Abstract: System for collecting of album stickers via Internet that enables its visitors learning of detailed rules of the game, and game players active participation in the game which includes purchasing of tokens, purchasing of stickers, selecting of albums and inserting of stickers in them, contacting other game players for the purpose of finding, collecting and exchanging of stickers. The system comprises: Internet pages (A), a part for controlling the Internet pages (B), and a part for controlling the system operations (C). The Internet pages (A), used by visitors and game players comprise: Intro page (D), Home page (E), user-profile registration page (F), album activation page (G), token purchase page (H), sticker purchase page (I), page for inserting stickers into an active album (J), sticker exchange page (K), and page displaying prizes of an active album (L). Each Internet page is divided into a number of permanent or changing fields where, by mouse clicks, particular actions in the course of the game are performed or displayed. In above described way, the system enables collecting of various album stickers via Internet, aimed to amusement of persons of various ages and qualification profiles.
SYSTEM FOR COLLECTING OF ALBUM STICKERS
VIA INTERNET

INVENTION DESCRIPTION

1. FIELD OF APPLICATION

The invention relates to a system that enables collecting and exchange of various collector stickers and their inserting into sticker albums, as well as finding and contacting of other sticker collectors via Internet.
In the International Patent Classification, it is classified as A - Human necessities, A 63 - Sports; Games; Amusement, A 63 F - providing for various games.

2. TECHNICAL PROBLEM

Problems have been noticed about collecting album stickers, exchanging of stickers with other collectors at distance. The problem is about finding and contacting other people collecting album stickers. The problem is about using outdated techniques that give the game a certain charm. The problem is also about less developed countries, with smaller populations, where such games are not practiced at all, because publishing of albums and stickers is quite expensive and not profitable, and there are also the language barrier problems.
The technical problem that is solved by this invention relates to a system that will enable collecting and exchange of various album stickers, and finding and contacting other sticker collectors via a new medium available to a wide circle of people.

3. STATE OF THE ART

The existing sticker collecting and exchange systems are based upon printed media, in the forms of sticker albums and corresponding stickers, sold at kiosks, in shops, shopping centres or on the Internet.
Every country publishes its own albums, which automatically limits their exchange and makes their sending by one exchanging collector to another very expensive. Many
countries do not publish albums and stickers, people there having no opportunity to participate such games at all. Their only opportunity is to order albums and stickers via Internet from other countries, that may be in other languages. Here again there is the problem of delivery, communications being very slow, which all affects the charm and suspense of the game and auctioning, that is, the fun and relaxation through an education on various unfamiliar topics.

Internet facilitates communications between collectors through various forums, chat rooms, blogs and other means of modern communication, yet, there are still lots of problems present.

4. DISCLOSURE OF THE INVENTION

The essence of the invention is a system intended for collecting of stickers via Internet. The system comprises nine Internet pages. All visitors have free access to the first three pages, whereas the other six are available to registered game players.

The system for collecting of stickers via Internet comprises:

Internet pages, part of the system intended for controlling the Internet pages, and part for controlling the system operations.

5. ILLUSTRATION DESCRIPTIONS

Figure 1. shows block-diagram of the system for collecting of stickers via Internet.

Figure 2. shows appearance of the Intro page.

Figure 3. shows appearance of the Home page.

Figure 4. shows appearance of the player registration page.

Figure 5. shows appearance of the album selection page.

Figure 6. shows appearance of the token purchase page.

Figure 7. shows appearance of the sticker purchase page.

Figure 8. shows appearance of the sticker album completing page.

Figure 9. shows appearance of the page for determining the price and exchange of stickers.

Figure 10. shows appearance of the prize page.
6. DETAILED DESCRIPTION OF INVENTION IMPLEMENTATION AND FUNCTIONING

The system for collecting of stickers via Internet enables running of a game where each player, after selecting the language and registration, purchases tokens required for purchasing of stickers that are to be inserted in selected albums, and, following completion of a selected album, also enables selecting of a players' prize. The system also enables finding and contacting of other collectors and exchanging of stickers with them.

The system is implemented on nine Internet pages. All visitors have free access to the first three pages, whereas the other six are accessible by registered game players only.

The system has main sponsors, whereas each album has its special sponsors.

The system for collecting of stickers via Internet, Figure 1, comprises:

A. Internet pages,
B. Part of the system intended for controlling the Internet pages, and
C. Part of the system for controlling the system operations.

