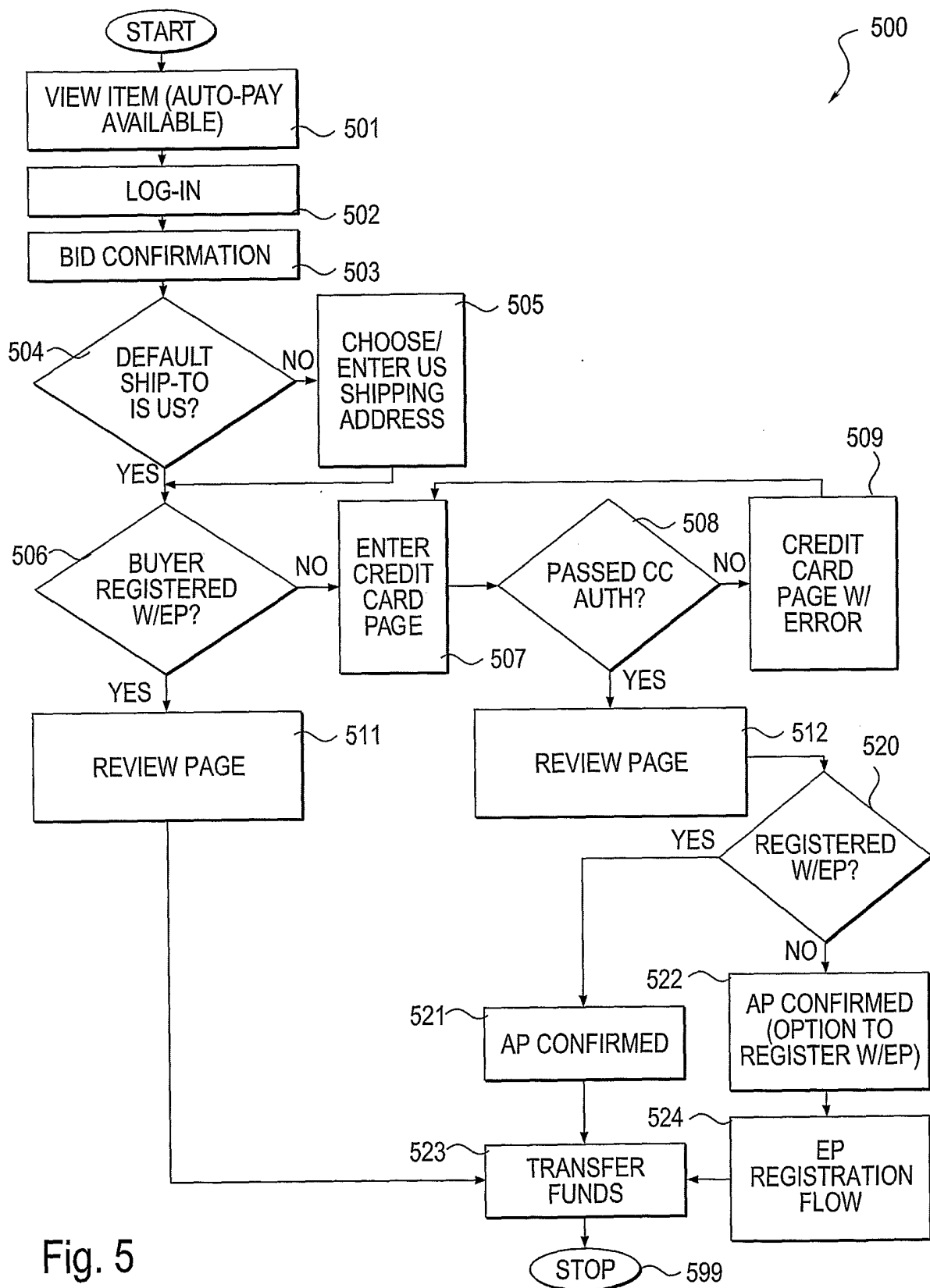


Fig. 5

6/19

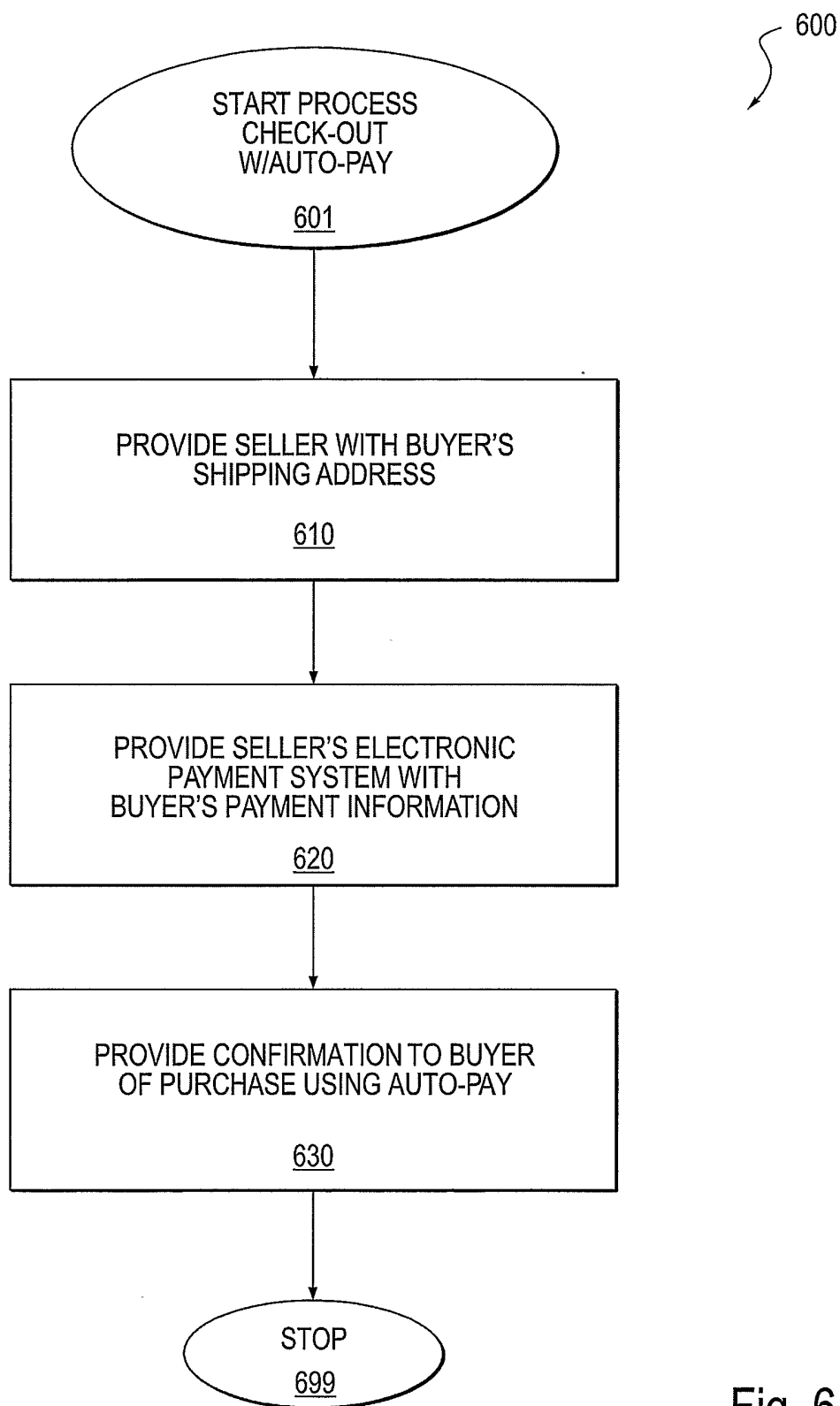


Fig. 6

7/19

**Auto-Pay: Enter Credit Card Information**

Enter your credit card information, then click the **Continue** button below. Your information is secure and your credit card number will not be sent to the seller (If you prefer, you can enter your electronic check information instead.)

**Note:** You will only be charged if you're the high bidder when this item ends.

<b>Credit card</b>	Visa ▾
<b>Credit card number</b>	<input type="text"/> Example: 1234 1234 1234 1234
<b>Expiration date</b>	-Month- ▾    -Year- ▾
<b>Cardholder name</b>	Pat    Z    Smith First    M.I.    Last
<b>Street</b> Enter the address on your monthly billing statement	<input type="text"/> <input type="text"/>
<b>City</b>	<input type="text"/>
<b>State/province/region</b>	<input type="text"/> U.S. Residents: enter state code (for example NY).
<b>Zip/postal code</b>	<input type="text"/>
<b>Country</b>	United States ▾
<b>Phone</b>	<input type="text"/> Example: (408) 555-1212

You will only be charged if you're the high bidder when this item ends.

