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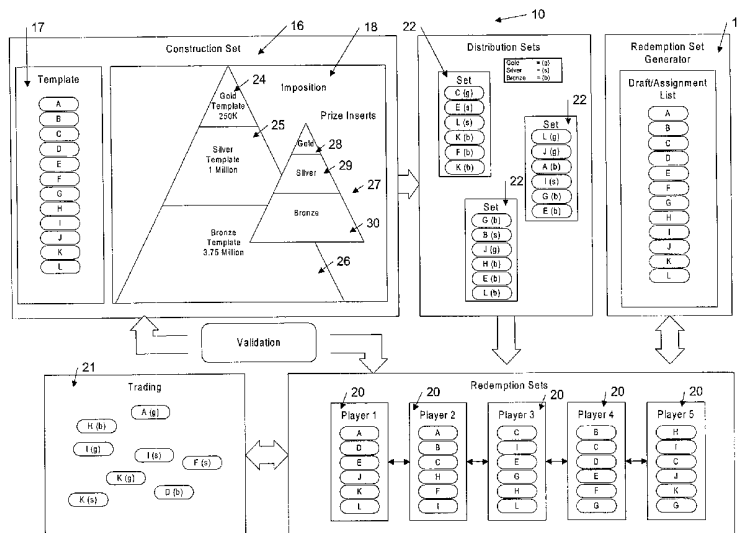
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(54) Title: REDEMPTION GAME



(57) Abstract: A method of enabling a redemption game (10), the method including the steps of providing a master set of indicia (16), identifying a plurality of players of the game (10), distributing indicia (22) from the master set of indicia (16), registering to each player at least one redemption set (20) from a plurality of redemption sets (19), each of the plurality of redemption sets (19) including a unique combination of indicia types (22) from the master set of indicia (16), registering indicia from the master set of indicia (16) to the player, and assigning a redemption value which a player is entitled to claim for the registering of at least one indicia (22) which is of a type that is part of the redemption set (20) registered to that player.



WO 02/32519 A1

## REDEMPTION GAME

The present invention relates generally to redemption games and more specifically to methods and systems for enabling redemption games using computer systems.

In the context of the specification, a computer system is defined by any means or combination of electronic storage and retrieval of information including but not limited to personal computers, computer networks, point of sales terminals, lottery terminals, instant ticket validators and all other forms of interactive and electronic mediums

Traditional redemption games, such as lotteries, lotto or pools involve a redemption structure whereby many players enter the game by obtaining a ticket or the like and compete for a central redemption set, (such as the winning ticket, or a winning set of numbers). This central redemption set is determined by the game's authority and is assigned a redemption value which is typically based on a prize pool derived from the number of players in the game. The redemption value usually is able to be redeemed when a player presents the game authority with their winning ticket or other indicia which incorporates the correct redemption set.

An aim of the present invention is to provide an improved redemption game. In a particularly preferred form, the invention is directed to providing the facility for collaboration between players so as to enhance the opportunity for players to obtain returns from the redemption game. Further, in a particularly preferred form, an aim of the invention to provide a redemption game that establishes an artificial economy or market that promotes trade or commerce over a computer network.

Accordingly, in a first aspect the present invention provides a method of enabling a redemption game, the method including the steps of:

- (i) providing a master set of indicia including a plurality of types of indicia;
- (ii) identifying a plurality of players of said game;
- (iii) distributing indicia from said master set of indicia;

(iv) registering to each player at least one redemption set from a plurality of redemption sets, each of the plurality of redemption sets including a unique combination of indicia types from the master set of indicia;

(v) registering indicia from the master set of indicia to a said player;

5 and

(vi) assigning a redemption value which a player is entitled to claim for the registering of at least one indicia which is of a type that is part of the redemption set registered to that player.

In one form, the redemption value is assigned for a player registering  
10 indicia for all of the indicia type within the redemption set registered to that player. In another form, a said redemption value is assigned for each indicia that a player registers which is of a type that is part of the redemption set registered to that player. In one form, a said redemption value is assigned both on registering individual indicia and on completion of the redemption set.

15 The method according to this aspect of the invention has the significant advantage over traditional redemption games in that it does not rely on a single redemption set, but rather imparts redemption value to a plurality of redemption sets each being a unique combination of the indicia. Historically, a player in a redemption game acts in isolation to obtain the  
20 indicia that is a match to those within the winning redemption set. As such this leaves all unmatched indicia to have no further value or use. In contrast, the present invention allows the prospect that any indicia may be ascribed different levels of value to different players depending on the redemption sets that a player is pursuing. Accordingly, this enables a situation where indicia,  
25 which has no value to one player, may be traded for value to another player. As such any player entering the game and obtaining the indicia from the master set of indicia is able to obtain value from that indicia either by it falling within a particular redemption set of interest to the player, or alternatively by having value as a trading item with other players.

30 In a particularly preferred form, the redemption game requires a player to be registered to enable that player to partake in the game. Accordingly in a preferred form, the method includes a step of registering in the computer system players of the redemption game, wherein once registered, the players are assigned a unique identifier. Typically this identifier is in the form of a

unique serial number and password that is validated within the computer system when a player interfaces with that computer system.

In a preferred form, the method further includes the step of establishing a player's domain within the computer system for each  
5 registered player. This player's domain may be configured to include the player profile, redemption sets registered to that player, and record details of indicia that have been registered to that player. The player's domain may be valid solely for a single redemption game, or may be able to contain information to a plurality of different redemption games thereby obviating the  
10 need for a player to establish a different player domain for each game they are playing.

In one form, the method further includes the step of establishing the predetermined redemption sets. In this arrangement, individual players may be able to select one redemption set from a plurality of predetermined  
15 redemption sets and register an interest in that redemption set in the computer system so as to enable the computer system to link that redemption set to that player. In another form, a player may have little facility to select a redemption set which has been generated by the games authority. For example, in an arrangement where the games authority generates a  
20 large number of redemption sets, these may be distributed to players en masse such as inserts in magazines, or in emails or the like, or alternatively they may be sold through any appropriate means.

In another form, the individual redemption sets are generated by the games authority which are then assigned to players so they can be  
25 registered to those players.

In an alternative arrangement, the configuration of the redemption set is established by the players themselves. This is achieved by the individual players selecting a combination of indicia type from the master set of indicia and registering that selection as a redemption set to that player with the  
30 computer system.

In a preferred form, the method further includes the step of assigning in the computer system a unique identifier to each indicia of the master set. In this aspect of the invention, the method requires that a player register indicia which are used throughout the game. This process of registration

stems from the unique identifier associated with each indicia in the computer system and may be required when an indicia is incorporated in a redemption set of a player or where a player chooses to trade that indicia. With this process, the games authority is able to accurately track and regulate the indicia throughout the game and thereby enables that indicia to be traded, assigned to a player or assigned for a redemption value or to enable part of the redemption value to be released to a player based on that indicia.

As indicated above, there is a plurality of different types of indicia within the master set of indicia. The indicia may differ by the representation of that indicia and also in other ways including its value, functionality and scarcity. In this way, the differences in the indicia may have a bearing on the choice of redemption set configured by each player. For example, redemption sets which include higher value indicia will be sought after, but will also have a corresponding higher degree of difficulty to obtain.

In one form, there is a predetermined set (or template) of indicia types and the master set of indicia is structured so that it includes at least one indicia for each type in the template. In one form, the master set of indicia includes different numbers of indicia for the different types within the predetermined set.

In an alternative form, the master set of indicia includes the same number of indicia for each indicia type within the predetermined set. Further, different categories of indicia may be provided and the master set may include indicia in each of these different categories. In one arrangement, these categories (which may be regarded as gold, silver or bronze) are assigned a different redemption value depending on which category they fall into. In the example where there is gold, silver and bronze categories the gold indicia would have a higher redemption value than the silver which in turn would be higher than the bronze. Further, the master set of indicia would include a significantly less number of gold category indicia than it would for silver or bronze. As an example of this arrangement, the template may comprise indicia type A-L with 250,000 of each of the indicia A-L being issued in gold, whereas 1 million would be issued in silver, and 3.75 million issued in bronze.

Preferably the method further includes assigning the redemption value based on the configuration of the master set of indicia. In one form, the method further includes establishing a ranking of the indicia based on the configuration of the master set and using that ranking to assign a redemption value to individual ones of the indicia or to a collected redemption set. In a preferred form, where a player is able to configure their own redemption set, preferably the method further includes the steps of displaying that ranking so as to enable a player to ascertain the redemption value for a selected or uniquely configured redemption set. The method of using a ranking system is particularly suited where the number of indicia in the master set varies for different indicia. In this arrangement, the ranking system can be used to control the amount of redemption which is payable under the context of the game to players.

In another form, the master set of indicia includes prize indicia which is representative of a redemption prize. In this arrangement, the redemption value assigned for registering indicia is at least partially dependent on the registering of the prize indicia to the player. The use of the prize indicia again acts as a control for the redemption payable to players under the game. Further, it is ideally suited for constructions of master indicia where there are different categories of indicia (for example gold, silver and bronze). In this arrangement, a prize indicia may be limited to a particular category and only able to be claimed by a player if that player has registered all the indicia in that category in its registered redemption set.

When a prize indicia is used, it may still be possible for a player to secure some redemption value for registering particular indicia within that player's registered redemption set or by registering all of the indicia within that redemption set, however typically those redemption values would be significantly less than that given under a prize indicia. In this way, the prize indicia can still substantially control the redemption payable under the game.

In one arrangement, the redemption value has a monetary value. In one form, a prize pool is established based on the configuration of the master set and individual indicia are attributed a fixed dividend in accordance with the odds of redemption within the game. Using a ranking system, the computer system may allow a player within the game to review and select

from a complete list of redeemable indicia, to configure the difficulty and final dividend they wish to play for in advance of commencing the game.

In one form, the redemption value is not ascribed a monetary value but rather the challenge for a player is to obtain some functional benefit which is attributed to the redemption set or to individual indicia within that  
5 redemption set. This of course may be greatly varied to give an intrinsic "collectable" value of their own to the individual indicia. For example, a redemption game may be based on integrating the indicia or redemption set for use within a video game console as the primary objective of the game.  
10 The game could be based on soccer whereby the individual indicia represent every athlete in a particular football league. Using a ranking system, a player can then review and select from a complete list of redeemable indicia, to configure a unique selected team. Thereafter, by collecting all the nominated indicia, a player can unlock and download their selected team onto a memory  
15 storage device of a video game console for inclusion in a video simulated game of soccer. Another form where the redemption value is not ascribed a monetary value is where the redemption game is run in conjunction with a competition relating to at least one event. An example of suitable competitions include fantasy sports or reality TV related games or the like. In  
20 this arrangement, the players of the redemption game are also participants in the competition and the redemption value which is achieved under the redemption game is designed to contribute to a player's progression within the competition. In this arrangement preferably the template of indicia represent various features of the event (for example in the case of fantasy  
25 football, the team players in the football league) and the redemption value for registering an indicia is dependent on an action associated with the feature represented by that indicia occurring during the event.

The redemption value for any redemption set may be fixed for the duration of the game or may vary depending on internal or external  
30 influences. In one form traditional market forces of supply and demand may essentially drive the ranking of an indicia, to enhance not only the intrinsic "collectable" value of an indicia as a trading commodity but also its redemption value.

To facilitate trading between players, the game authority may provide a broking service whereby indicia can be securely traded. In this arrangement, the game authority enters into an agreement with both the vendor and purchaser whereby the authority purchases the indicia to be  
5 traded which it then on-sells to the purchaser. This arrangement, which is preferably done through an electronic trading forum, not only enables regulation over the trading activities but also may be required in many jurisdictions under local law where only a game authority is able to sell gaming tickets.

10 The indicia are designed so that they can be dealt with on an individual basis by the player, thereby enabling individual indicia to be registered as part of a redemption set, or traded. However, in a preferred form, the method further includes distributing the indicia from the master set in distribution sets which include multiple indicia. Preferably these  
15 distribution sets are randomly generated. Further, if required, these distribution sets may also include the prize indicia.

The construction of the distribution set may vary depending on the construction of the individual indicia, such as whether they are solely in electronic form, or also in print or other form, or combination thereof. Further  
20 the terms by which the distribution sets are made available to players may vary within the context of the game. In one form, each distribution set may be purchased in distribution sets in a similar manner to trading cards. In an alternative form, the game may form part of a promotion whereby the distribution sets or individual indicia are given away free or may be  
25 incorporated as inserts in products or in magazines or newspapers or the like or be accessed in electronic form from websites or the like.

Revenue may be obtained by the game authority in numerous different ways. These include but not limited to obtaining revenue through the sale of indicia, either individually or in the distribution sets, through the sale of  
30 redemption sets or by obtaining a brokerage fee on trading of indicia between players. Other revenue streams may include obtaining revenue from advertisers for using the game as a promotion, or through taking a percentage of revenue gained from products sold which incorporate indicia or redemption sets. Revenue may also be obtained by the registration of



players or from advertising appearing in material, either in print or electronic form, which is used in conjunction with the game. As will be appreciated, the revenue may also be obtained by any combination of the above.

The redemption game is ideally suited to be conducted over computer systems. As indicated above, the indicia may take numerous forms as the application, appearance, likeness of indicia will vary greatly dependent upon the definition of the game that is being implemented. Furthermore, the indicia may have a physical construct, such as a printed card or the like or may reside solely in an electronic form. If the indicia does have a physical construct, then preferably an electronic counterpart is provided which resides in the computer system which allows that indicia to be assigned to a redemption set, or registered by a player as part of their redemption set and to allow additional functionality to be associated with that indicia. Preferably, the physical tokens include coded data which, when received by the computer system, enables the physical indicia to be associated with its corresponding unique identifier in the computer system.

In a particularly preferred form, each indicia has a plurality of classifications, and the method of the invention further includes assigning a classification to the indicia in the computer system. The classification of a particular indicia may vary depending on the construction of the redemption game. In one form, each indicia is primarily classified as being first or second generation in terms of its ownership, and usage, and can be tracked throughout the course of a game as being in any one of four states of play, namely being in circulation, being traded, cleared for redemption, or being stored.

In one form, the redemption value may only be accessed if the indicia registered is of a predefined classification.

The game may be restricted to a single jurisdiction, or may operate over a number of different jurisdictions so as to allow for cross-jurisdictional or multi-jurisdictional gaming.

In many instances, under local law, gaming must be confined to individual jurisdictions such as a particular state, territory or country. As a method of the invention is ideally suited for operation over networks, such as

the internet, preferably methods of the invention include the facility to regulate the jurisdictional aspects of the individual games.

In one form, the entire computer system operating the game may be located within the jurisdiction of the game. In this way, the game authority  
5 can satisfy requirements that all transactions undertaken in relation to the game are conducted within that jurisdiction. To allow for games to be conducted over multiple jurisdictions, or enable cross-jurisdictional activity, a centralised management control system may be incorporated to enable various levels of accessibility and communication between computer systems  
10 in the individual jurisdictions. In this way, data exchange can occur between the various games authorities to provide validity and authorisation checks to player's domains and individual indicia within the different jurisdictions. Further, some functions, such as administrative functions, may also be conducted by the central management system without contravening local law  
15 regarding the jurisdictional issues thereby enabling the facilitation of conducting the games within different jurisdictions.

Preferably, each player when registered is assigned a jurisdiction so as to enable the games authority to control player operations in multiple jurisdictions.

20 In addition, preferably each indicia is also assigned a jurisdictional designation under which it is operative and valid. In this way, again the games authority can control jurisdictional issues relating to indicia which is distributed in different jurisdictions.

Within the framework of the invention, there is the possibility of  
25 cross-jurisdictional or multi-jurisdictional activity. Cross-jurisdictional games occur when players from one jurisdiction are able to partake in the game in another jurisdiction. Multi-jurisdictional games involve when one or two jurisdictions offer the same game from a common pool.

In a further aspect, the present invention relates to a redemption game  
30 system which includes a master set of indicia and a computer system which is programmed so as to carry out any form of the method as described above.

In yet a further aspect, the present invention provides a redemption game system including a master set of indicia including a plurality of types of

indicia; and a computer system, the computer system including: means for identifying a plurality of players of the game; means for registering to a said player at least one redemption set from a plurality of redemption sets, the plurality of redemption sets each including a unique combination of indicia  
5 types from the master set of indicia; means for registering indicia from said master set of indicia to a said player, wherein the indicia registering means is operative to identify when a said registered indicia is of a type that is part of the redemption set registered to that player; and redemption means operative to issue a redeemable object to a said player in response to said indicia  
10 registering means identifying that at least one of the registered indicia is of a type that is part of the redemption set.

In yet a further aspect, the present invention relates to a method of enabling a game including the steps of generating a master set of indicia, assigning in a computer system, a unique identifier to each indicia within the  
15 master set, providing tokens in a physical form, each corresponding to an individual one of said indicia in said master set of indicia, and wherein each token includes coded data which, when received by the computer, enables the token to be associated with its corresponding unique identifier in the computer system.

20 Preferably, the computer system includes an indicia field relating to each indicia within the master set. Each indicia field being accessed through use of its corresponding unique identifier. Preferably, each indicia field includes data relating to that indicia. This data may include numerous information, including the jurisdictional basis for the indicia, its functionality  
25 within the game, the status of that indicia (that is, whether it has been listed for distribution, whether it is being traded or assigned to a particular player as part of a redemption set).

In a preferred form, the physical token includes representation which indicate at least one aspect of the data in the indicia field corresponding to  
30 that token.