Description of the system implementation:

A. Internet pages - part of the system accessible to all visitors and game players

Modules accessible:

1. Albums - part of the system accessible by all page visitors

This module enables page visitors to see which albums are available with no previous registration and to read the rules of the game at any time. At any moment, visitors may join real time chats. Every sticker album has its own chat room.

Visitors may also exchange questions and answers through forums. Every sticker album has its own forum.

Visitors may watch video clips related to various albums.

Visitors may watch and listen to live TV and radio programmes.
To participate the game, that is, to collect stickers for their albums, players must register, whereupon they may purchase tokens required for purchasing the stickers.

2. Albums - part accessible by game players only

This module enables visitors to register as game players, where they get their usernames and passwords, enabling them to select one or more albums for inserting the stickers into.

Each player is created his user profile containing the following data: name, surname, nickname, residence address, post code, city, country, e-mail address, number of tokens, list of albums selected and number of stickers in each of them, duplicate stickers and purchased tokens.

Following registration, a game player may purchase tokens required for purchasing the stickers from a new-sticker base or from another player selling his duplicate stickers.

Each album has its prize show-case from where a player who has completed and closed the album may select a prize of a certain value.

A game player may sell (exchange) his prize at a prize auction.

Game players may mutually communicate by cameras and microphones in video or audio chats.

Game players may have their blog at the page.

Game players may watch and listen to live TV and radio programmes.

Internet pages A, used by visitors and game players, are referred to as:

D. Intro page - Figure 2.
E. Home page - Figure 3.
F. User-profile registration page - Figure 4.
G. Album activation page - Figure 5.
H. Token purchase page - Figure 6.
I. Sticker purchase page - Figure 7.
J. Page for inserting stickers into an active album - Figure 8.
K. Sticker exchange page - Figure 9.
L. Page displaying prizes of an active album - Figure 10.
One of the many possible appearances, that is, distribution and purposes of fields at an Internet page, is presented in the Figures 2 to 10.

Numeric marks in the Internet page figures are the following:

2. field for registration of players, pages D, E, F - Figures 2., 3., 4.
7. field for the system presentation, page D - Figure 2.
8. field for game language icons, page D - Figure 2.
10. field for lists of albums in the system, pages E, F, G - Figures 3. and 5.
12. field for user-profile data, page F - Figure 4.
14. field for purchasing the tokens, page H - Figure 6.
15. field for purchasing the stickers, page I - Figure 7.
16. field for the active album's rules and services, pages I, J, K, L - Figures 7.-10.
17. field for the active sticker album, page J - Figure 8.
22. field for sticker exchange, page K - Figure 9.
23. field for prize sponsor advertisements, page L - Figure 10.
24. field for prize lists, page L - Figure 10.

B. Part for controlling the Internet pages

All contents of the Internet page system, including albums, prize show-cases, streamings, etc., are controlled by the Internet contents control system that is based upon a familiar
platform, developed by advanced technologies. Telephone and e-mail supports provide players with additional security in utilising the system. Multimedia help facilitates maintenance and explains utilisation of the system in a visual manner.

This part of the system enables:
Text editor - enables editing of all contents on the Internet page without refreshing the page.
File manager - enables complete control of files on the server.
Live preview - enables watching of all changes made on the Internet page.
Drag and drop - enables adding of all pictures and documents to the intended places by dragging the file in question.
Opinion surveys - enables adding, control and administration of opinion surveys.
Banner manager - enables adding and displaying on the Internet page of system sponsor and active album static and rotating banners.

C. Part for controlling the system operations

Enables following up the game players and issuance of offers and bills. It may also follow up own costs and produce reports.
This is achieved by modules for users, suppliers, offers, bills, payments, company and reports.

Functioning of the invention:

The described system for collecting of album stickers via Internet enables visitors, after entering a certain Internet address, to visit the first three pages, and after registration as game players to use the other six pages, that is, to play the game by collecting stickers for the selected albums.

D. Intro page - Figure 2.

By entering a certain Internet address, the visitor arrives to the system's intra page. On this page, field 7, in an attractive way there are presented the system's advantages aimed to providing the visitor with enough information to attract him to continue searching the pages. Clicking on adequate icon in the field 8 selects the language in which the visitor
wants to communicate with the system. By clicking in the field 9, one can learn detailed rules of the game of collecting of album stickers via Internet.

E. Home page - Figure 3.
Having selected the language, the visitor enters the home page. By clicking in the field 11, he can quickly approach the list of albums in the system, to open them in the field 10. By clicking in the field 9, he can find all the information related to the game: conditions of use, game rules, joining information, token purchase, etc. If the visitor, after this, wants to play, he is to register. This is done by clicking in the field 2, which opens the user-profile registration page.