**Continue > |**

7000

Fig. 7

0008

**End of Auction Seller: Auction Item Sale Notification**

Example Email: EOA Seller Auction Item Sold (Checkout on)  
Call to Action: Send Invoice

From: [endofauction@abc.com](mailto:endofauction@abc.com)

Sent: Saturday, April 20, 2002 3:30 PM

To: elsajames@best.com

Subject: Item Purchase: Lenny Kravitz CD LENNY , 2002 Brand New!!! (Item # 1234545)

**Congratulations bobsmusic!**

Dear bobsmusic,  
The following item was won by elsa2000.

Item Name	Item Price	Qty	Subtotal
Lenny Kravitz CD, LENNY, 2002 Brand New !!! (1234545)	\$7.95	1	\$7.95*
			*Does not include shipping charges

## Auto-Pay Selected

The buyer has elected to pay for this item with a credit card through Payments. It is not currently necessary for you to contact the buyer to arrange for payment. After the buyer's credit card has been charged successfully (within 24 hours), you will be notified by e-mail to ship this item.

**Note:** The buyer has been sent a separate email to confirm this sale. Don't forget to leave feedback after the sale is complete!

## **Listing Details**

Item name:	New!~~Lenny Kravitz CD, LENNY~~ RARE!
Item number:	873976765
End Date:	Apr-19-02 15:30:01 PST

8  
9  
10

9/19

9000

End of Auction Buyer

Example Email: EOA Bidder  
Call to Action: Pay Now!

From: endofauction@abc.com  
Sent: Saturday, April 20, 2002 3:30 PM  
To: elsajames@best.com  
Subject: You won! Lenny Kravitz CD LENNY , 2002 Brand New!!! (Item # 1234545)

Congratulations elsa2000!

Dear elsa2000  
You have own the following Item from bobsmusic.,  
The following item was won by elsa2000.  
You won! Lenny Kravitz CD LENNY , 2002 Brand New!!! # 1234545

Auto-Pay Selected  
As a reminder, you have elected to pay for this item with a credit card through Payments. We will attempt to charge your credit card the total amount of <\$ total amount> and notify you via e-mail within 24 hours once the charge has been accepted. It is not currently necessary for you to contact the seller to arrange for payment.

Payment Details:

Item Price	\$11.52
Quantity	1
Subtotal	\$11.52
U.S. Shipping and Handling	\$2.79
Shipping Insurance per item: (optional)	\$1.21
Sales Tax:	8.25%

Payment Instructions from Seller:

I accept Payments, credit card, or money order.  
I also accept personal checks with a possible 5 to 7 day wait until the check clears.  
Payment must be received within 10 days.