The coded data may take any suitable form, and may be in the visible spectrum so as to be able to be accessed by a player or, alternatively, may be solely machine readable and therefor either printed in a visible or invisible spectrum. In one form, the coded data is in the form of a serial number

which may be entered by a player to access its electronic counterpart. In one form, the coded data also includes a separate registration number which preferably is protected by a security coating which must be removed to enable a player to register an interest in the corresponding indicia within the computer system. In this way, removal of the field leaves a physical indication that that token has been registered.

This preferred aspect of the invention is ideally suited to be used in any of the earlier methods of the earlier aspect of the invention.

In yet a further aspect, the present invention relates to a redemption game system which includes a plurality of physical tokens, each token including coded data, and a computer system which incorporates a unique data field relating to the plurality of tokens, and wherein the coded data is operative to enable each physical token to be associated with its corresponding data field in the computer system.

The coded data may be in the visible spectrum and operative to be utilised by a player or, alternatively, may be solely machine readable and either be in the visible or invisible spectrum.

In one form, the coded data incorporates a serial number which can be entered by a player into a computer system. In a preferred form, the token also includes a registration number, and wherein both the serial number and the registration number are required to access the corresponding data field within the computer system. In a particularly preferred form, the registration number at least is covered by a security coating which requires removal to gain access to the complete coded data. In this way, the token is operative to give an indication as to the status of the token within the structure of the game.

Again, the system of this aspect of the invention is ideally suited for use in earlier aspects of the redemption game previously described.

An advantage of these latter aspects of the present invention is that it brings together the combination of electronic wagering with a more traditional off-line token system and thereby enables the potential for a vast plurality of players to engage in wagering in entertainment based games in accordance with jurisdictional policies in which a given game authority may be required to comply.

In yet a further aspect, the present invention relates to an indicia for use in a redemption game, wherein the indicia is able to be classified into different states and wherein that indicia includes information which indicates the state of classification of that indicia.

5           Accordingly, the present invention provides methods and systems which enable a redemption game to be played. In a preferred form, the method and system utilise a combination of physical indicia (or tokens) and computer systems and is based on the collection of indicia to determine redemption sets which differ between individual players. As such within the  
10 context of the game, indicia, either as an electronic or physical form may be obtained, registered or traded with other players thereby offering players the unique opportunity to obtain a reward from the game not only through the redemption value ascribed to registering indicia forming part or all of a redemption set but also on the trading value of individual indicias.

15           The methods and systems of the invention are ideally suited to be operated over a network such as the Internet. A centralised management control server may be employed to enable various levels of accessibility to web and gaming host servers remotely located within the jurisdiction of each game authority. This provides a private and secure platform for  
20 administration purposes. The remote web host configuration implemented by each game authority incorporates a primary game server which contains one or more galleries. Each gallery is a self contained independently managed division within the game server. The look and feel of the game galleries can be completely different and are distinguished by their core theme, including  
25 but not limited to lotteries, gaming, commercially based trade promotions, and entertainment incorporating the use of sports, electronic games, movies, television, music, artworks, comic strips, geography, brands, IDs, labels, websites and fictional works in all form and character and content.

Each gallery may also include categories and sub categories which  
30 are typically a collection of games based on a similar theme within a gallery. For example, an entertainment gallery could comprise a sports category with several sub categories of popular games around the globe including soccer, baseball, football and basketball.

The game system also includes at least one games database which is accessed by the server. The games database typically includes all information relating to the games, galleries, categories, master indicia sets, redemption sets, distribution sets, player profiles and the like. Individual  
5 players are able to access information from the database through the server using any of the appropriate interface such as through a website in the World Wide Web, interactive TV, by email or through telephone or other medium.

Preferably each indicia includes digitally encrypted numeric code that  
10 is issued, validated and tracked against the original game master set to which it belongs. Encoding occurs through processes known in the art, such as Triple DES (Data Encryption Standard) or other encryption algorithms. The application, appearance and likeness of the indicia will vary greatly depending upon the definition of the gallery and the category that is being  
15 implemented. Indicia can be produced and distributed in any form or combination of electronic, print or other medium, to provide any form or combination of content, which may include, textural information, multimedia images, artwork, video, animation, audio and other means of enhanced representation including unique interaction attributes and behaviour for  
20 marketing, communication and redemption purposes.

Preferably, using conventional forms of encryption and decryption, an indicia is essentially a slave to the master set of indicia. Indicia produced via print medium ultimately have the same redeemable qualities as electronic indicia, as both can be compared against the master set with equal  
25 accountability for validation purposes. Furthermore, as indicated above, a printed indicia can have an electronic counterpart that resides on-line, which can be unlocked and activated by established methods and encryption, for the purpose of playing, trading or gaining additional interactive benefits where applicable.

30 When actively in use, an electronic indicia can be remotely updated via electronic mediums by the game's server. The interactive functionality and playability of an indicia can then be enabled or dis-enabled to varying degrees, in accordance with its current status and specific rules of that game.

To facilitate the collection process, to enable a redemption set to be gained, players can simply buy, sell, bid and exchange indicia using either an on-line trading forum which may be provided within the game structure, or physically between them in a manner similar to trading cards. As a result,  
5 the redemption gain of the present invention represents a fully interactive and unique method of redemption trading using any combination of print, digital and communication mediums.

The number of indicia a player must collect to form a redemption set will be determined by the specific rules of each game. Game redemption  
10 sets can be represented in a variety of ways including but not limited to, picture puzzles, trading cards, geographical maps, websites, wine labels and other graphical, shapes, patterns, sequences, sounds and arrangements that can be configured into collectable series of game pieces.

It is convenient to hereinafter describe embodiments of the present  
15 invention with reference to the accompanying drawings. It is to be appreciated that the particularity of the drawings and the related description is to be understood as not superseding the generality of the preceding broad description of the invention.

In the drawings:

20 Figure 1 is a schematic view of a network structure for a redemption game;

Figure 2 is a schematic view of a redemption game structure;

Figure 3a is a schematic view showing an arrangement within the game structure of Figure 2;

25 Figure 3b is a schematic view showing an alternative arrangement within the game structure of Figure 2;

Figure 4 is a schematic view illustrating the status of tokens in the game structure of Figure 2;

30 Figures 5a to 5i are flow diagrams illustrating operations of the game structure of Figure 2;

Figure 6 is a schematic view of the hardware and software systems used in the game structure of Figure 2;

Figure 7 illustrates a token in physical form for use in the game structure of Figure 2;

Figures 8a and 8b illustrate a Fantasy Sports contest incorporating the game structure of Figure 2; and

Figures 9a and 9b illustrate a Reality TV contest incorporating the game structure of Figure 2.

5 Turning firstly to Figure 1, a network structure 500 is disclosed which is operative to be used in part, or whole, to administer a redemption game. In general, the redemption game can be implemented by any device and means of electronic storage and retrieval of information including, but not limited to, personal computers, computer networks, point-of-sale terminals,  
10 lottery terminals, instant ticket validators and all other forms of interactive and electronic mediums. In the illustration of Figure 1, a computer network is used to store and retrieve information. The network includes a central management server 501 connected to a web and gaming host servers 502 remotely located within different jurisdictions. In one form, these web and  
15 host gaming servers can be further connected to numerous local point-of-sale terminals 504 representing the authorised agents of the game authority within that jurisdiction. In another form, these web and host gaming servers will provide a point of presence on the internet for players 505 to access through their own internet service providers. The computer network  
20 as illustrated in Figure 1 has the advantage that it enables each web host to entirely manage a specific redemption game, thereby enabling all transactions to be confined within that game, which is often a requirement under local law. However, the network system 500 has the flexibility that it enables cross-jurisdictional and multi-jurisdictional games to be played as  
25 required.

Turning to Figures 2, 3a and 3b a schematic view of the structure 100 of a redemption game 10 is disclosed. The redemption game is operative to provide trading indicia, (or tokens) which have both a trading value between players as well as a redeemable value. The game is controlled through a  
30 computer system and is ideally suited to operate over networks such as the Internet. The redemption game has widespread application as will be discussed in more detail below.

This game structure 100 includes a game server 11 (which corresponds to the game authority web host server 502 illustrated in



Figure 1) which is the central object for the hierarchy of other game elements. The game server contains one or more galleries 12. The object of a game 10 within the game structure 100 is to collect tokens 13 forming all or part of a redemption set for the purpose of redeeming a reward from the redemption game 10. Players 14 are granted the right to collect, buy and sell tokens to maximise the value of their redemption from the redemption game. A redemption game 10 is a strategy based trading game which has been configured to enable the tokens 13 produced in any combination of digital or print medium, to be uniquely traded and exchanged between players both electronically or physically as required.

Players 14 are persons with the right to perform an action within a redemption game 10. Each player 14 must be registered to obtain a unique serial number and password that is validated with the game server 11 each time they access, build, trade or redeem their collection of tokens 13.

The gallery 12 is a self contained and independently managed division within the game server 11. The look and feel of game galleries can be completely different and are distinguished by their core theme, including but not limited to lotteries, gaming, commercially based trade promotions and entertainment incorporating the use of sports, electronic games, movies, television, music, art works, comic strips, geography, brands, ID's, labels, web sites and fictional works in all forms of character and content.

Categories and sub categories 15 make up a collection of games based on a similar theme within a gallery 12. For example, the entertainment gallery could comprise a sports category with several sub-categories of popular games from around the globe including soccer, baseball, football, basketball etc.

A game 10 is governed by the configuration of its construction set 16 which determines the number and type of tokens 13 that form the master set of tokens for the game 10. The construction set 16 may be configured in different ways with the general structure of the game.

Turning firstly to the arrangement shown in Figure 3a, the construction set includes template 17, which defines the type of tokens 13 in the game and imposition 18 which determines the frequency of each token. In this arrangement, every game is statistically measured and weighted by an odds

compilation process to accurately determine the redemption probabilities within the game. The corresponding spread of individual tokens released into circulation for trading and redemption purposes is then measured and managed in accordance with the final imposition. The final imposition 18 is the primary authentication data used to validate every individual token returned by the players back to the game server 11 for registration or redemption.

As part of the game 10, redemption sets 20 must be generated. A redemption set generator 19 is provided to enable or at least facilitate this process. In the embodiment of Figure 3a individual tokens 13 within a game 10 have a redeemable value or ranking 23 which can be attributed in a variety of ways to suit the particular theme of the gallery 12 in which the game is being played. Within the structure of the game 10 illustrated in Figure 3a this ranking 23 forms the redemption set generator 19.

A prize pool can be statistically weighted and configured to the standard of precise measurement used within lotteries by attributing a fixed dividend to each token in accordance with the odds of redemption within the games construction set. Using the ranking system 23, a player 14 within a game 10 can review and select from a complete list of redeemable tokens 13 to configure the degree of difficulty and final dividend they wish to play for in advance of commencing the game.

Rather than the redemption value being in monetary terms, a game 10 could base the object of redemption upon the trading value of the tokens themselves. The challenge for the player in this instance would be to progressively unlock the enhanced functionality, playability and other interactive attributes of the tokens, which could be greatly varied to give them an intrinsic "collectable" value of their own. Traditional market forces of supply and demand would essentially drive the rankings in this case to enhance the intrinsic "collectable" value of a token as a trading commodity.

The redemption set 20 is the complete set of tokens 13 a player 14 may collect. Within the rules of the game, a redemption may be made on collecting and registering each token 13 within that player's redemption set, or on collecting all tokens 13 in that redemption set, or both. In the illustrated form 3a, the players themselves configure the redemption set as part of a

drafting system. Alternatively, the games authority may assign redemption sets to player 14. Using the rankings as the selection criteria the players 14 must, prior to commencing a game, nominate and register with the game server 11 the tokens 13 they will collect to complete their redemption set.

5 Tokens 13 will differ in many ways, including value, functionality and scarcity, which will have a bearing on the choice of redemption set 20 configured by each player 14. For example, higher value tokens will be extremely sought after, but will also have a corresponding degree of difficulty to obtain. Consequently, the tokens sought after by each player to complete  
10 their individual redemption sets will differ.

To facilitate the collection process, players can simply buy, sell, bid and exchange tokens using either the online trading forum 21 provided within the game or physically between them in a like manner to trading cards. As a result, the game 10 represents a fully interactive and unique method of  
15 redemption trading using any combination of print, digital and communication mediums.

A distribution set 22 is a collection of tokens 13 produced in any combination of print and electronic medium and chosen at random from the construction set 16 and released into circulation for players 14 to obtain. The  
20 distribution set 22 can be configured into any combination of individually released tokens or bundled sets that can be accounted precisely against a corresponding construction set 16 for validation and redemption purposes.

Figure 3b defines an alternative arrangement for the structure of the game 10. As the embodiment of Figure 3b includes many of the features of  
25 the embodiment of Figure 3a, like features have been given like reference numerals.

The main difference in the embodiment of Figure 3b is the structure of the construction set 16. Unlike the embodiment of Figure 3a where the frequency of tokens 13 varied across the template, in the arrangement of  
30 Figure 3b, the number of each type of token within the template 17 is the same. In addition in the arrangement of Figure 3b, different categories of tokens are provided (being gold 24, silver 25 and bronze 26) and these different categories of tokens are issued for each type of token within the

template 17. Typically the category of a token is evident from an inspection of that token.

The construction set is designed so that there are significantly fewer gold tokens 24 issued as compared to silver tokens 25 and in turn  
5 significantly fewer silver tokens as compared to bronze tokens 26. In the example of Figure 3b, for each type of token within the template 17, 250,000 gold tokens are issued, whereas 1 million silver tokens are issued and 3.75 million bronze tokens are issued.

The construction set 16 also includes additional tokens 27 which are  
10 issued as prize inserts. The prize inserts define a redeemable prize under the rules of the game and again are issued in different categories either as gold prize inserts 28, silver prize inserts 29 or bronze prize inserts 30. Typically these prize inserts have a similar construction to the tokens 13 and are distributed along with the tokens in the distribution sets 22.

15 Using the construction 16 as illustrated in Figure 3b, the total amount of redemption that may be payable under the game may be controlled by the release of the prize insert 27. Typically the prize insert 27 represent a much larger prize (eg a car, holiday, etc) than can be obtained merely from registering one token or all tokens within a redemption set.

20 To further aid in the purchase and trading of tokens 16 within the game, it is beneficial if the prizes represented by the prize inserts are linked to the collection of all tokens within a registered redemption set. As an example, a gold insert prize may only be redeemed when it is registered by a player that has registered gold tokens for all tokens in that player's  
25 redemption set.

Further, as the construction set does not use a frequency model as defined in Figure 3a to control the amount payable under the game, a ranking system 22 is no longer required. In the embodiment of Figure 3b, the redemption set generator 19 may be designed so as to allow a player to  
30 select tokens within its redemption set in a draft system or may generate its own redemption set which are either assigned to players on an individual basis, or which are distributed en masse to players for registering.

The total number of tokens in a redemption set will be determined by the specific rules of each game. Game redemption sets can be represented

in a variety of ways including but not limited to, picture puzzles, trading cards, geographical maps, web sites, wine labels and any other graphical, shapes, patterns, sequences, sounds and arrangements that can be configured into a collectable series of token game pieces.

5           The choice of redemption used within a game 10 will depend upon the style and theme of the gallery. For example, a trade promotion designed to be short-lived and purchase driven could make use of a custom series of picture puzzles. These puzzles could be based on a corporate theme, using any combination of images including screen shots from television  
10 commercials or the WWW, to minimise the size of the construction set 16 and effectively give players a more immediate redemption result.

          In the illustrated form, each token 13 bears a digitally encrypted numeric code that is issued, validated and tracked against the original game construction set 16 to which it belongs. The application, appearance and  
15 likeness of a token will vary greatly depending upon the definition of the gallery and category that is being implemented. Tokens 13 can be produced and distributed in any form or combination of electronic, print or other medium, to provide any form or combination of content, which may include:  
20 other means of enhanced representation including unique interactive attributes and behaviour for marketing, communication and redemption purposes.

          Using conventional forms of encryption and decryption, a token 13 is essentially a slave to the master game construction set 16. A token  
25 produced via print medium ultimately has the same redeemable qualities as an electronic token, as both can be compared against the construction set 16 with equal accountability for validation purposes. Furthermore a printed token 13 can have an electronic counterpart that resides online, which can be unlocked and activated by established methods of encryption, for the  
30 purpose of a player trading or gaining additional interactive benefits where applicable.

          When actively in use, an electronic token 13 can be remotely updated via electronic medium by the game server 11. The interactive functionality and playability of a token can then be enabled or disabled to varying

degrees, in accordance with its current status and the specific rules of that game.

Figure 4 is a schematic diagram of the redemption game logic. Transactions performed by the players 14 can be compared against the construction set 16 throughout the course of a game to track, maintain and distinguish the status of every token 13, from initial distribution to registration and final clearance. The status of a token 13 is primarily classified as being first or second generation in terms of its ownership and usage and can be tracked throughout the course of a game as being in one of any four of the following possible states of play:

in circulation 50 - ("first generation") 60

trading online 51 - ("second generation") 61

stored online 52 - ("second generation") 61

cleared for redemption 53 - ("second generation") 61

When a token 13 is not registered with the game server 11 it is deemed within the logic of the game to be in circulation 50, retaining its primary classification as a first generation token 60. A first generation token 60 is a token that has no recognised claim of ownership or usage by a player within a redemption game 10, regardless of any right of ownership a player may have at law. When a token is in circulation 50 it can be exchanged or traded between players without any prior acknowledgment or processing required from the game server 11. A first generation token 50 can be subsequently registered with the game server 11 for trading online 51 or stored or cleared for redemption 52 as part of a player's redemption set.