F. User-profile registration page - Figure 4.
On this page there are all rules and player's obligations. After being acquainted with the basic rules, the player enters all the information requested in the field 12, following which he gets his username and password, which he enters in the field 2. By clicking the LOG IN icon he becomes a registered player and returns to the home page. With his registration, the player obtains all the opportunities offered by the page: inserting stickers in albums, exchange of stickers, purchase of stickers, purchase of tokens, results, statistics, chat, forum, auction, mail, blogs, conversation, selection, way and place of delivery of prizes, etc.

G. Album activation page - Figure 5.
In order to start a game, the player from the field 10 selects and activates one of the albums offered.
The player may select, activate and play in turns all albums offered by the system. Each album has its own info field where the player may see the contents of that album. Simultaneously, in the field 13, the player sees a brief information on his user profile.

H. Token purchase page - Figure 6.
Upon activating one of the albums offered, the player must purchase game tokens.
By clicking in the field 5, the player enters the field 14 to purchase the tokens. The tokens may be purchased in the field 14 in one of the offered manners. The number of the tokens purchased is displayed in the field 13.
The player receives the tokens purchased in his account and may start purchasing the stickers.

I. Sticker purchase page - Figure 7.
Having received the tokens to his account, the player enters one of the albums activated
and by clicking in the field 3 arrives to the field 15, to purchase sticker packets.
The player selects one or more sticker packets and receives them in the field 18 for the
active album new stickers. Simultaneously his account 13 is debited the number of tokens
spent.
The player may keep purchasing new stickers as long as there are tokens in his account.
Each album has its own stickers, preventing the player to buy any other stickers but those
related to the album presently active.
At the same page, field 16, the player may see all the rules and services offered by the
active album.
By clicking the field 13, he enters the activated album for which he purchased the
stickers.

J. Page for inserting stickers into an active album - Figure 8.
The player sees the stickers purchased in the new stickers field 18. With these stickers,
he covers the active album's empty spaces in the field 17. If in the field 17 there is already
any of the stickers purchased, these are transferred into the album's duplicate sticker field
19. Stickers inserted in the album cannot be returned into the active album's new sticker
field 18 or moved to the duplicate sticker field 19.
Each sticker moved to the field 19, the player allocates an exchange price. At the same
time, in the field 20 the player can see the list of players playing the same album and their
lists of duplicate stickers. In the field 20 there is also a search tool that enables finding
particular stickers of the active album offered by other players.
When the player decides taking a sticker from another player, he clicks on his name icon
in the field 20 and enters the sticker exchange page.

K. Sticker exchange page - Figure 9.
In the field 22 appear all the selected player's duplicate stickers. A selected sticker is
purchased by clicking on it, at which moment his account is deducted the value in tokens
of the sticker, which tokens are then credited to the player who sold the sticker. In the
field 22, the player may also establish a chat with the sticker seller and negotiate the sticker prices. Having purchased other player’s duplicate stickers, the player transfers them into the field 18 and, after that, into the field 17 on the page J. Once the player completes an album, he is to close it. Upon closing the album, the player automatically enters the prize winners circle.

L. Page displaying prizes of an active album - Figure 10.
By clicking the field 13, the player opens the prize show-case. He receives a message advising him what prize he has been awarded or what prizes he may select, and the rank of the prize.

7. INVENTION APPLICATION

In the above described way, the invention enables collecting of various stickers by albums via Internet, aimed to amusement of persons of various ages and qualification profiles. The system may be created in an economical way, and includes significant improvements as compared with the previously known collecting of album stickers. Experts will find obvious numerous variations and modifications of the above defined system, especially with regard to particular Internet pages designs, yet preserving the scope and spirit of the invention.
PATENT CLAIMS

1. System for collecting of album stickers via Internet that enables its visitors learning of detailed rules of the game, and game players active participation in the game which includes purchasing of tokens, purchasing of stickers, selecting of albums and inserting of stickers in them, contacting other game players for the purpose of finding, collecting and exchanging of stickers, **wherein** it has Internet pages (A); it has a part for controlling the Internet pages (B); it has a part for controlling the system operations (C); the Internet pages (A) through which the game is implemented comprise: intro page (D), home page (E), user-profile registration page (F), album activation page (G), token purchase page (H), sticker purchase page (I), page for inserting stickers into an active album (J), sticker exchange page (K), and page displaying prizes of an active album (L); its part for controlling the Internet pages (B) enables editing of all contents on the Internet page without refreshing the page; it enables complete control of the files on the server; it enables seeing all the changes made on the Internet pages; it enables adding pictures and documents to the locations wanted by dragging of the file in question; it enables adding, managing and administration of opinion researches; it enables adding and displaying on the Internet page of system sponsor and active album static and rotating banners; its part for controlling the system operations (C) enables following up the game player's costs and issuing of offers, bills and reports.