Fig. 9

10/19

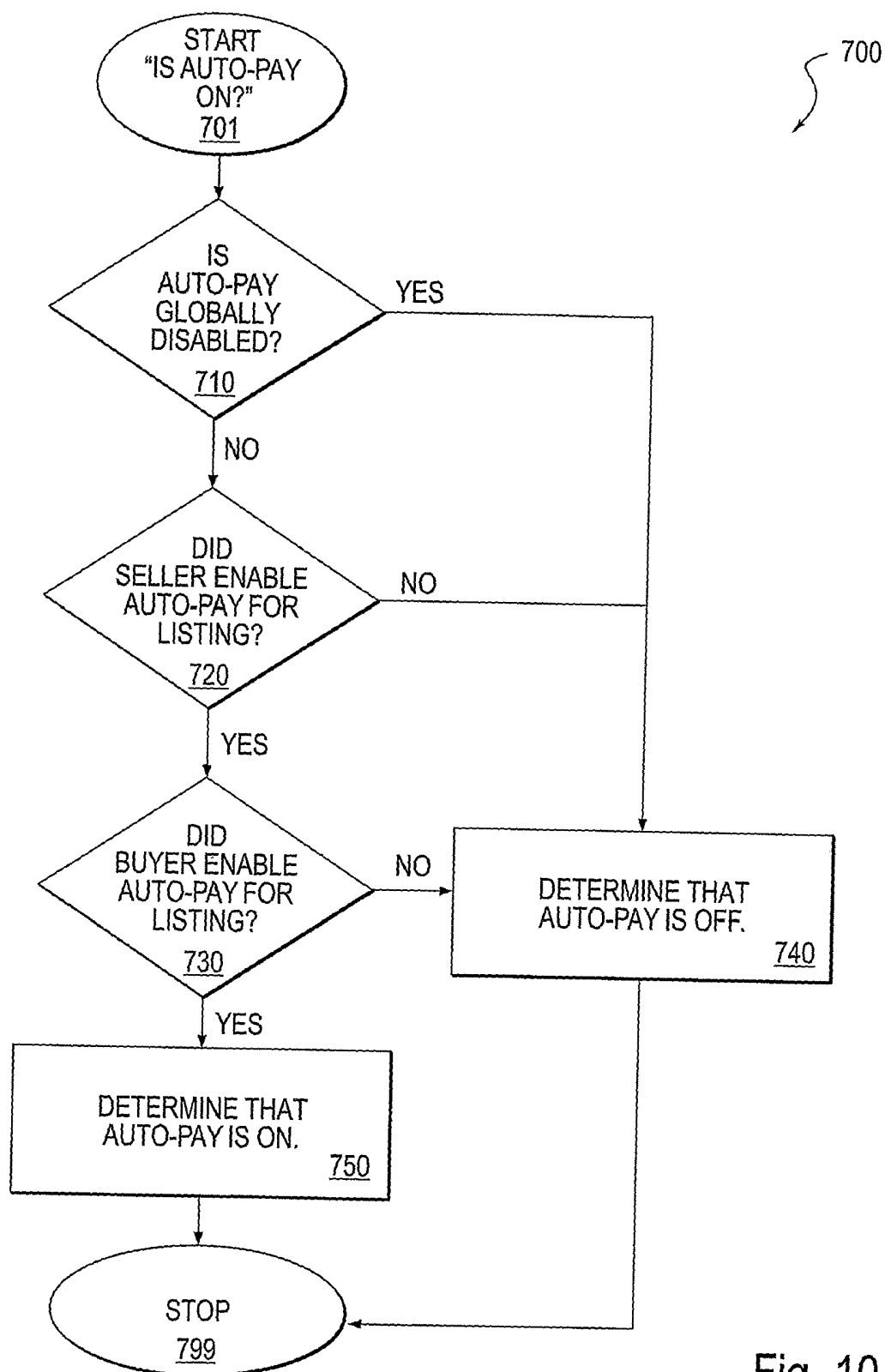


Fig. 10

1100

Auto-Pay Settings

These are the items you're currently bidding on. You may update any of your Auto-Pay settings below.  
✓ = Items you're currently winning    ✕ = Items you're currently not winning  
Multiple Item Auctions (Dutch Auctions) do not use color coding.

Auto-Pay Status ▾	Shipping & payment info	Item#	Item Title	Current Price	My Max Bid	Seller
On (Turn Off)	Update	2108691703	PALO ALTO CALIFORNIA STREET SCENE 1950'S	\$5.25 ✕	\$4.12	carey-n-trish
Off (Bid Again)	--	1122334455	UNIVERSITY AVE -- YOU NEED THIS!	\$18.99 ✕	\$4.52	soliner@yahoo.com
Off (Turn On)	--	2107951143	PALO ALTO pc UNIVERSITY AVE 1908!	\$6.07 ✓	\$6.07	soliner@yahoo.com
Auto-Pay not available	--	2111518219	POST OFFICE Stanford U. 1949	\$6.07 ✓	\$6.07	oldstuffisus

Go to My Bidding/Watching page

Fig. 11

12/19

Congratulations...

**You are the current high bidder**

Current bid price: \$2.74

Your maximum bid: \$2.74

**Can you still be outbid?**

Yes - although you are currently the high bidder, this does not guarantee you will win this auction. Another user may outbid you, so check back before the auction ends or allow us to bid on your behalf. How does Proxy bidding work?

**You've turned on Auto-Pay for this item.** If you're the high bidder when the listing ends, your payment will automatically be sent to the seller, and you'll be notified via email. Auto-Pay is worry-free, fast and easy. Learn more about Auto-Pay.

You may update your Auto-Pay settings at anytime through My Settings.

**Keeping track of your bids**

You can keep track of your bids by looking at your 'Bidding/Watching' page. This is a convenient at-a-glance buying/selling activity page accessible only by you. Try it now! It's free.