Once a token is registered within a game 10 it is deemed within the logic of the game to have been claimed for ownership by a player, with its primary classification being upgraded to a second generation token 61. The class distinction between a first and second generation token comes into effect under the rules of validation, whereby a player's redemption set 20 may be set so that a ratio of first generation tokens 60 is required. This measure restricts a player from simply configuring their entire redemption set 20 from the pool of tokens made available by other player's within the redemption game-trading forum 21.

A player can register a token with the game server 11 either for the purpose of listing an offer to trade the token within the trading forum 21 for storing, or for redeeming the token as a part of their overall redemption set. Once a token 13 is registered it cannot revert back to its original status as a first generation token 60. A token that has been registered by a player as an offer to sell within the trading forum can be subsequently purchased and claimed for redemption by another player.

A token can only be redeemed within a game 10 once and an individual token cannot be assigned to a new owner after it has been redeemed. However, a complete redemption set of tokens can be listed within the trading forum and assigned to a new owner any number of times after it has been cleared for redemption by its original owner. The trading of redemption sets can only occur after they have been cleared once and may be desirable among the players in the case where the tokens themselves have interactive qualities and playability that can be continued to be utilised.

Referring to Figure 7 a token 13 is shown embodied in a physical printed form. The front side 70 of the token 13 includes areas for an image 71, a serial number 72 and registration number 73. The back side 74 of the token 13 includes an area 75 for text or other matter. The token in the illustrated form is approximately the same size as a conventional playing card. The registration number 73 is covered by a security print coating and in use the registration number is required in combination with the serial number 72 to allow the token to be registered with the game server 11 and therefore move from a first generation card 60 to a second generation 61. As such the removal of the security coating indicates to a player 14 the status of the token 13.

The serial number 72, in addition to providing a higher level of security also enables the game authority and jurisdiction of each game to be uniquely identified and performs a vital function of compliance that may apply to third party lotteries and gaming organisations implementing the system under the control of strict regulatory requirements.

Referring to Figures 5a to 5i, flow diagrams of a preferred form of process in accordance with the invention is shown. Figure 5a illustrates a

series of high level processes or phases of the definition of a game 10, whereas Figures 5b to 5i show these processes in more detail.

On commencement of a game, at step 80, the game goes to an initial administration phase 81. The process of this phase is shown in Figure 5b.

5       The administration staff, being generally responsible for game redemption offerings, identify the gallery and categories to be featured in a game at 150. They configure a new construction set for each category at 151 using a set of computer programs acting as their data entry tools to construct the original template 17. Thereafter, an odds compilation that  
10       governs the final formation of the construction set is completed and checked against the original template 17. Essential characteristics of the game in this preferred implementation include start time, end time, the rankings hierarchy with corresponding odds of redemption for each master/slave configuration, allocation and encoding of master/slave validation keys and the  
15       corresponding game host and jurisdictional compliance criteria, multimedia and interactive properties (if any) attributed to each master/slave configuration. The redemption generator 19 is configured at step 208 depending on the imposition and structure of the game.

20       The final imposition is supplied on a production master for output to print or electronic media, including but not limited to CD ROM, Mini ROM's and/or direct download via the Internet among other methods, to publish and release the distribution sets 152 into circulation for the players to obtain.

25       A game 10 receives further definition by publishing (if appropriate to the configuration of redemption generator 19) the rankings information 153 online as configured in accordance with the imposition attributes within the game construction set. The defined game is then made available 154 with the distribution sets released into circulation.

30       The game 10 then moves to its next phase wherein the system is able to be accessed by a player who is able to log on to the system and enter its player's domain. These are represented in Figure 5a at steps 82, 83 and 84.

Figure 5c illustrates the process for player login. A player accesses the web server at 82 and is presented with information in relation to the game 10. How the navigation and presentation of general product information pertaining to the game 10 is done is not essential to this invention



and is done in a conventional manner known to those skilled in the art. The player browses all relevant information and may proceed to a game by entering his or her player ID at 156 or by choosing to sign up with the web server as a new player by entering their details at 160.

5           The object of registration is to assign a unique key file to every player. The player enters a username and password along with other registration information at 160 and if the user name is unique the server establishes a user record, assigns a registration number and creates a unique key file, which is confirmed by issuing the player their ID at 161. If the user name  
10 entered by the player is not unique they must correct and resubmit the entry at 160.

          After entering a valid player ID at 156 a player can choose to access their player domain at step 84 where that player can choose to commence a new game at 169 or to proceed with a redemption game they have in  
15 progress at 85. This is shown in detail in Figure 5d.

          To commence a new game the player navigates from within their player domain 84 to display the galleries and category option at 162 and is presented a number of game options to commence. Players are presented with the following essential game information by individual gallery, category  
20 and sub-categories: start time, end time, redemption objectives, game structure and general principles of play.

          Once a player has made up their mind to join a new game, the decision must be made at 163 to select the game, gallery and category of their choice. After making their selection the player must register with the  
25 game at 164 to acknowledge they agree to the terms and conditions of the game. The server checks the players registration details are in compliance with any jurisdictional requirements at 209. Assuming the player is in compliance, a record is then created in the database specifically constructed for that game to enable any actions performed by the player to be accurately  
30 tracked and accounted by the server for validation, redemption and compliance purposes.

          In the event a player does not meet the jurisdictional policy of a game at 209, which may occur if they reside outside an area in which the game is regulated by state authorities for example, the player is displayed an error

message confirming that the attempt failed at 185 and no record or game registration is created in the database.

To enable the player to partake in the game, it is necessary that a redemption set is generated for that player at 166. The redemption set for  
5 the player may be generated by the redemption generator at step 210 either under a player draft arrangement or be randomly assigned.

Figure 5g illustrates operation of the redemption set generator 19. On receiving instructions to create a new empty redemption set for a player at step 211, an initial decision is made as to the type of redemption set at  
10 step 212. The redemption set is either configured by the player under a player draft or randomly assigned. In a player draft 213, a list of types of tokens are displayed at 214 from which the player chooses. As part of the control of the game, a cap may be incorporated which provides a limit to the choice of tokens which may be incorporated in the redemption set. Each of  
15 the tokens is valued and the sum total of the selected tokens is compared to the cap at step 216. This process continues until the redemption set is full wherein the redemption set is then stored in the database at step 217.

If the redemption set is randomly assigned at 231 the redemption set generator works through an algorithm 232 to generate a redemption set  
20 based on a weighted analysis of all prior redemption sets issued within the game. The object of this algorithm is to maintain a balance between the degree of differentiation and overlap in the redemption objectives assigned to each player in such a way that is beneficial to promoting the maximum amount of trading between all players.

This procedure begins at step 232 with a sorting process to generate a  
25 priority list of all the tokens based on a variety of parameters including but not limited to those tokens which have been least assigned at that given point of time within the game. A token is then randomly chosen from that list at step 233 and assigned to the new redemption set at step 234. The total number  
30 of times that token has been used is then updated with an additional count at step 235 and the token is then removed at step 236 from the original priority list created at step 232. This process continues until the redemption set is full wherein the redemption set is then stored in the database at step 217.

Upon registering a redemption set at 217 the player is granted private and secure access to review and interact with their redemption set as required in the player domain at 84, which is an area on the web server 220. . A player can be registered to play several games at once and can  
5 progressively update and access the information on their individual redemption sets using a conventional directory structure within the player domain itself.

To access the player domain online the player must first login to the system at 83 and enter their player ID at 156. Assuming the player does not  
10 wish to commence a new game at 169, the player can navigate directly to the redemption games they are currently playing at 85.

The number of options a player is presented within the player domain is dependent upon the number of redemption sets they currently have registered with the server. These redemption sets are compiled into self  
15 contained independent modules, organised and listed in a conventional directory structure to enable the player to simply choose and navigate to the redemption game they wish to access and update within the player domain.

At the next level down the directory, the player has opened the redemption set module of their choice and is presented a range of options to  
20 display and arrange the token game pieces in the order of their choice with a variety of conventional data sorting and image viewing possibilities. The player is presented with the following essential information: start time, end time, tokens redeemed as a part of this set, tokens required to complete this set. In addition, each redemption set module will have its own unique set of  
25 menu options determined by the rules of the individual game from which it has been configured. The player will be presented with essential menu options and capabilities including but not limited to the following: register token 171, go to trading forum or browse collection.

Once a player has established their role within a game, as confirmed  
30 by having access to a redemption game at 85, they are then ready to begin collecting the tokens they require to complete their redemption set. The method used to produce the distribution set at 155 will vary dependent upon the definition of the game, from being available electronically online to being

compiled, stored, packaged and distributed on electronic media or produced and distributed on print media.

The player obtains a distribution set at 155 (as shown in Figure 5a), which may contain a single or multiple number of token game pieces, as  
5 determined by the definition of the game itself. The player compares the tokens within the distribution set against the redemption set to determine an exact match by appearance, sound or any other combination or means of identification as determined by the definition of the game. Having determined that a token does match, the player proceeds by using the register token  
10 command at 171 within the redemption set module. This process is shown in detail at Figure 5e.

Given the decision to add the token at 171 the player must then enter both the serial and registration number of the token at 172. These numbers were assigned to the token under the imposition process that allocated the  
15 master/slave encryption validation keys during the definition of the game. Using the unique file created for the player within the games database, the system then authenticates the number combination of the token against the games construction set at 151 and the redemption set registered by the player at 217 to confirm validation at 173. Assuming the token is validated,  
20 the token may be stored and added to update the player's portfolio at step 237 or the token is passed for redemption at step 238. In the event the token is not validated at 173, which may occur for example if the token has already been registered or redeemed against the construction set, if it does not exist at all within the construction set or if it does not match against the  
25 jurisdiction serial number or the player redemption set, the player is displayed an error message confirming that the attempt failed at 174 and that the token is not redeemed.

As illustrated in Figure 5f if the token is passed for redemption it is first sorted and processed by redemption value which may be determined for  
30 example by a simple gold, silver and bronze ranking. The claim for redemption is then further sorted by type to determine if it is a special prize indicia at step 400. If the token is not a prize indicia it is then registered within the game database at 175 as a normal token with confirmation of validation forwarded to the player at 176. The token is now registered as

redeemed by the player and their redemption set module is updated accordingly by the system at 177.

Redemption is the object of the game and is the central purpose behind all actions performed by the players within a redemption game.

5 These actions are constantly measured and managed by the system with the outcome determined by the completion of a player's redemption set at 178.

Each time a player's redemption set is updated by the system with the redemption of an individual token at 175 or a prize indicia at 400, the system must also determine if the player's redemption set is completed at 178. This  
10 process is completed as a function of the game logic and associated algorithms used to drive the data base and occurs by comparing the tokens redeemed by the player against the total number of tokens configured within the player's redemption set.

Assuming the player's redemption set is deemed to be complete, the  
15 winning status of the redemption set is registered within the database at 179 and the payout dividend (if any) calculated at 180 with confirmation of the winning redemption set and corresponding dividend sent to the player at 181.

The process required to fulfil redemption at 207 will vary depending upon the definition of the game and may include the online processing of  
20 redemption in the form of a dividend payment and/or electronic goods, services or vouchers and/or redemption by means of physical delivery to the player.

An integral feature of a redemption game is the ability for players to buy, sell and exchange tokens amongst themselves as a means of obtaining  
25 the tokens they require, and to retrieve some value from the tokens that they do not. This trading ability is a direct result of having the redemption set differentiated for each player to create a market driven model of supply and demand and can occur in a variety of ways including but not limited to an internet auction as illustrated in Fig 5h or the bid/ask model of an equities  
30 exchange as illustrated in Fig 5i.

As illustrated in Figure 5h, to trade online the player navigates to the online trading forum at 186, and is presented with information in relation to the trading of tokens within a game. The player browses all relevant information and may proceed to browse offers within the trading forum at

187. Once the player has browsed the offers available within the trading forum, the decision is made to place a bid on an offer at 188. Assuming an offer is chosen, the player enters their bid details at 189 and submits the bid at 190, which is then entered into the database at 191 and a corresponding  
5 record is created by the system that can be traced back to the player's registration details. The bid is acknowledged and confirmed with the player at 192 and the player must then wait until the bidding on that offer closes at 193 to determine if their bid has been successful.

In the alternative, if a player obtains a token that they cannot redeem,  
10 they must make the decision to post an offer at 199 to sell the token online in an effort to obtain a bid from another player that can make use of it within their redemption set. Given the decision to post an offer, the player must enter the serial and registration number of the token they wish to sell at 200 for the system to validate at 201. Assuming the token is validated, the  
15 player must then determine the reserve price and duration of the offer at 202 before submitting the offer at 203. The offer is entered into the database at 204 and a corresponding record is created by the system that can be traced back to the player's registration details. The offer is acknowledged and confirmed with the player at 205 and the player must then wait until the  
20 bidding on that offer closes at 193 to determine if their offer has been successful.

After the bidding closes at 193, a calculation is made by the system to determine if the price is high enough and the reserve price set has been met at 194. Assuming the bid is high enough, the highest bid is accepted as the  
25 winning bid at 195 with confirmation sent to both parties at 196 and the payment transaction between the player is processed at 197. How the payment transaction is processed is not essential to this invention and is done in a conventional manner known to those skilled in the art. However, it should be noted for the purpose of compliance with regulatory requirements  
30 in some instances, the game authority itself will broker the transaction as the party making the purchase and conducting the sale while in other cases the transaction can occur direct between the players themselves. In both cases it is possible the game authority may charge a fee as a percentage of the total transaction or by some other means against one or both players.

Once the transaction has been completed the token is issued to the buyer at 198. This process involves transferring registration of the registration and serial numbers of the token from the seller to the buyer, which is confirmed by the token being added to the player domain of the  
5 buyer. The token can now be used by that player for trading or redemption purposes as they deem fit.

Figure 5i defines an alternative arrangement for the structure of the trading forum 186. As the embodiment of Figure 5i includes many of the features of the embodiment of Figure 5h, like features have been given like  
10 reference numerals.

The main difference in the embodiment of Fig 5i is the ability to buy or sell instantaneously through market orders that should be executed within minutes. The process up to and including the bid/ask decision at step 600 is fundamentally the same. At this step the player must select to either buy  
15 (bid) or sell (ask).

Assuming a decision to sell the players must then decide at 610 if they will use a limit order or a market order. The decision to use a limit order requires the player to specify a quantity, price and duration at 620 while the decision to proceed with a market order requires the player to specify only a  
20 quantity at 630. After the order is deemed to be valid the player is given the opportunity to preview the order at 640 before making the final decision to submit the order at 203.

The decision to buy follows the same process from steps 650 to 670 and through to the order being submitted at 190. However a determination of sufficient funds being held in a player account will be made at step 680  
25 before the order is entered into the database at 191. How the account is established and maintained is not essential to this invention and is done in a conventional manner known to those skilled in the art.

The fundamental difference between the two trading models is that the  
30 buy\ask orders placed above are matched against each other at step 194, as opposed to the highest bid winning in an auction. This enables a situation where orders can be processed instantaneously. If an order is not matched at 194, then the order remains until expired or withdrawn at step 690. All

remaining steps thereafter occur in a like manner to the previous auction model.

Referring to Figure 6, the apparatus and software for practicing the preferred implementation of the invention is shown. A set of computers  
5 including a web server 220, a commerce server 230 and a data server 270, having the standard definition of a computer system are shown. A set of server programs are configured to execute on the set of computers.

The server programs include a set of database servers 280, holding the database tables 300 and 310 and their data and the executable game  
10 related logic 290, a set of e-commerce servers 260 and 250 that hold the executable commerce-related logic, and a set of HTTP and email servers 220 and 240, or other such servers with similar purpose, namely being dedicated to being the communication link between the players 14 and the game server 11. The players 14 communicate with the game server 11 using  
15 a computer system 210, telephone interface 211 or other forms of electronic medium including but not limited to interactive television and the like as required.

## EXAMPLES

### Example 1

20 Figures 8a and 8b illustrate the redemption game 10 used as part of a fantasy sports tournament.

Fantasy sports tournaments are played in conjunction with a real team sports competition, such as a football or basketball premiership. In a traditional fantasy sports tournament, players draft a squad from real sports  
25 professional players and then compete against one another using actual match statistics. Point scoring is based on a leader-board competition over the duration of the sporting season where the player with the most points ultimately wins.

The redemption game 10 is overlaid in the traditional fantasy sport  
30 tournament which in the example of Figures 8a and 8b is an Australian Football League (AFL) premiership season. As shown in Figure 8a, a master set of trading cards 13 (or other tokens) is established with the construction set 16 being a template 17 of all AFL premiership players. The imposition of the construction set 16 is a three tiered structure with the trading cards being



generated in gold, silver or bronze categories. Equal number of trading cards 13 are released for all AFL players in the tournament, with fewer number of gold cards being released as compared to silver, and in turn few silver cards being released as compared to bronze cards.

5           The players of the fantasy sports tournaments are able to draft AFL players to form their squad for the fantasy sports tournament. This squad is the redemption set 20 for that player under the redemption game 10. In drafting the AFL players, a player's cap is included. Under the cap rules, each AFL player is given a rating between 2 and 9. A complete squad  
10 includes 22 players plus up to two or more emergency players, and the sum total of the selected AFL players in the squad 20 must not exceed 116 points as the upper limit on the rating used in this example. The draft is conducted on-line using the redemption set generator 19 having a methodology as set out in Figure 5g.