2. The system as claimed in Claim 1., **wherein** the said Intro page (D) has field (1) field for the system owner's logo, field (2) for registration of players, entrance (3) for purchasing the stickers, field (4) for advertising of payment methods, field (5) for purchasing of tokens, field (6) for game sponsors advertisements, field (7) for the system presentation, field (8) for game language icons, and field (9) for general rules and system services.

3. The system as claimed in Claim 1., **wherein** the said Home page (E) has field (1) field for the system owner's logo, field (2) for registration of players, entrance (3) for purchasing the stickers, field (4) for advertising of payment methods, field (5) for purchasing of tokens, field (6) for game sponsors advertisements, field (9) for general
rules and system services, field (10) for lists of albums in the system, and field (11) for quick approach to pages.

4. The system as claimed in Claim 1., \textit{wherein} the said user-profile registration page (F) has field (1) for the system owner's logo, field (2) for registration of players, field (3) for purchasing the stickers, field (4) for advertising of payment methods, field (5) for purchasing of tokens, field (6) for game sponsors advertisements, field (9) for general rules and system services, field (11) for quick approach to pages, and field (12) for user-profile data.

5. The system as claimed in Claim 1., \textit{wherein} the said album activation page (G) has field (1) for the system owner's logo, field (3) for purchasing the stickers, field (4) for advertising of payment methods, field (5) for purchasing of tokens, field (6) for game sponsors advertisements, field (9) for general rules and system services, field (10) for lists of albums in the system, field (11) for quick approach to pages, and field (13) for abridged display of the user-profile data.

6. The system as claimed in Claim 1., \textit{wherein} the said album token purchase page (H) has field (1) for the system owner's logo, field (3) for purchasing the stickers, field (4) for advertising of payment methods, field (5) for purchasing of tokens, field (6) for game sponsors advertisements, field (9) for general rules and system services, field (11) for quick approach to pages, field (13) for abridged display of the user-profile data, and field (14) for purchasing the tokens.

7. The system as claimed in Claim 1., \textit{wherein} the said sticker purchase page (I) has field (1) for the system owner's logo, field (3) for purchasing the stickers, field (4) for advertising of payment methods, field (5) for purchasing of tokens, field (11) for quick approach to pages, field (13) for brief display of the user-profile data, field (15) for purchasing the stickers, field (16) for the active album rules and services, field (18) for new stickers of the active album, field (19) for duplicate stickers of the active album, field (20) for active-album players and their search, and field (21) for active-album sponsors advertisements.
8. The system as claimed in Claim 1., *wherein* the said page for inserting stickers into an active album (J) has field (1) for the system owner's logo, field (3) for purchasing the stickers, field (4) for advertising of payment methods, field (5) for purchasing of tokens, field (11) for quick approach to pages, field (13) for abridged display of the user-profile data, field (16) for the active album rules and services, field (17) for the active sticker album, field (18) for new stickers of the active album, field (19) for duplicate stickers of the active album, field (20) for active-album players and their search, and field (21) for active-album sponsors advertisements.

9. The system as claimed in Claim 1., *wherein* the said page for sticker exchange page (K) has field (1) for the system owner's logo, field (3) for purchasing the stickers, field (4) for advertising of payment methods, field (5) for purchasing of tokens, field (11) for quick approach to pages, field (13) for abridged display of the user-profile data, field (16) for the active album rules and services, field (18) for new stickers of the active album, field (19) for duplicate stickers of the active album, field (20) for active-album players and their search, field (21) for active-album sponsors advertisements, and field (22) for sticker exchange.

10. The system as claimed in Claim 1., *wherein* the said page for page displaying prizes of an active album (L) has field (1) for the system owner's logo, field (3) for purchasing the stickers, field (4) for advertising of payment methods, field (5) for purchasing of tokens, field (11) for quick approach to pages, field (13) for abridged display of the user-profile data, field (16) for the active album rules and services, field (23) for prize sponsors advertisements, and field (24) for lists of prizes.
Fig. 6.

Fig. 7.