*Notifications - What happens if you are outbid?*

We will automatically send you an email when you are outbid or when the auction ends based on your notification preferences. You can customize your preferences .

Fig. 12

13/19




1301

home | site map | sign in

[Browse](#) [Sell](#) [Services](#) [Search](#) [Help](#) [Community](#)

[Item View](#)

**49ers JERRY RICE signed 1988 Topps card**  
Item # 1832544266

**Currently** US \$2.49 **Sporting :** Trading Cards : Football : NFL : Lots **First bid**

**Quantity** 1 **# of bids**

**Time left** 9 hours, 21 mins + **Location**

**Started** May-27-02 19:51:23 PDT **Country/Region** USA/Tampa-St. Petersburg

**Ends** Jun-03-02 19:51:23 PDT **Email this section to a friend**

**Seller(Rating)** bob(673) ☆ **watch this item**

[view comments in seller's Feedback Profile](#) | [view seller's other listings](#) | [ask seller a question](#)

**High bid** imos88@hotmail.com (291)

**Payment** E-Payments - Money Order/Cashiers Checks.  
Others. See item description for methods accepted.

**Shipping** Buyer pays fixed shipping charges. Will ship to United States only. See item description for shipping charges.

**Seller Services** [Sell similar item](#)

Seller assumes all responsibility for listing this item. You should contact the seller to resolve any questions before bidding. Auction currency is U.S. dollars