15           Once a player's redemption set is registered, the player is then able to start collecting and registering trading cards which match his or her redemption set. The trading cards 13 are released in distribution sets 22 and also may be obtained through the trading forum 21.

          A player in the fantasy sports tournament is able to accrue points for  
20 the statistics of the individual AFL players included in that player's redemption set 21. As shown in Figure 8b, the relevant match statistics 91 used in the tournament scoring 90 for accruing points are goals, behinds, kicks, marks, or hand balls.

          The scoring is structured so that for each of these statistics, there is a  
25 tournament standard point 92, a gold triple point 93, a silver double bonus point 94 and a bronze bonus point 95. In this way a player of the fantasy sports tournament is able to secure standard points for the relevant statistics 91 for each player it is has in its redemption set 20. However, that tournament player is also able to increase the points derived from the  
30 performance of an AFL player in its redemption set to achieve either the gold, silver or bronze points if it has registered the corresponding trading card of that AFL player against its redemption set.

          As such, the registering of the trading cards 13 against a tournament players redemption set 20 provides a redemption value to that player as it

enables the points that can be derived from that AFL player to be increased. Further, the portion that the points are increased will depend on whether the trading card registered is of a gold, silver or bronze category.

To keep track of a player's performance in the Fantasy Sports  
5 tournament, the accumulated teams points are posted on a leader board 96.

In addition to providing a redemption value on the registering of a trading card against an AFL player within a redemption set 20, the game 10 also provides for additional prizes obtained for the registering of cards. In particular, in addition to the trading cards being issued, prize insert cards 27  
10 are also issued in the relevant gold, silver and bronze categories (28, 29 and 30 respectively). These prize insert cards may be redeemed if they are registered by a tournament player in conjunction with that player registering a trading card in the corresponding gold, silver or bronze categories for each of the AFL players in its redemption set. A redeemable prize is also obtained  
15 for registering a complete redemption set without a prize insert, but that prize is significantly less than if accompanied by corresponding prize user card.

Accordingly, the redemption game 10 adds a new dimension to the Fantasy Sports tournament as it actually puts the players into the game where the cards they collect will have a major impact on how they actually  
20 perform under the tournament. Further, linked to an online trading forum, the redemption game 10 provides players with a secondary market opportunity to reap the rewards of buying, selling and trading online that no other fantasy sports tournament has previously offered.

#### Example 2

25 In this example, the redemption game 10 is played in conjunction with a reality TV show.

In reality TV format (such as Big Brother) contestants are eliminated from a show based on audience polling. A reality TV contest is established around this TV show whereby the audience participates by submitting a draft  
30 of the order they consider that the contestants in the reality TV show will be eliminated. The audience compete against one another to have the contestants eliminated from the show in the order that they draft. Getting the contestants out off the show in the correct order is how the audience will accumulate more points on the contest's leader board.

The redemption game 10 forms part of this contest. This occurs by creating a unique master set of trading cards. The construction set 16 of the cards includes a template which comprises a card for each contestant in the reality TV show in each of the possible positions of elimination. Using the  
5 format of Big Brother, with 12 contestants, this comprises a template of 144 cards. The imposition of the construction set 16 is three tiered structure with the trading cards being issued in gold, silver or bronze categories. Equal number of trading cards are released for each of the cards in the template 17, with fewer number of gold cards being released in silver, and in  
10 turn fewer silver cards being released as compared to bronze.

A redemption set generator 19 is used to enable the audience to draft its own redemption set which lists each of the contestants and their order of placement within the reality TV show.

Following release of the trading cards, the audience is able to collect  
15 trading cards and register those cards (in any or all of gold, silver and bronze) when those trading cards match those selected in that audience's redemption set 20.

In a similar manner to a fantasy sports tournament, the reality TV tournament scoring 90 is based on the performance 91 of the individual  
20 contestants in the reality TV show. In particular this includes when they were eliminated or nominated and how they performed in various challenges over the duration of the show . Standard points 92 are accrued based on a contestant's performance and whether it accords with their placement indicated in their redemption set. In addition, gold, silver and bronze bonus  
25 points (93, 94 and 95) are able to be accrued if the audience has registered a trading card in the corresponding category for that contestant.

A leader board 96 is maintained which gives a running total of the accumulated points of the individual audience players.

As indicated earlier, the elimination of a contestant is based on an  
30 audience poll 97. As part of the redemption game 10, the voting rights of the audience is increased if that audience member is holding a trading card for a particular contestant who is the subject of the vote and wherein if that contestant was eliminated their order of placement would accord with the order of placement of that trading card. In this way, an audience member

may increase their voting by a factor of 2, 3 or 4 depending on whether they are holding a bronze, silver or gold trading card. Typically this audience polling is done by telephone and the audience is able to submit details on their card by reading the serial number relating to that trading card.

5 Under the rules of the contest, the audience is able to redeem value by registering the trading card by being able to accrue additional points in the reality TV tournament and by increasing its weighting in audience polling. In addition, the construction set 16 includes prize insert cards 27. These prize insert cards which come in gold, silver or bronze 28, 29 or 30 enable the  
10 audience to redeem a prize for completion of each redemption set in the respective category of gold, silver or bronze. Further, the audience even without a prize insert card is able to redeem a prize for completion of its redemption set, although typically this would be considerably less than if it had acquired a corresponding prize insert card.

15 Accordingly, the use of the redemption game 10 in conjunction with the reality TV enables the audience to become more involved in the reality TV show. Further to remain competitive, the audience needs to collect trading cards that are a match to their redemption set.

20 Accordingly, the present invention provides methods and systems enabling redemption games to be played, which utilise distributed redemption sets allowing players to collect and trade indicia such as tokens for both redeemable and trading value.

25 It is to be appreciated that various alterations or additions may be made to the parts previously described without departing from the spirit or ambit of the present invention.

## CLAIMS

1. A method of enabling a redemption game, the method including the steps of:
  - (i) providing a master set of indicia including a plurality of types of  
5 indicia;
  - (ii) identifying a plurality of players of said game;
  - (iii) distributing indicia from said master set of indicia;
  - (iv) registering to each player at least one redemption set from a  
plurality of redemption sets, each of the plurality of redemption sets including  
10 a unique combination of indicia types from the master set of indicia;
  - (v) registering indicia from the master set of indicia to a said player;  
and
  - (vi) assigning a redemption value which a player is entitled to claim for  
the registering of at least one indicia which is of a type that is part of the  
15 redemption set registered to that player.
2. A method according to claim 1, wherein a said redemption value is  
assigned for a player registering indicia for all indicia types within the  
redemption set registered to that player.
3. A method according to either claim 1 or 2, wherein a said redemption  
20 value is assigned for one or more indicia that a player registers that is of a  
type that is part of the redemption set registered to that player.
4. A method according to any preceding claim, further including the steps  
of:
  - (i) generating a plurality of redemption sets; and
  - (ii) distributing redemption sets for registering by said players.
5. A method according to any one of claims 1 to 3, further including the  
steps of:
  - (i) generating at least one redemption set; and
  - (ii) assigning that at least one redemption set to a said player for  
30 registering.
6. A method according to any one of claims 1 to 3, further including the  
steps of:
  - (i) receiving a selected redemption set from a said player; and
  - (ii) registering that redemption set to that player.

7. A method according to any preceding claim, further including the step of providing a predetermined set of indicia type and wherein the master set of indicia includes at least one of each of the indicia type in said predetermined set.
- 5 8. A method according to claim 7, wherein the master set of indicia includes different numbers of indicia for different indicia types.
9. A method according to claim 7, wherein the master set of indicia includes the same number of indicia for each indicia type.
- 10 10. A method according to any one of claims 7 to 9, further including the step of providing different categories of indicia, and wherein the master set of indicia includes at least some of the indicia types in each of the different categories.
- 15 11. A method according to claim 10, wherein the different categories of an indicia are assigned a different said redemption value for registering of that indicia.
12. A method according to any preceding claim, further including the steps of:
- (i) providing prize indicia as part of the master set of indicia, wherein the prize indicia is representative of a redemption prize; and
- 20 (ii) assigning the redemption value for registering indicia as being at least partially dependent on the registering of the prize indicia to a said player.
13. A method according to claim 12, further including the step of using said prize indicia to control the redemption payable to players under the game.
- 25 14. A method according to any preceding claim, further including the steps of:
- (i) establishing a ranking of the indicia based on the configuration of the master set of indicia; and
- 30 (ii) using that ranking to assign the redemption value to the registering of indicia.
15. A method according to claim 14, further including the step of transmitting information relating to the ranking of indicia to the players.

16. A method according to any preceding claim, further including the steps of providing a plurality of indicia classifications, wherein each indicia may be in any one of said classifications; and identifying the current classification of said indicia.
- 5 17. A method according to claim 16, wherein the indicia classifications include a first generation and a second generation classification, and wherein a said indicia changes from a first generation to a second generation on registering of that indicia to a said player.
18. A method according to any preceding claim, further including the steps  
10 of providing a trading forum to enable trading of indicia between players of said game.
19. A method according to claim 18 when dependent on claim 17, wherein second generation indicia are able to be traded within said trading forum.
20. A method according to any preceding claim, further including the step  
15 of establishing a player's domain for each player identified, the player's domain including information selected from the group comprising:
- (i) player details
  - (ii) redemption sets registered to that player;
  - (iii) indicia registered to that player;
  - 20 (iv) redemption claimable by that player; and
  - (v) jurisdiction of that player.
21. A method according to claim 20, wherein the player's domain is valid solely for a single redemption game.
22. A method according to claim 21, wherein the player's domain is valid  
25 for a plurality of redemption games.
23. A method according to any preceding claim, wherein the redemption game is enabled by use of a computer system.
24. A method according to claim 23, further including the steps of:
- (i) providing the master set of indicia in a physical form;
  - 30 (ii) creating a counterpart master set of indicia in electronic form;
  - (iii) distributing indicia to players in a physical form; and
  - (iv) using said electronic counterpart for registering of indicia to a said player.

25. A method according to any preceding claim, further including the step of assigning a jurisdiction to each of the indicia within said master set of indicia.
26. A method according to any preceding claim, wherein the redemption value assigned for registering indicia has a monetary value.
27. A method according to any one of claims 1 to 26, wherein the redemption value assigned for registering indicia does not have a monetary value.
28. A method according to any preceding claim, wherein the redemption game is operative to be played in conjunction with a competition relating to at least one event, the players being participants in the competition, and wherein said redemption value contributes to a player's progression within the competition.
29. A method according to claim 27, wherein the indicia are representative of features of at least one event, and the redemption value for registering of a said indicia is dependent on an action associated with that feature represented by that indicia occurring during said event.
30. A redemption game system including a master set of indicia including a plurality of types of indicia; and a computer system, the computer system including:
- means for identifying a plurality of players of the game;
  - means for registering to a said player at least one redemption set from a plurality of redemption sets, the plurality of redemption sets each including a unique combination of indicia types from the master set of indicia;
  - means for registering indicia from said master set of indicia to a said player, wherein the indicia registering means is operative to identify when a said registered indicia is of a type that is part of the redemption set registered to that player; and
  - redemption means operative to issue a redeemable object to a said player in response to said indicia registering means identifying that at least one of the registered indicia is of a type that is part of the redemption set.
31. A system according to claim 30, wherein the indicia registering means is operative to establish when indicia has been registered for all indicia types in a said redemption set; and wherein the redemption means is operative to



issue a said redeemable object to a said player when said indicia registering means establishes indicia for all of indicia types in that player's redemption set has been registered.

32. A system according to either claim 31 or 32, wherein the redemption  
5 means is operative to issue a said redeemable object in response to said registering means identifying that one or more indicia that a player registers is of a type that is part of the redemption set registered to that player.

33. A redemption game system according to any one of claims 30 to 32,  
10 further including a redemption set generator which is operative to generate a redemption set for registration by a player in said redemption set registration means.

34. A system according to claim 33, wherein the redemption set generator  
includes selecting means operative to enable a player to select types of  
15 indicia from the master set of indicia, and generating means operative to generate a said redemption set based on the selections made by said player.

35. A system according to claim 33, wherein the redemption set generator  
includes generating means operative to automatically generate a said  
20 redemption set in response to a player's request, and assignment means operative to assign that redemption set to that player for registering by the redemption set registration means.

36. A system according to any one of claims 30 to 35, wherein the master  
set of indicia includes different numbers of indicia for different ones of the  
indicia type.

37. A system according to any one of claims 30 to 35, wherein the master  
25 set of indicia includes the same number of indicia for each indicia type within the predetermined set.

38. A system according to any one of claims 30 to 37, wherein the master  
set includes different categories of indicia for at least some of the indicia  
type.

30 39. A system according to claim 38, wherein the redeemable object issued by said redemption means is dependent on the category of the indicia which is registered.

40. A system according to any one of claims 30 to 39, wherein the master  
set of indicia includes prize indicia, said prize indicia being representative of

a redemption prize, and wherein the redeemable object issued by said redemption means is at least partially dependent on the registering of the prize indicia by that player.

41. A system according to any one of claims 30 to 40, wherein the  
5 computer system further includes ranking means operative to establish a ranking of the indicia type based on the configuration of the master set of indicia, and wherein the value of the redeemable object is dependent on the ranking of the indicia type in the redemption set.

42. A system according to claim 41, wherein the computer system is  
10 operative to transmit information relating to the ranking of indicia type to the players.

43. A system according to any one of claims 30 to 42, wherein the indicia registration means is operative to classify the indicia in any one of a plurality of indicia classifications.

15 44. A system according to any one of claims 30 to 43, wherein the computer system further includes storage means operative to store information relating to each player identified, said storage means including a player's domain for each player identified and wherein the player's domain includes information selected from the group comprising:

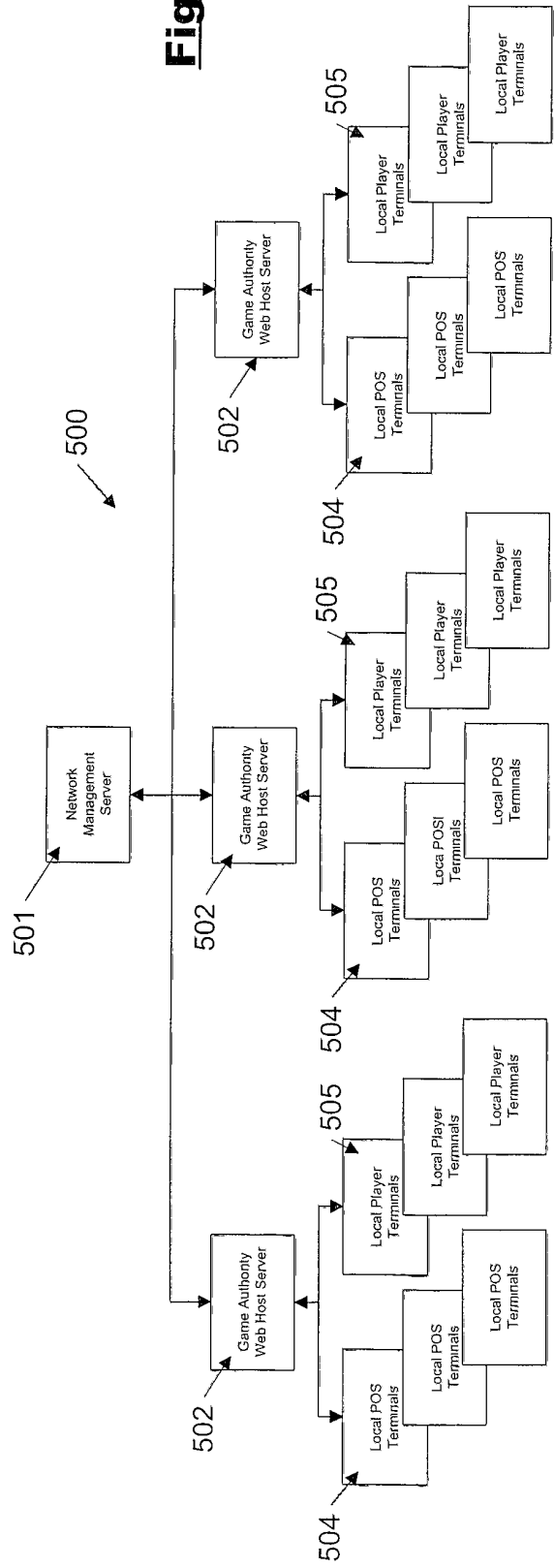
- 20 (i) player details;  
(ii) redemption sets registered to that player;  
(iii) indicia registered to that player;  
(iv) redemption objects claimable by that player; and  
(v) jurisdiction of that player.