1302

Use Auto-Pay for this item.  
Electronic of Payments




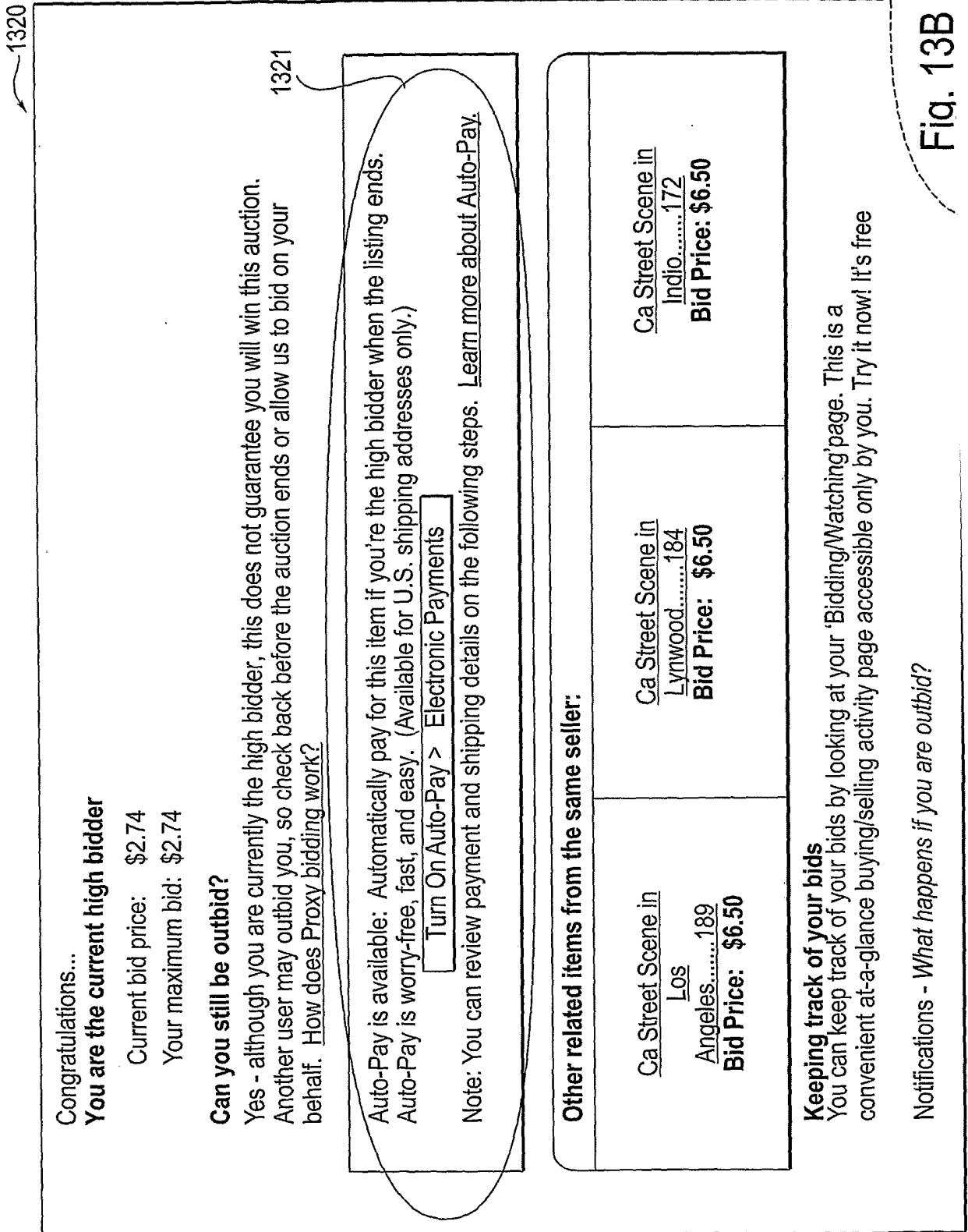
  

Fig. 13A

14/19



1350

## Turn on Auto-Pay

Review your information, then click the Submit button.

**Note:** You will only be charged if you're the high bidder when this listing ends.

49ers JERRY RICE signed 1988 Topps dard (#1832544266)

your current bid\*

\$2.74

Shipping and handling

\$1.00

Shipping insurance (optional)

add \$1.10

;

\*your maximum bid is \$3.00

Shipping address

Pat Smith

20 Dana St.

San Jose, CA 95136

5

(408) 555-1212

change shipping address

Payment Method

Credit Card

Visa (expires 3/2004)

Change to electronic check	Change credit card
----------------------------	--------------------

1352

## Payments Help

**Auto-Pay: If you win this item, you will automatically be charged and the seller will be notified to send the item to the address you specify. Learn more.**

**You will be charged if you're the high bidder when this listing ends.**

1351

Submit

Fig. 13C

16/19

1380  
 Link to "Auto-Pay Settings" panel

1375

<b>Items I'm Bidding On (1 item)</b>																																																																																													
<div style="text-align: right; margin-bottom: 5px;"> <span>☰</span> All item details  <a href="#">Auto-Pay Settings</a> </div> <p>✓ = Items you're currently winning    ✕ = Items you're currently not winning            Multiple Item Auctions (Dutch Auctions) do not use color coding.</p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; width: 15%;"><u>Item#</u></th> <th style="text-align: left; width: 15%;"><u>Start Price</u></th> <th style="text-align: left; width: 15%;"><u>Current Price</u></th> <th style="text-align: left; width: 15%;"><u>My Max Bid</u></th> <th style="text-align: left; width: 15%;"><u>Qty</u></th> <th style="text-align: left; width: 15%;"><u># of Bids</u></th> <th style="text-align: left; width: 15%;"><u>Start Date (PST)</u></th> <th style="text-align: left; width: 15%;"><u>End Date</u></th> <th style="text-align: left; width: 15%;"><u>Time Left</u></th> </tr> </thead> <tbody> <tr> <td>1744185453</td> <td>\$5.00</td> <td>\$5.50 x</td> <td>\$5.00</td> <td>1</td> <td>2</td> <td>Jun-24</td> <td>Jul-01 19:57:20</td> <td>4d 23h 23m</td> </tr> <tr> <td colspan="9" style="padding-top: 10px;"> <b>Page Total:</b>    \$0.00    \$0.00    \$5.00    0    0               </td> </tr> <tr> <td colspan="9" style="padding-top: 5px;">                 (Items I'm winning)               </td> </tr> <tr> <td colspan="9" style="text-align: center; padding: 5px;">                 Showing Items 1 - 1 of 1               </td> </tr> <tr> <td colspan="9" style="text-align: right; padding: 5px;"> <a href="#">Back to top</a> ↑               </td> </tr> <tr> <th colspan="9" style="text-align: left; padding: 5px;"> <b>Items I've Won (6 items)</b> </th> </tr> <tr> <td colspan="9" style="padding: 5px;"> <div style="text-align: right; margin-bottom: 5px;"> <span>☰</span> </div> <p>▷ Show items for past <span style="border: 1px solid black; padding: 2px 5px;">30</span> days <span style="border: 1px solid black; padding: 2px 5px;">Go</span> ( 30 days max ) <span style="border: 1px solid black; padding: 2px 5px;"></span> Save this setting</p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; width: 15%;">Select (all)</th> <th style="text-align: left; width: 15%;"><u>Item#</u></th> <th style="text-align: left; width: 15%;"><u>(PST) End Date</u> ▲</th> <th style="text-align: left; width: 15%;"><u>End Price</u></th> <th style="text-align: left; width: 15%;"><u>Qty</u></th> <th style="text-align: left; width: 15%;"><u>Pay with E Payments</u></th> <th style="text-align: left; width: 15%;"><u>Seller Checkout</u></th> <th style="text-align: left; width: 15%;"><u>Leave Feedback</u></th> </tr> </thead> <tbody> <tr> <td colspan="8" style="height: 40px;"></td> </tr> </tbody> </table> </td> </tr> </tbody> </table>						<u>Item#</u>	<u>Start Price</u>	<u>Current Price</u>	<u>My Max Bid</u>	<u>Qty</u>	<u># of Bids</u>	<u>Start Date (PST)</u>	<u>End Date</u>	<u>Time Left</u>	1744185453	\$5.00	\$5.50 x	\$5.00	1	2	Jun-24	Jul-01 19:57:20	4d 23h 23m	<b>Page Total:</b> \$0.00    \$0.00    \$5.00    0    0									(Items I'm winning)									Showing Items 1 - 1 of 1									<a href="#">Back to top</a> ↑									<b>Items I've Won (6 items)</b>									<div style="text-align: right; margin-bottom: 5px;"> <span>☰</span> </div> <p>▷ Show items for past <span style="border: 1px solid black; padding: 2px 5px;">30</span> days <span style="border: 1px solid black; padding: 2px 5px;">Go</span> ( 30 days max ) <span style="border: 1px solid black; padding: 2px 5px;"></span> Save this setting</p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; width: 15%;">Select (all)</th> <th style="text-align: left; width: 15%;"><u>Item#</u></th> <th style="text-align: left; width: 15%;"><u>(PST) End Date</u> ▲</th> <th style="text-align: left; width: 15%;"><u>End Price</u></th> <th style="text-align: left; width: 15%;"><u>Qty</u></th> <th style="text-align: left; width: 15%;"><u>Pay with E Payments</u></th> <th style="text-align: left; width: 15%;"><u>Seller Checkout</u></th> <th style="text-align: left; width: 15%;"><u>Leave Feedback</u></th> </tr> </thead> <tbody> <tr> <td colspan="8" style="height: 40px;"></td> </tr> </tbody> </table>									Select (all)	<u>Item#</u>	<u>(PST) End Date</u> ▲	<u>End Price</u>	<u>Qty</u>	<u>Pay with E Payments</u>	<u>Seller Checkout</u>	<u>Leave Feedback</u>								
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Fig. 13D

17/19

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<b>Allow Checkout</b> Tip: Use Checkout to help your buyers know how much to pay you once your listing ends. ( <a href="#">learn</a> ) <a href="#">more</a>	<p> <input checked="" type="radio"/> Yes, display E's Checkout button to auction buyers after the listing ends  <input type="radio"/> No, do not display E's Checkout button         </p>
<b>Payment Address</b> optional This is the address your buyers will see at Checkout only if they are making payment. This applies to all of your listings (auction, E Store & Buy It Now).	<div style="border: 1px solid black; padding: 5px;"> <p>1401</p> <p><b>Contact name:</b> <input type="text"/></p> <p><b>Address:</b> <input type="text"/></p> <p>Address continue: <input type="text"/></p> <p><b>City:</b> <input type="text"/></p> <p><b>State/Province:</b> <input type="text"/></p> <p><b>ZIP/Postal Code:</b> <input type="text"/></p> <p><b>Country:</b> <input type="text"/></p> <p><b>Primary phone number:</b> <input type="text"/></p> <p>optional</p> </div> <p> <input type="checkbox"/> Remember my Payment Address and don't request it the next time I list an item.  <input type="checkbox"/> Delete Payment Address     </p>
<b>Allow buyer to edit or enter total</b>	<p> <input checked="" type="checkbox"/> Allow buyer to enter total during Checkout to include any additional costs. <a href="#">Learn more.</a> </p>
<b>Allow Auto-Pay</b>	<p> <input checked="" type="checkbox"/> Allow buyer to pay through Auto-Pay. This ensures the fastest payment possible. <a href="#">Learn more.</a> </p>

New Auto-Pay preferences section

Fig. 14

18/19