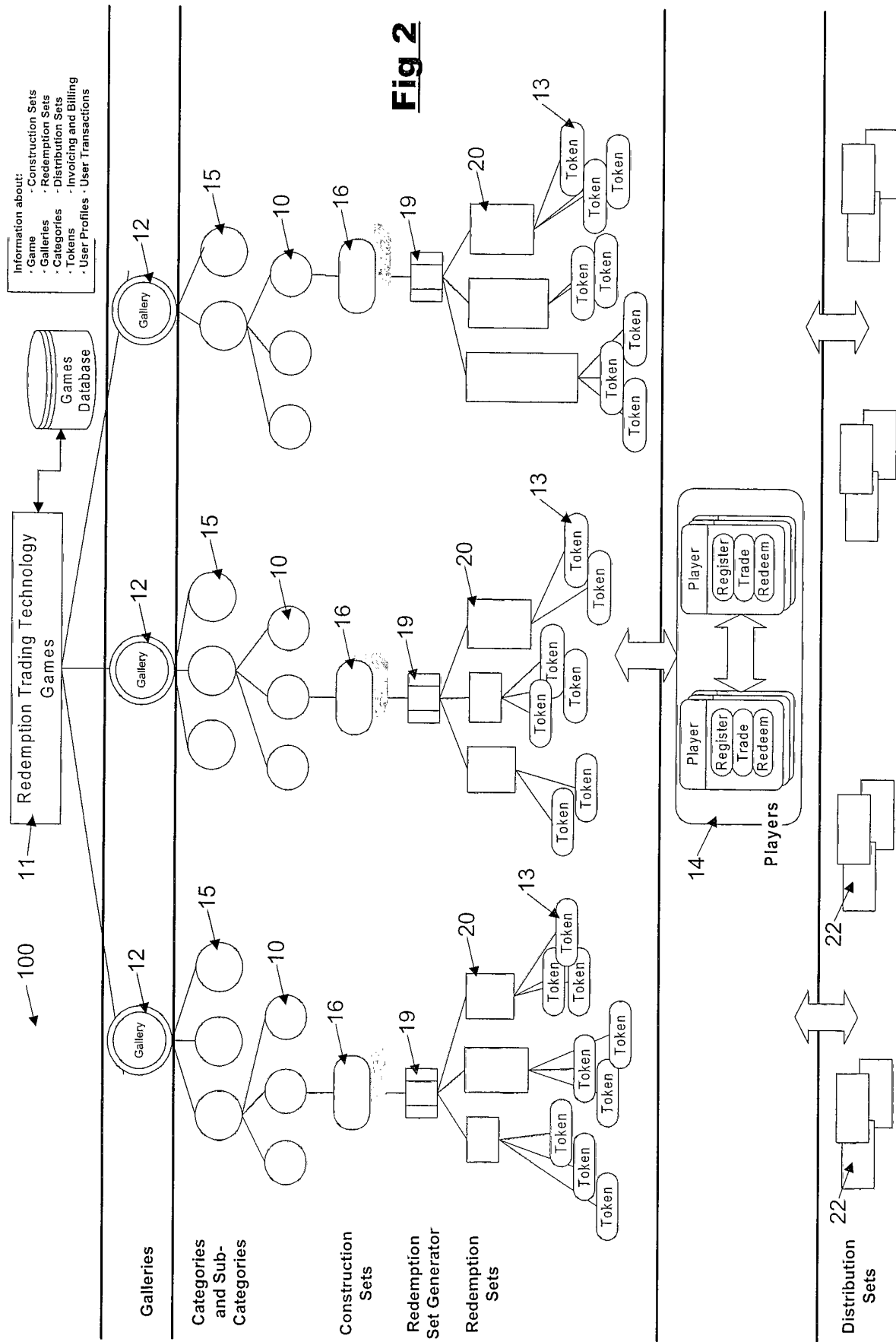
25 45. A system according to any one of claims 30 to 44, wherein the master set of indicia is provided in both a physical form and a counterpart electronic form and wherein the counterpart electronic form of the master set of indicia is used by the indicia registration means.

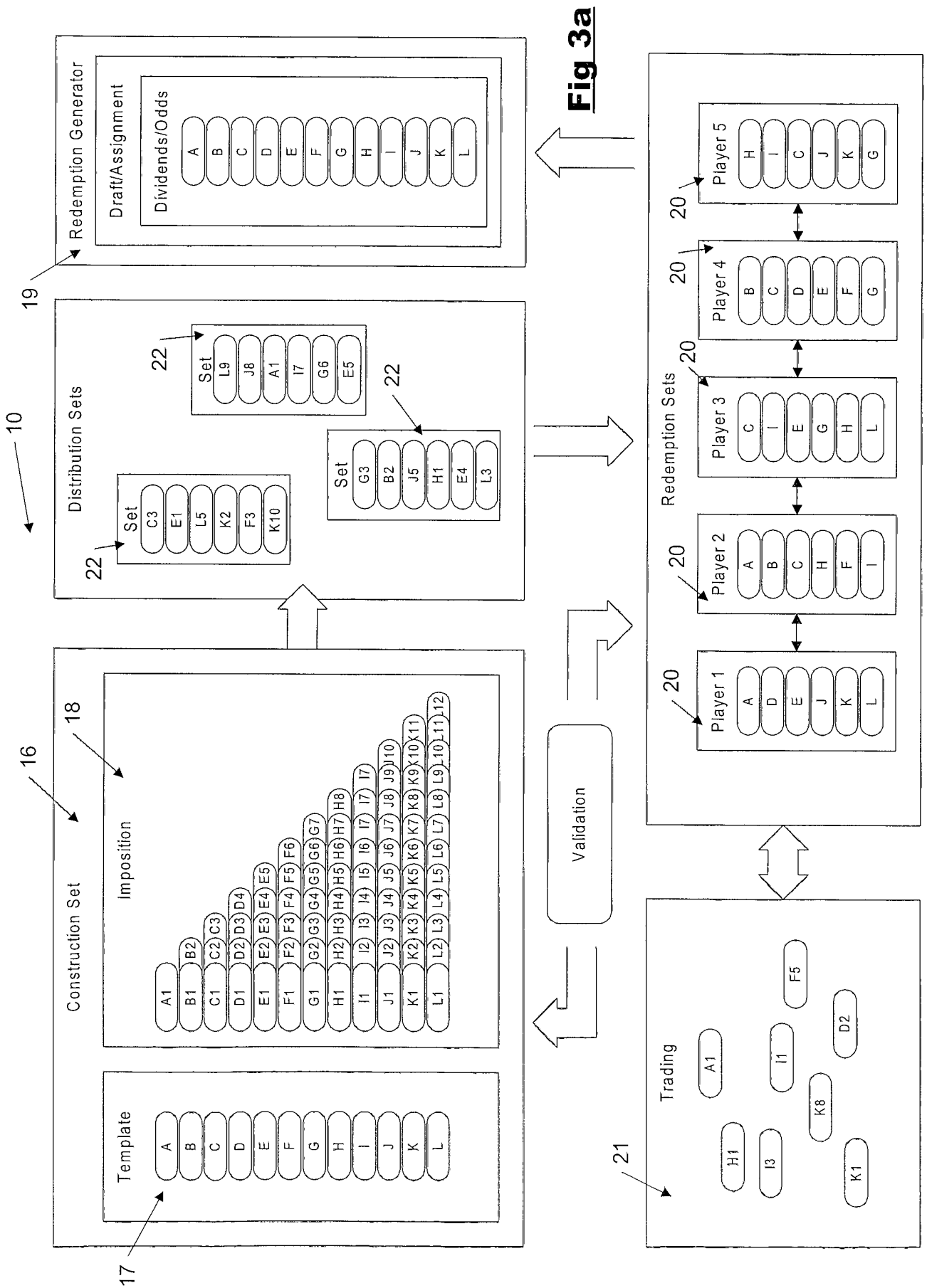
30 46. A system according to any one of claims 30 to 45, wherein the redemption game is operative to be played in conjunction with a competition relating to at least one event and wherein the players of the game are also participants in the competition, and wherein the redeemable object issued by the redemption means contributes to a player's progression within the said competition.

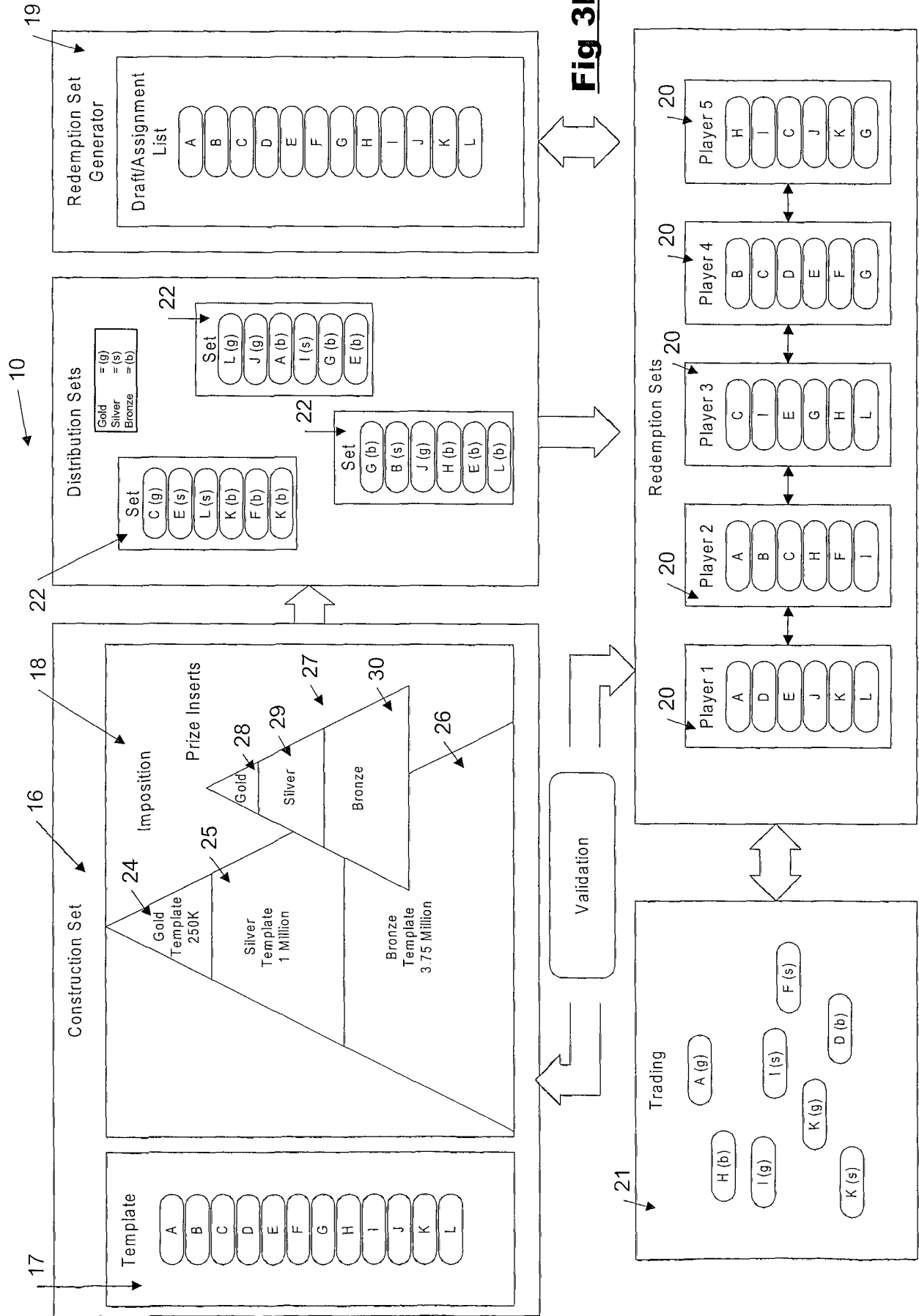
47. A method of enabling a redemption game including the steps of:
- (i) generating a master set of indicia;
  - (ii) assigning in a computer system a unique identifier to each indicia within the master set;
  - 5 (iii) providing tokens in a physical form, each corresponding to an individual one of said indicia in said master set of indicia, and each including coded data; and
  - (iv) associating that token with its corresponding unique identifier in the computer system through use of the coded data.
- 10 48. A method according to claim 47, further including the steps of providing in the computer system an indicia field relating to each indicia within the master set and including data relating to that indicia; and accessing respective indicia fields of the indicia through use of that indicia's corresponding unique identifier.
- 15 49. A method according to claim 48, wherein the data is selected from the group comprising:
- (i) jurisdictional basis of the indicia;
  - (ii) its functionality within the game;
  - (iii) the status of that indicia.
- 20 50 A redemption game system, which includes a plurality of physical tokens each including coded data, and a computer system, the computer system including a data field relating to each of the plurality of tokens, and wherein the coded data is operative to enable each physical token to be associated with its corresponding data field in the computer system.
- 25 51. A system according to claim 50, wherein the coded data is in the visible spectrum and operative to be utilised by a player.
52. A system according to either claim 50 or 51, wherein the coded data incorporates a serial number which when entered into the computer system associates that physical token with the corresponding data field in the
- 30 computer system.
53. A system according to any one of claims 50 to 52, wherein the coded data is covered by a security token which requires removal to gain access to that data for entering into the computer system.

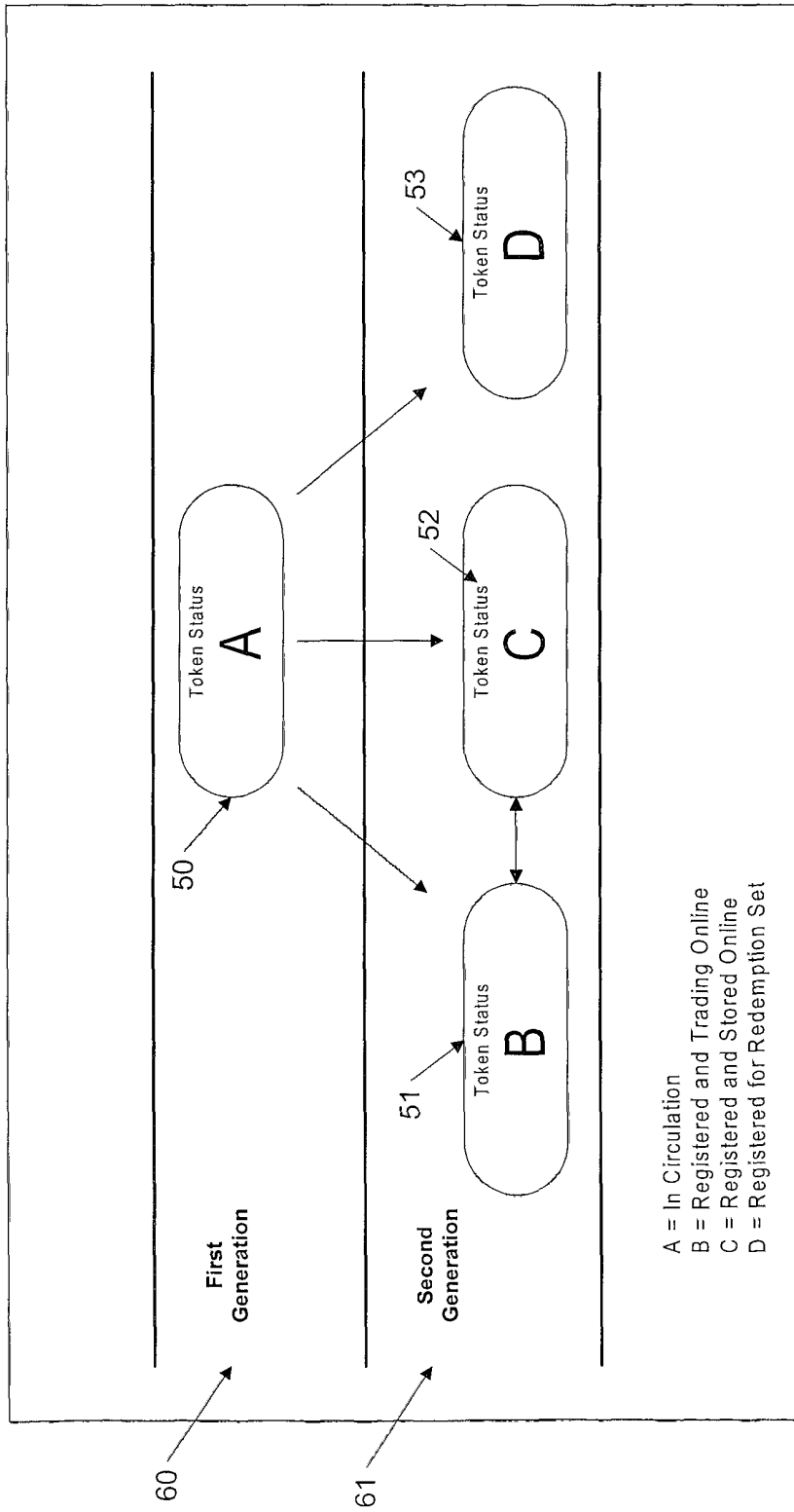
**Fig 1**







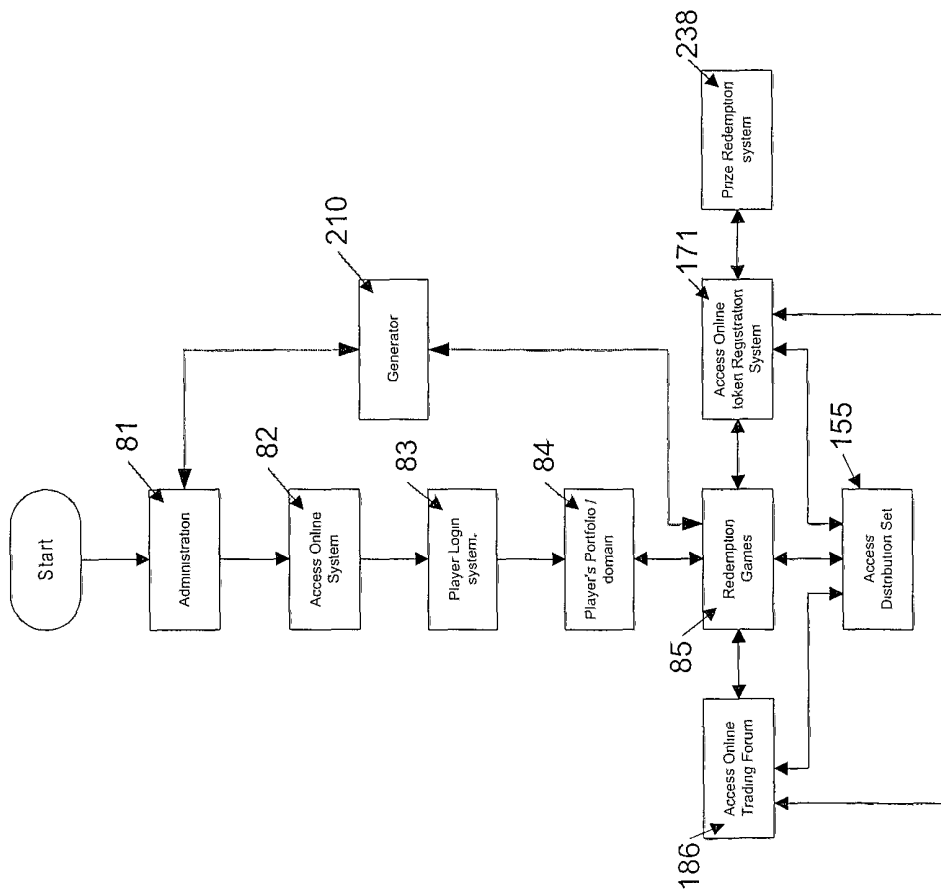


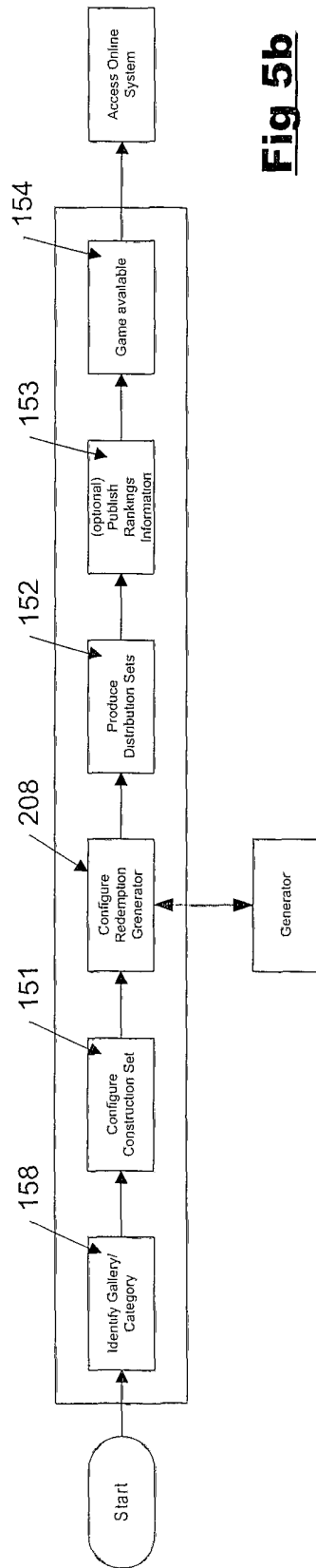


**Fig 4**

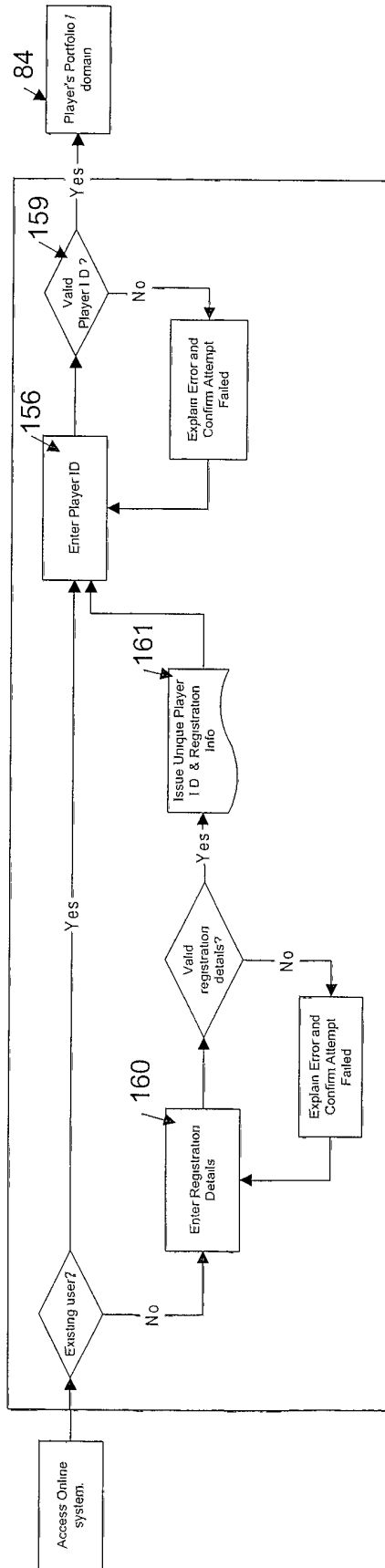


**Fig 5a**

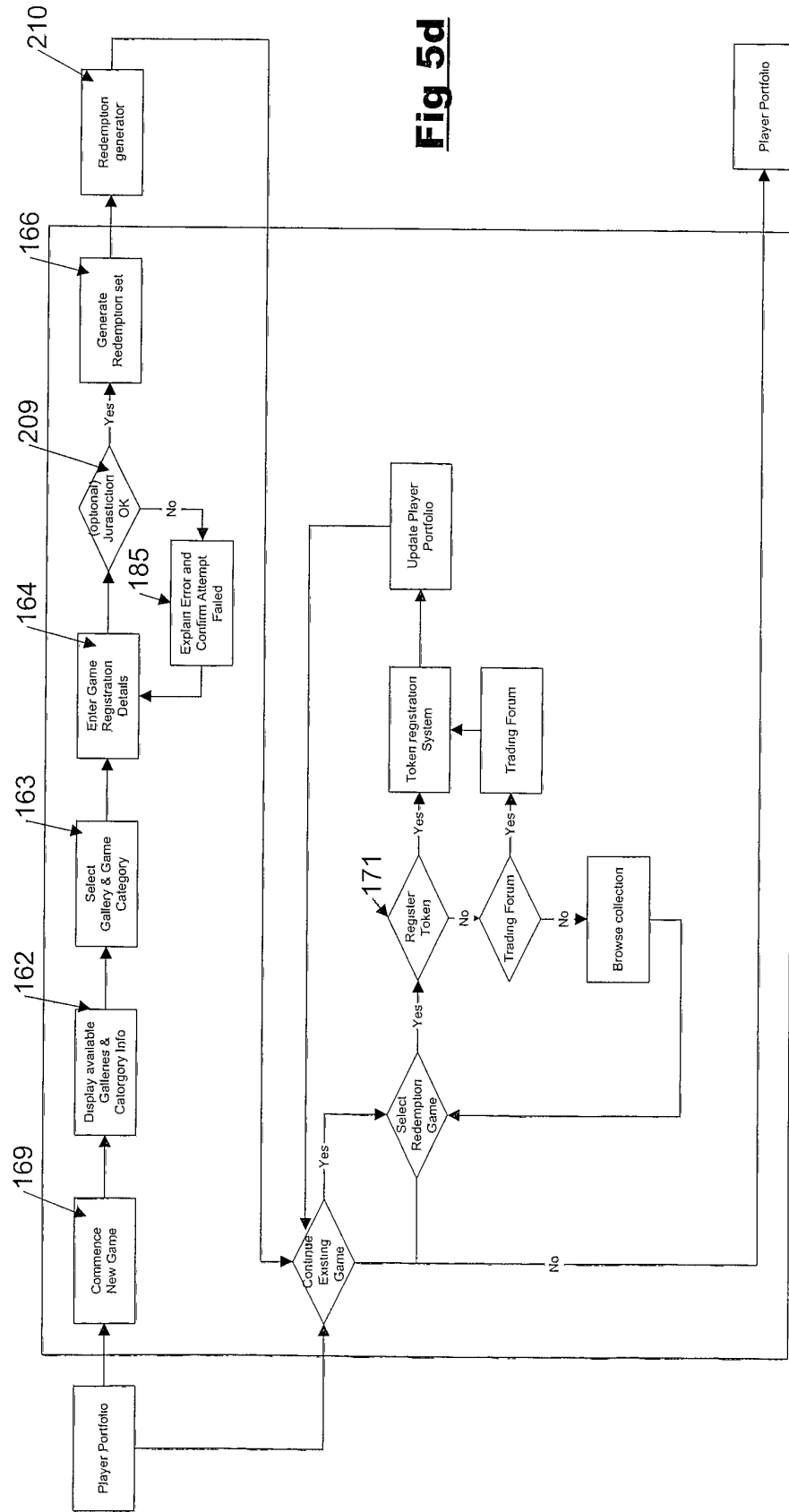




**Fig 5b**

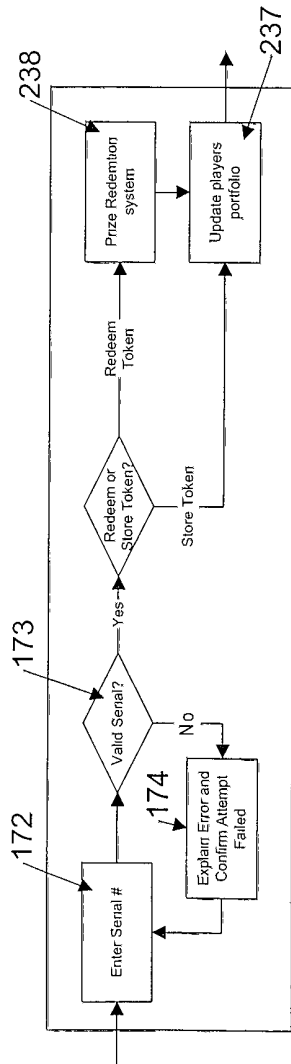


**Fig 5c**

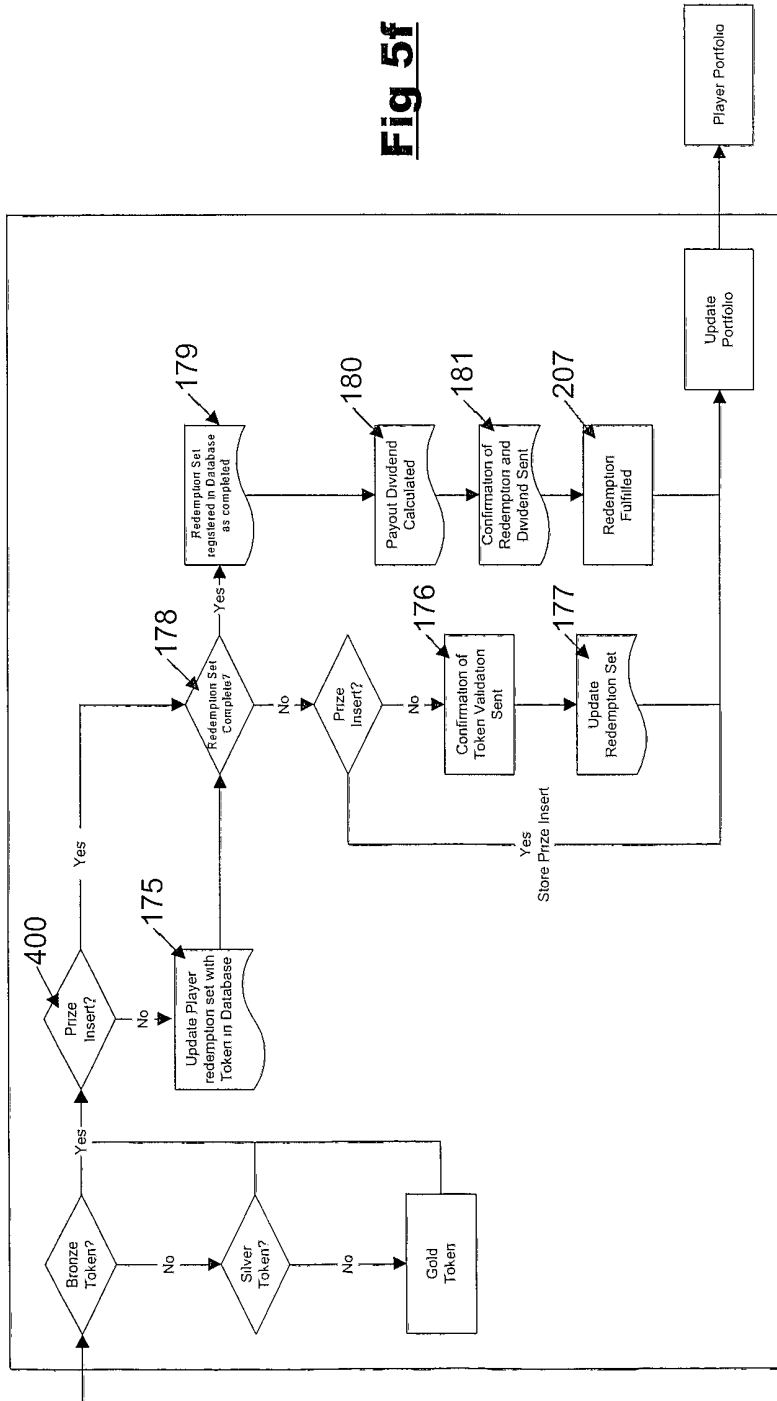


**Fig 5d**

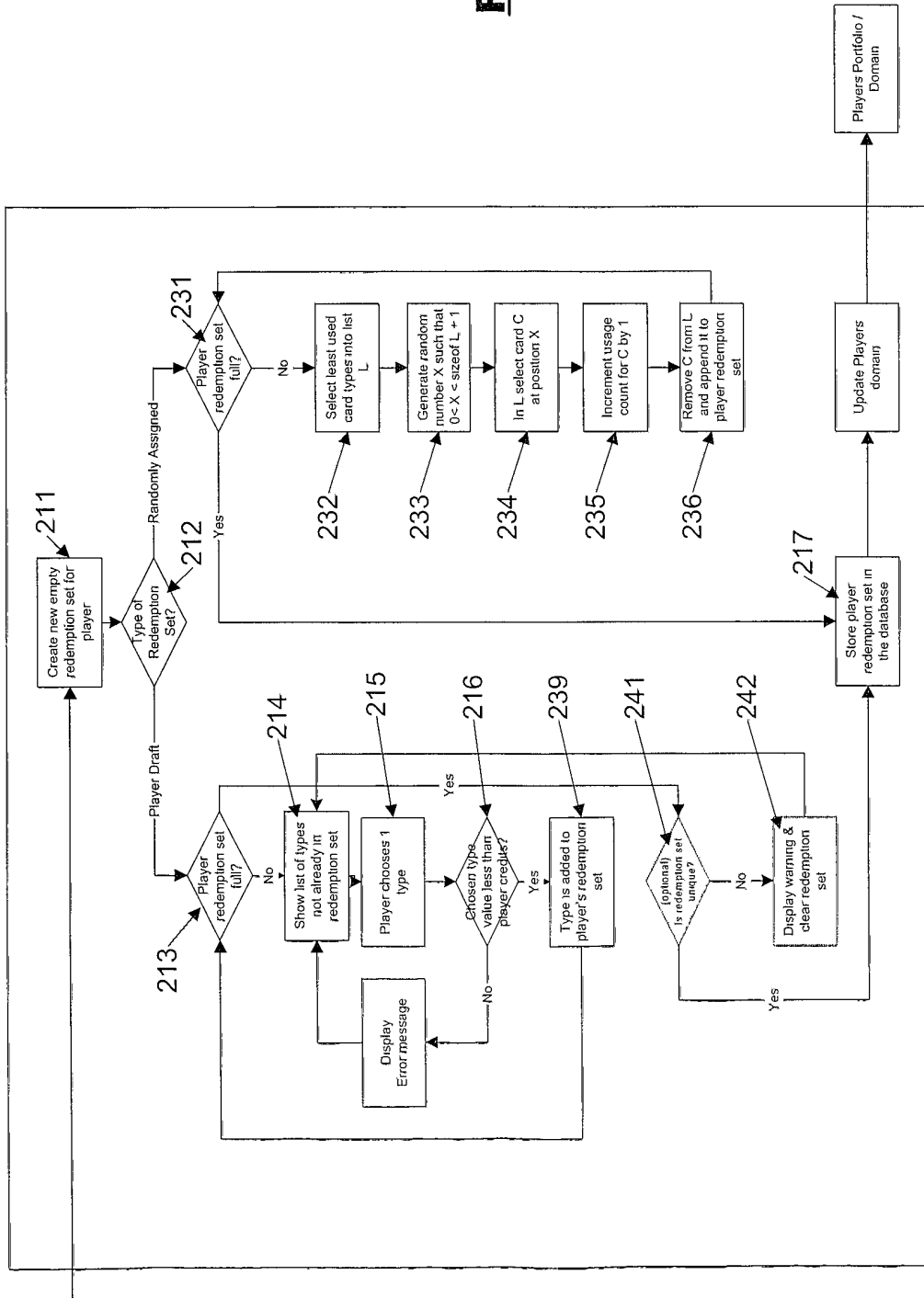
**Fig 5e**

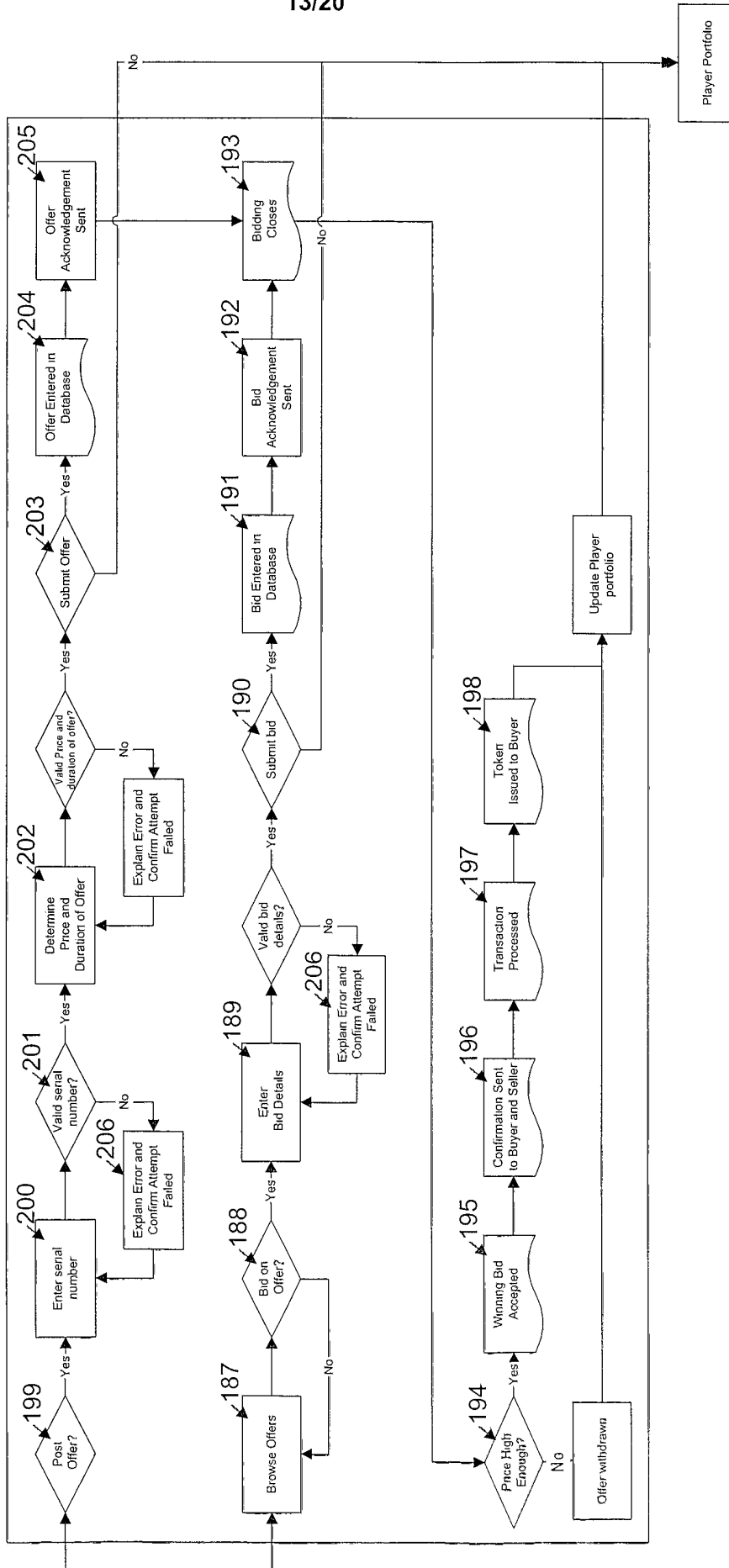


**Fig 5f**



**Fig 59**

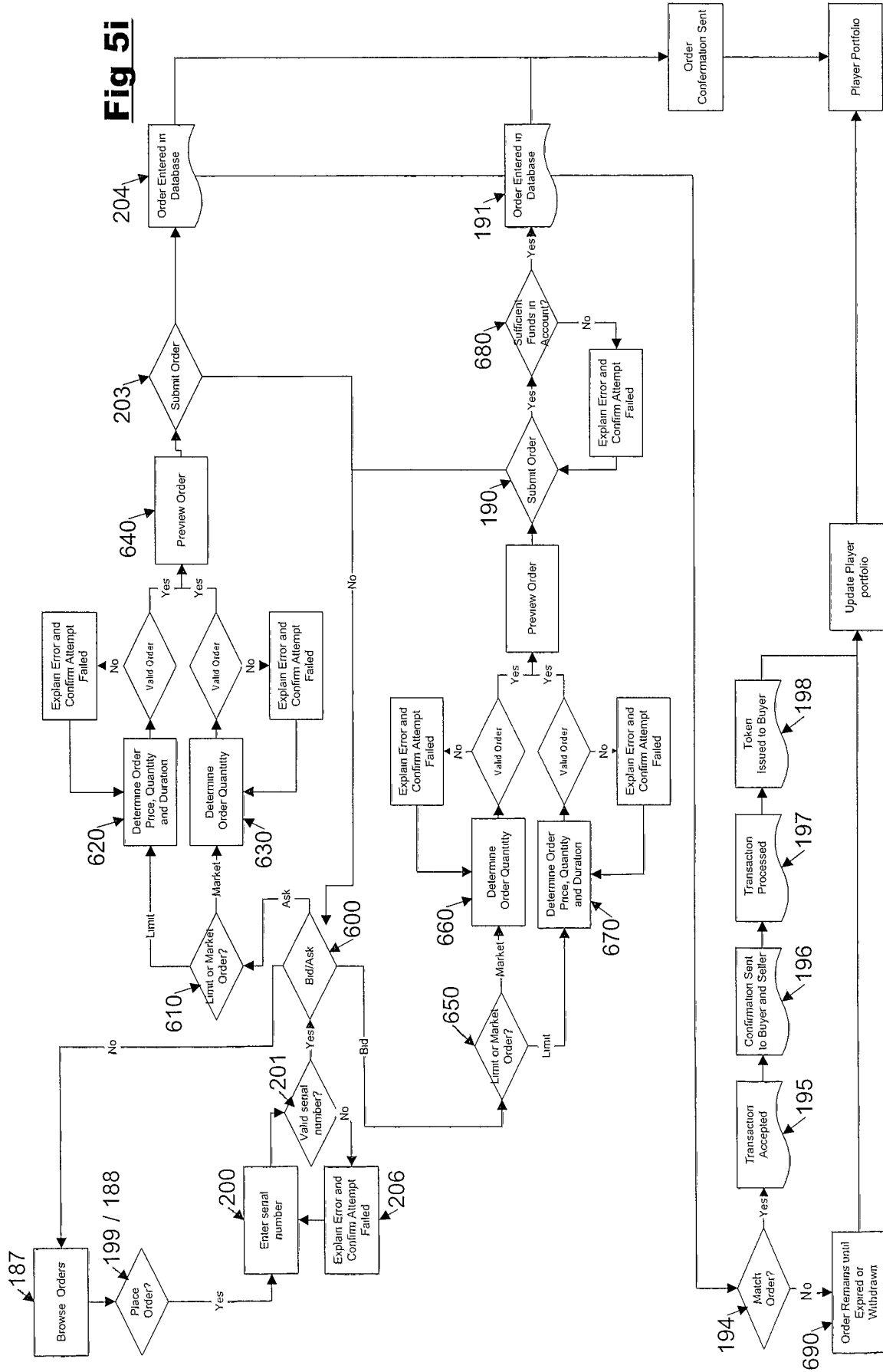




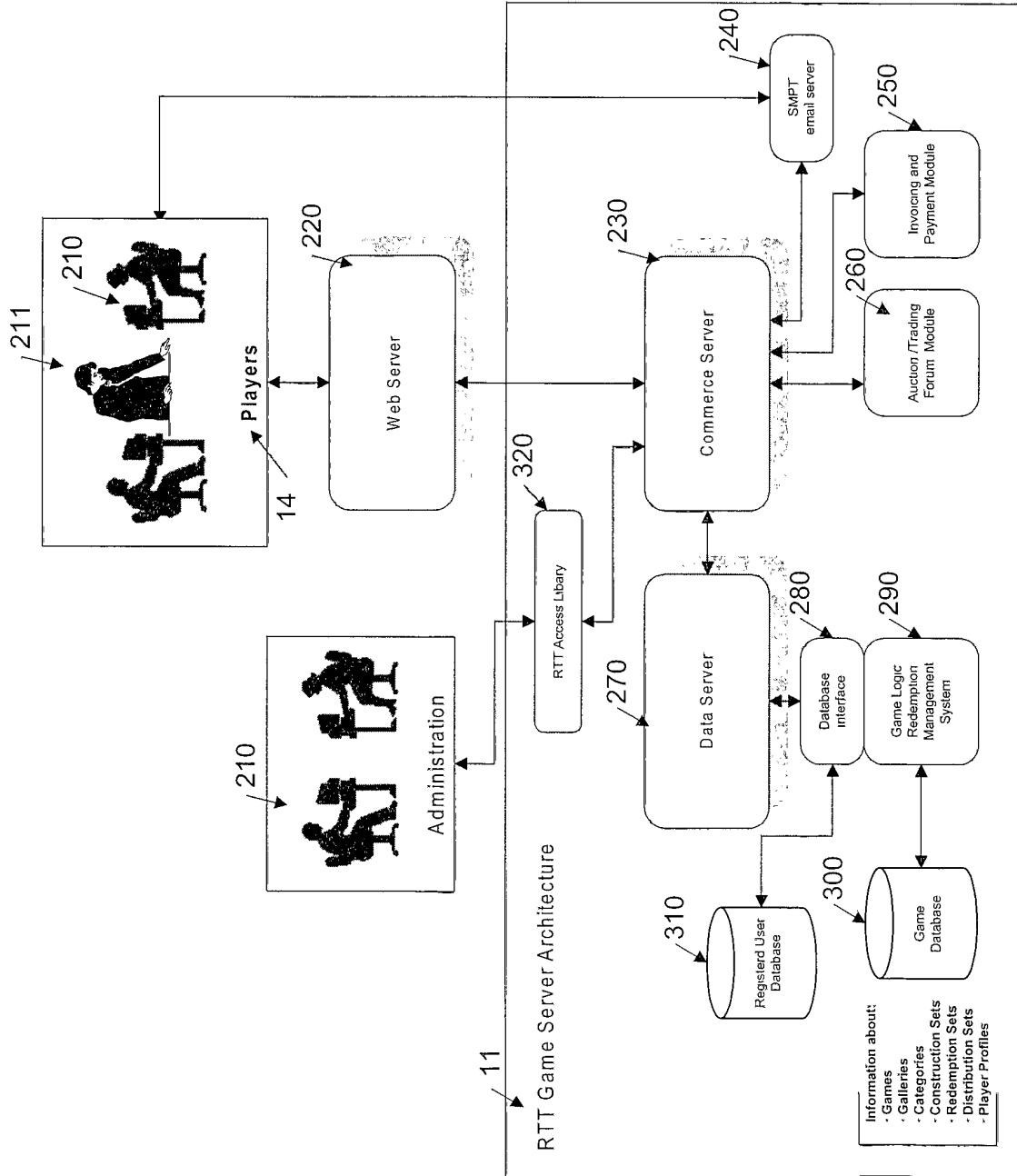
**Fig 5h**



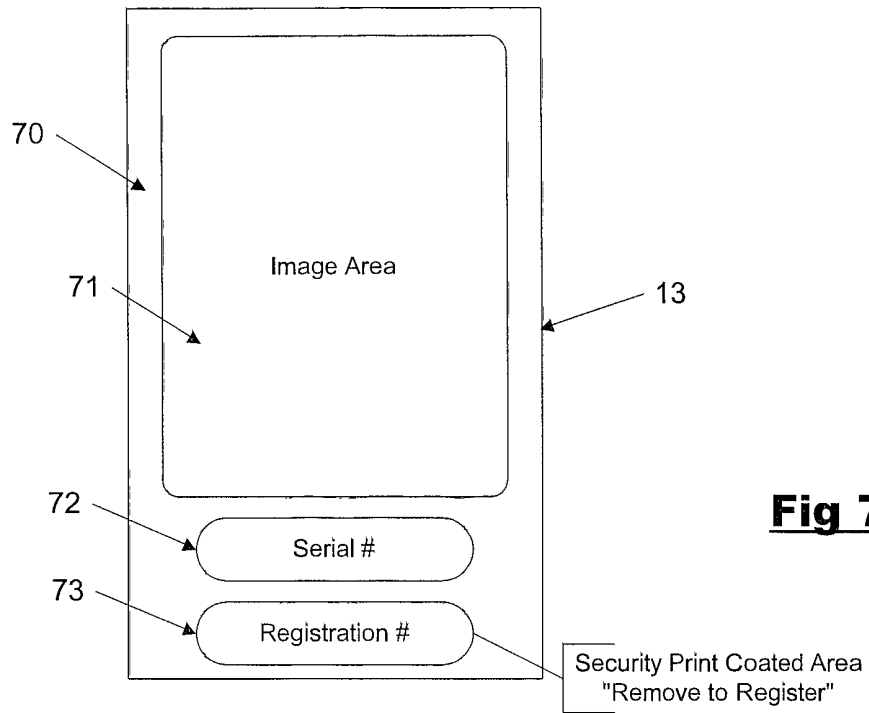
**Fig 5i**



**Fig 6**

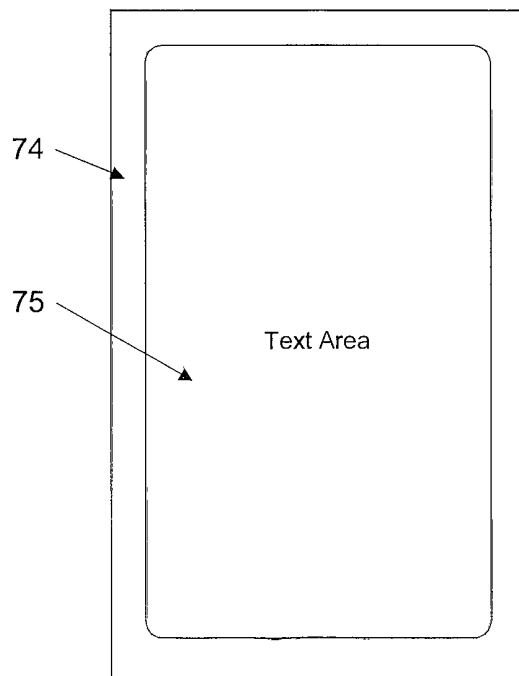


**Front**



**Fig 7**

**Back**



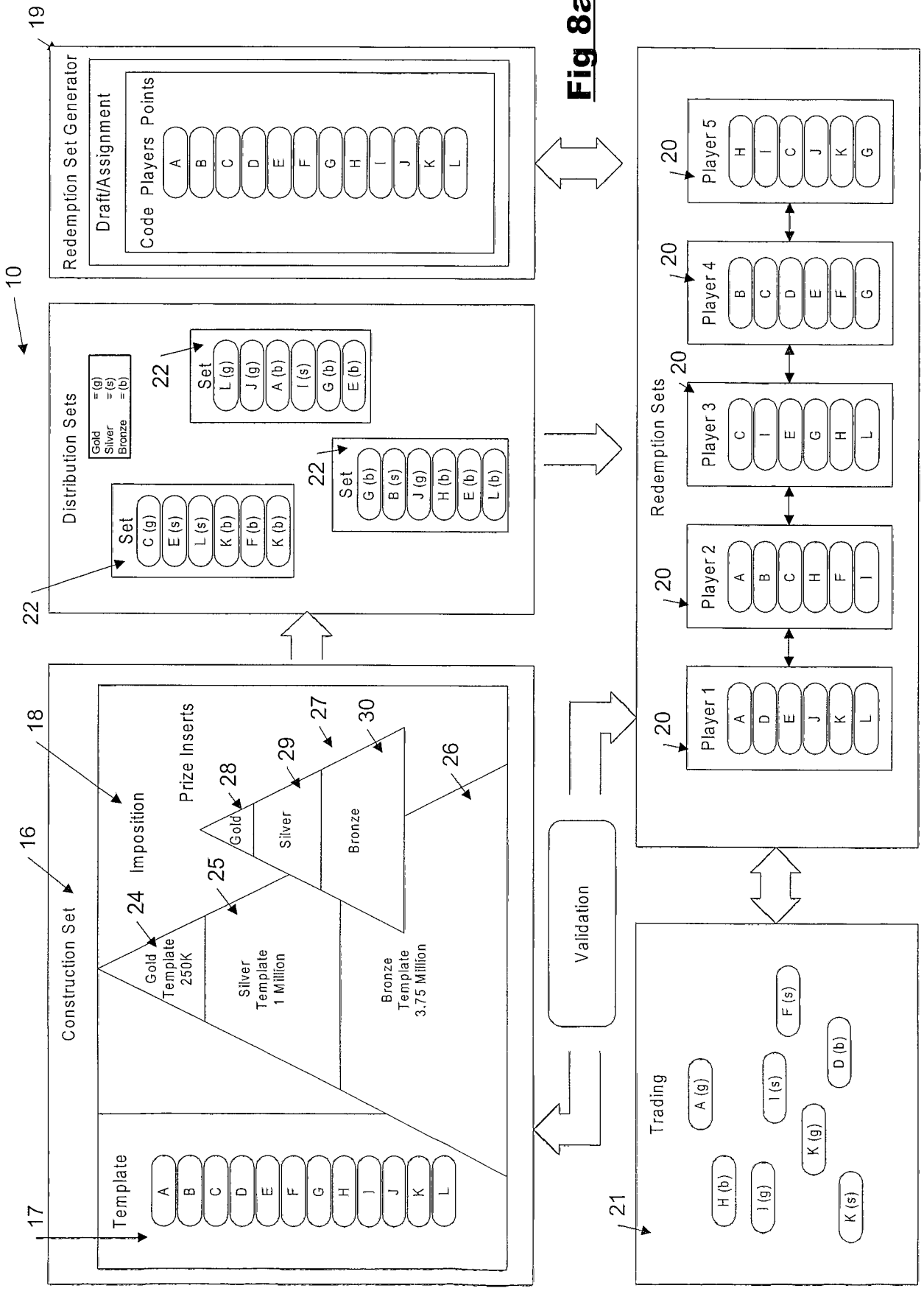


Fig 8a

**Fantasy Sports Tournament Player Redemption Set**

Team Position	Code	AFL Player	Points Value
Back			
Back			
Back			
Half Back			
Half Back			
Half Back			
Midfielder			
Midfielder			
Half Forward			
Half Forward			
Half Forward			
Forward			
Forward			
Forward			
Ruck			
Ruck			
Follower			
Follower			
Interchange			
Interchange			
Interchange			
Total Points (must not exceed 116 points)			

19

**Fantasy Sports Tournament Player Draft**

Code	AFL Player	Points Value
<b>Pick Three Backs</b>		
101	A	8
102	B	8
103	C	7
104	D	7
105	E	5
<b>Pick Three Half Backs</b>		
106	F	8
107	G	8
108	H	7
109	I	7
110	J	6
<b>Pick Three Midfielders</b>		
111	K	8
112	L	8
113	M	7
114	N	7
115	O	6
116	P	5
<b>Pick Three Half Forwards</b>		
117	Q	8
118	R	8
119	S	7
120	T	7
121	U	6
122	V	5
<b>Pick Three Forwards</b>		
123	W	8
124	X	8
125	Y	7
126	Z	7
127	AA	6
128	AB	5
<b>Pick One Ruck</b>		
129	AC	8
130	AD	8
131	AE	7
132	AF	7
133	AG	6
134	AH	5
<b>Pick Two Followers</b>		
135	AI	8
136	AJ	8
137	AK	7
138	AL	7

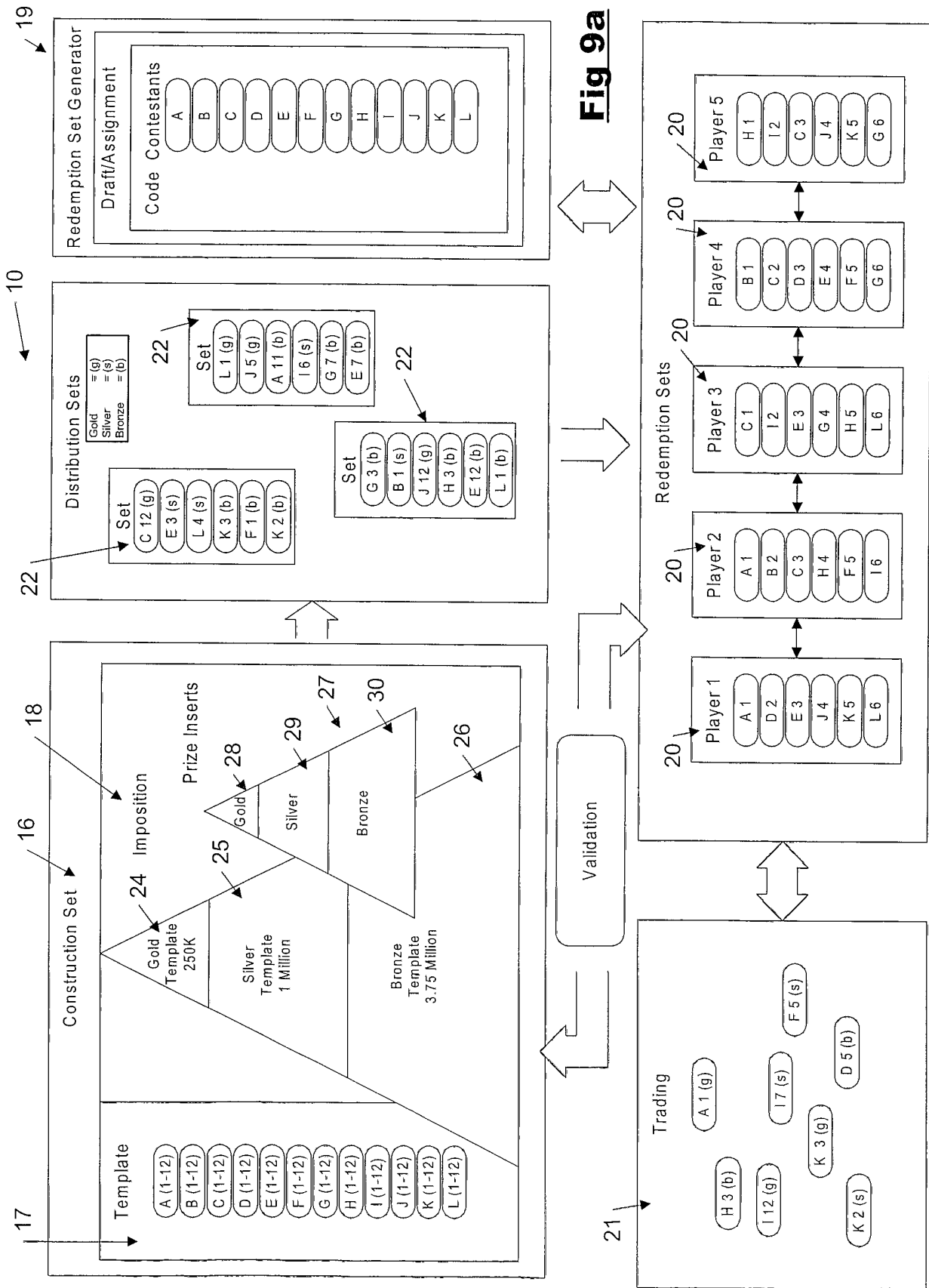
**Fig 8b**

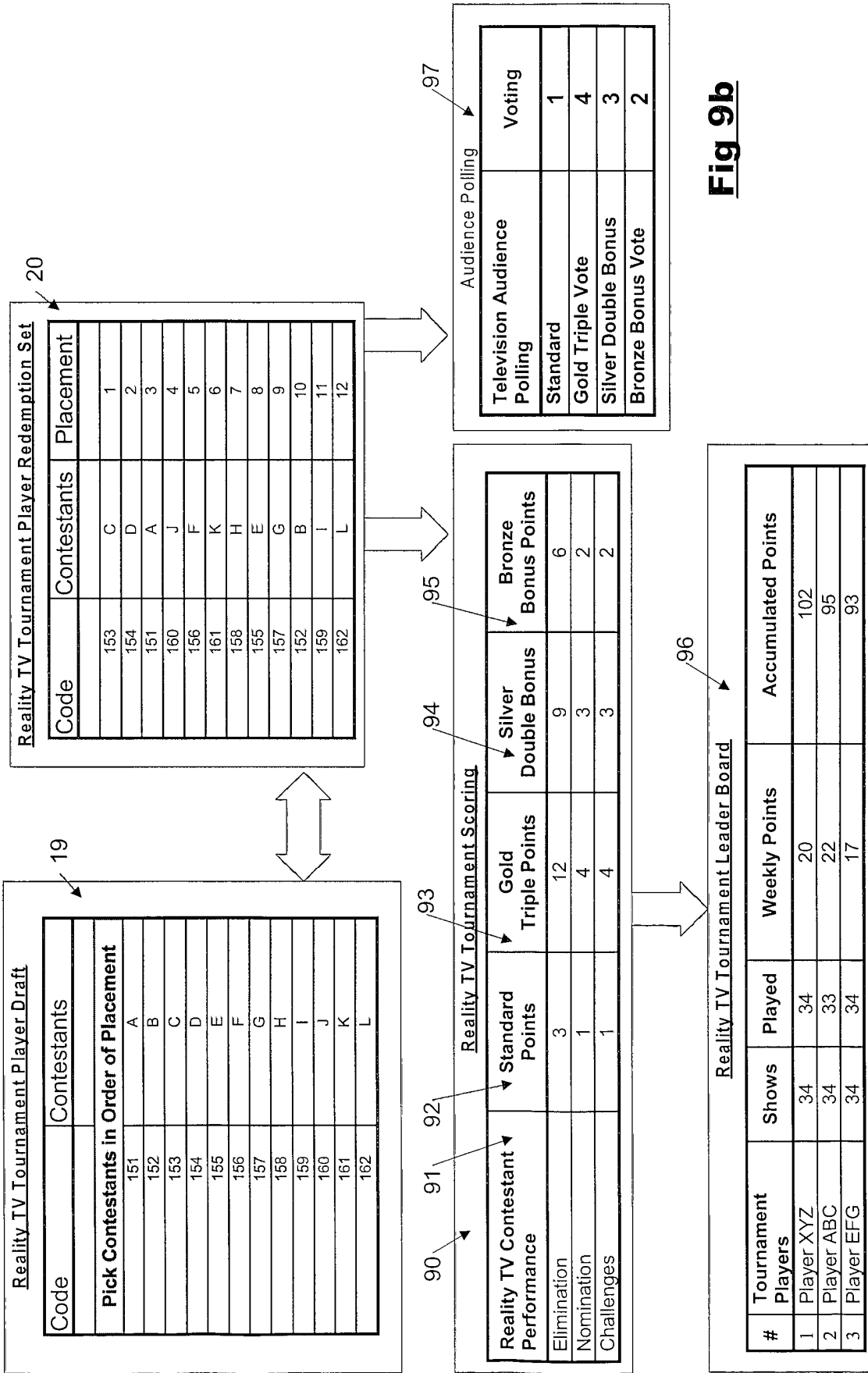
**Fantasy Sports Tournament Scoring**

AFL Player Match Statistics	Standard Points	Gold Triple Points	Silver Double Points	Bronze Bonus Points
Goal	3	12	9	6
Behind	1	4	3	2
Kick	1	4	3	2
Mark	1	4	3	2
Handball	1	4	3	2

**Fantasy Sports Tournament Leader Board**

# Fantasy Players	Round	Played	Team Points	Accumulated Points
1	Player XYZ	14	345	5,435
2	Player ABC	14	416	5,300
3	Player EFG	14	350	4,950





**Fig 9b**

## INTERNATIONAL SEARCH REPORT

International application No.

PCT/AU01/01348

<b>A. CLASSIFICATION OF SUBJECT MATTER</b>		
Int. Cl. <sup>7</sup> : A63F 3/06, 3/08, 13/00		
According to International Patent Classification (IPC) or to both national classification and IPC		
<b>B. FIELDS SEARCHED</b>		
Minimum documentation searched (classification system followed by classification symbols)		
Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched		
Electronic data base consulted during the international search (name of data base and, where practicable, search terms used) DWPI: IPC A63F 3/06, 3/08 and REGISTER, SET		
<b>C. DOCUMENTS CONSIDERED TO BE RELEVANT</b>		
Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
P, X	WO 00/62879 A (SULLIVAN) 26 October 2000 Whole document	1-46
X	WO 96/40394 A (ZEILE) 19 December 1996 Whole document	1-17, 20-46
Y	Whole document	18-19
X	US 5791990 A (SCHROEDER et al.) 11 August 1998 Whole document	1-17, 20-46
<input checked="" type="checkbox"/> Further documents are listed in the continuation of Box C <input checked="" type="checkbox"/> See patent family annex		
* Special categories of cited documents:		
"A"	document defining the general state of the art which is not considered to be of particular relevance	"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention
"E"	earlier application or patent but published on or after the international filing date	"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone
"L"	document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)	"Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art
"O"	document referring to an oral disclosure, use, exhibition or other means	"&" document member of the same patent family
"P"	document published prior to the international filing date but later than the priority date claimed	
Date of the actual completion of the international search 14 December 2001	Date of mailing of the international search report 20 DEC 2001	
Name and mailing address of the ISA/AU AUSTRALIAN PATENT OFFICE PO BOX 200, WODEN ACT 2606, AUSTRALIA E-mail address: pct@ipaustalia.gov.au Facsimile No. (02) 6285 3929	Authorized officer <b>L. DESECAR</b> Telephone No : (02) 6283 2381	



## INTERNATIONAL SEARCH REPORT

International application No.

PCT/AU01/01348

**Box I Observations where certain claims were found unsearchable (Continuation of item 2 of first sheet)**

This international search report has not been established in respect of certain claims under Article 17(2)(a) for the following reasons:

1.  Claims Nos :  
because they relate to subject matter not required to be searched by this Authority, namely:
  
2.  Claims Nos :  
because they relate to parts of the international application that do not comply with the prescribed requirements to such an extent that no meaningful international search can be carried out, specifically:
  
3.  Claims Nos :  
because they are dependent claims and are not drafted in accordance with the second and third sentences of Rule 6.4(a)

**Box II Observations where unity of invention is lacking (Continuation of item 3 of first sheet)**

This International Searching Authority found multiple inventions in this international application, as follows:

**See Supplemental Box.**

1.  As all required additional search fees were timely paid by the applicant, this international search report covers all searchable claims
2.  As all searchable claims could be searched without effort justifying an additional fee, this Authority did not invite payment of any additional fee.
3.  As only some of the required additional search fees were timely paid by the applicant, this international search report covers only those claims for which fees were paid, specifically claims Nos.:
  
4.  No required additional search fees were timely paid by the applicant. Consequently, this international search report is restricted to the invention covered by claims Nos.: 1-46

- Remark on Protest**
- The additional search fees were accompanied by the applicant's protest.
- No protest accompanied the payment of additional search fees.

**Supplemental Box**

(To be used when the space in any of Boxes I to VIII is not sufficient)

**Continuation of Box No: II**

The international application does not comply with the requirements of unity of invention because it does not relate to one invention or to a group of inventions so linked as to form a single general inventive concept. In coming to this conclusion the International Searching Authority has found that there are different inventions as follows:

1. Claims 1-29 are directed to a method of enabling a redemption game, the method involving the steps as defined.
2. Claims 30-46 are directed to a redemption game system involving the features as defined.
3. Claim 47 is directed to a method of enabling a redemption game, the method including the steps as defined.
4. Claim 50 is directed to a redemption game system involving the features as defined.

In assessing whether these claims possess a single general inventive concept the International Search Authority concludes as follows:

- (a) Independent claims 1 and 30 share the common features in relation to a redemption game, *a master set of indicia, a plurality of players, registering to each player at least one redemption set, registering indicia from the master set of indicia to a player, identify when the registered indicia is of a type that is part of the redemption set registered to the player, assigning a redemption value to the player for the registering of at least one indicia which is of a type that is part of the redemption set registered to the player.* It is considered that unity exists *a priori* between the inventions defined in claims 1 and 30 since they possess the same special technical features.
- (b) Independent claims 47 and 50 share the common features in relation to a redemption game, *a computer system, plurality of tokens in a physical form each including coded data, the coded data having corresponding data in the computer system.* It is considered that unity exists *a priori* between the inventions defined claims 47 and 50 since they possess the same special technical features.
- (c) Independent claims 1, 30 and 47 share the common features in relation to a redemption game, *a master set of indicia.* However these features are known, and are disclosed ie in document US 5944606 A (GEROW) 31 August 1999, therefore these common features are not special technical features within the meaning of PCT Rule 13.2, second sentence, since they make no contribution over the prior art. As claims 1, 30 share no other technical features in common with the invention defined in claim 47, these claims lack unity of invention.
- (d) Although the independent claims 1, 30, 47 and 50 all relate in some way to "a redemption game", that fact does not constitute a special technical feature within the meaning of PCT Rule 13.2, second sentence, and thus does not provide unity of inventions.

## INTERNATIONAL SEARCH REPORT

International application No.

PCT/AU01/01348

C (Continuation). DOCUMENTS CONSIDERED TO BE RELEVANT		
Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	WO 98/16284 A (GTECH CORPORATION) 23 April 1998 Whole document	1-17, 20-46
X	US 5944606 A (GEROW) 31 August 1999 Whole document	1-17, 20-46
X	US 5158293 A (MULLINS) 27 October 1992 Whole document	1-17, 20-46
Y	Derwent Abstract Accession No. 2000-474151/41, Class P36, RU 2140314 A (STIKHIYA CHILD SOCIAL ESTABLISHMENT) 27 October 1999	18-19

**INTERNATIONAL SEARCH REPORT**  
Information on patent family members

International application No.  
**PCT/AU01/01348**

This Annex lists the known "A" publication level patent family members relating to the patent documents cited in the above-mentioned international search report. The Australian Patent Office is in no way liable for these particulars which are merely given for the purpose of information.

Patent Document Cited in Search Report		Patent Family Member			
WO	200062879	AU	200046622		
WO	98/16284	AU	48174/97	US	5797794
US	5944606	US	6309298		
WO	96/40394	AU	60990/96	CA	2223895
		US	5683090	WO	9640394
END OF ANNEX					