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(54) Title: VALIDITY CONTROL METHOD AND ARRANGEMENT IN A LOTTERY GAME BASED ON SCRATCHING OF CLOSED FIELDS ON A PHYSICAL OR VISUALIZED LOTTERY TICKET

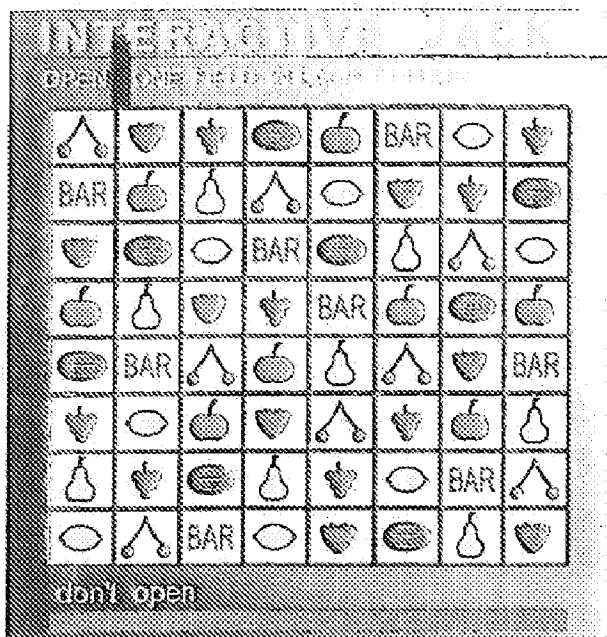


FIG 3c

(57) Abstract: Validity control method and arrangement in lottery or gambling tickets (1) in a lottery or game based on the principle that a player scratches covered fields or squares (3) on such a ticket (1) to uncover hidden information like letters, numbers figures etc. thereunder. The ticket (1), comprises an arbitrary number of scratchable fields on a scratchable surface (2) more than the number of fields to actually be scratched according to the rules of the lottery or game, so that when a player when scratching the ticket (1) detects an ultimate loss, to avoid being cheated, scratches also the remain- ing scratchable fields on said surface (2) of the ticket to thereby check the status of there- of regarding its original possession of win- ning possibilities.

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Validity control method and arrangement in a lottery game based on scratching of closed fields on a physical or visualized lottery ticket.

5 Technical field

The present invention relates to a validity control method as well as an arrangement in physical or visualized lottery or gambling tickets in a lottery or game based on the principle of scratching of originally covered fields on such a ticket.

10 Technical background

Previously known lottery games of the type based on the principle where the buyer of a lottery or gambling ticket is supposed to scratch off covered fields of the ticket, only every third or maybe every fourth ticket contains a winning combination of fields, which after scratching are revealed. To the player this is annoying, since he or she is unable  
15 to check the probability of buying a winning ticket, which probability it is also believed is varied from time to time. These kinds of lottery tickets often contain a scratchable checking square, not to be scratched by the buyer of the ticket, instead to be scratched by the organiser of the game upon payment of winnings, to check that the winning lottery ticket is authentic.

20 Today known lottery tickets of this kind gives the player no or very small possibilities to check whether the lottery is honestly administrated or not, even if lotteries of this kind normally are controlled by some kind of authority as a guarantee that there is a certain chance of winning.

25 This represents an intellectual dilemma with heretofore known lottery games of this kind, since by the presence of a scratchable checking square there certainly is thrown a shadow over the player that he or she should have the incentive to fraudulently present a winning ticket to the lottery or gambling administrator, while the player/buyer of the ticket is given no or very small possibilities to see whether what he or she has  
30 bought is an honest ticket or not. In other words, there is no balance in the relationship agreement between the game owner and the gambler buying a lottery ticket.

### Summary of the Invention

It is therefore an object with the present invention to provide a method and an arrangement which makes it possible to the person scratching such a ticket to check the original possibilities of winning after having made a loss. According to the invention there is presented a method and an arrangement according to which the ticket comprise a number of scratchable fields more than the number of fields to be scratched according to the rule of the lottery or game, whereby if the person that scratches the ticket, according to the rules of the game, detects that the ticket shows an ultimate loss, he or she may whenever suitable check the status of the ticket regarding the original winning possibilities thereof, to avoid being cheated by a fraudulent lottery or game.

According to the invention it is moreover possible to provide a game or a lottery that is based on scratching a ticket of the kind presented here to obtain an observability of the chance of gaining thereby obstructing the possibility to in any way change the likelihood of getting a winning ticket, since this is built into the ticket itself, though leaving it to combinatorial analysis whether the player will win or not. Also each ticket will without doubt contain a winning combination at all times. Thus a safety in twin directions, both to the player and to the organiser of the game, will be available at all times.

### Brief description of the drawings

The invention will in the following be described more in detail by reference to the enclosed drawings, in which:

Figs 1a, b and c shows a sequence of consecutively scratched lotto tickets illustrating the gist of the invention,

Figs 2a, b and c shows a sequence of consecutively scratched tickets in a game called interactive draw,

Figs 3a, b and c shows a sequence of consecutively scratched tickets in a game called interactive draw,

Figs 4a, b, and c as well as figs 4'a, b and c shows two sets of a sequence of consecutively scratched tickets in a game called interactive jack, and

- 5 Figs 5a, b, c as well as figs 5'a, b and c shows two sets of a sequence of consecutively scratched tickets in a game called Interactive Eins.

#### Detailed description of the invention

As is shown in Fig 1a, b and c, interactive lotto is played by making use of a lottery ticket 1. As mentioned in the introductory part of this text said ticket may except for  
10 being physical also be generated by visualization on a digital screen, such as a computer screen or a screen of a mobile telephone (not shown). The lottery ticket 1 comprise a scratchable surface 2 on which the possessor of such a ticket 1 is supposed to by scratching anyone up to a number of eight squares 3 (any arbitrary shape is of course possible) out of 48 closed such squares 3, is supposed to unscratch the same  
15 figures that are shown under a likewise scratchable field 4, denominated "winning combination" at the top of the ticket 1. It is the player's own choice which of the squares 3 he or she wants to scratch first and in which order. After having scratched eight such squares 3 as well as the field 4, there is either a complete match, in which  
20 case the ticket gives a gain, or not, in which case all is lost.

According to fig 1b a match to the winning combination has been reached, thus a gain can be fetched. Is this not the case then the consequently loosing player may in accordance with fig 1c check the occurrence of the figures not occurring in the scratch of the game and thereby note that chance has played him a trick this time. After having  
25 scratched all or a number of square fields higher than a specific number of squares 3, in this game eight, like in fig 1c the lottery ticket automatically becomes invalid.

Further in accordance with Figs 2a, b and c, the method and arrangement according to the invention is further shown in another context, namely in playing a game called  
30 interactive draw. In this variant of a game the player is in an order at his or her own choice supposed to scratch on the one hand the winning combination in a scratchable

field 4' and on the other hand supposed to scratch one square 5 per column of such squares 3. If after having scratched one such square 5 in each column there is a mismatch to the winning combination 4, 4', the game is lost. The player may thereafter, as mentioned previously, check the ticket with regard to its authenticity, truthfulness or correctness, i.e. more to the fact that it really do contain the figures that if the draw would have been different, would have resulted in a gain instead. Scratching of more than one square in each column makes the ticket invalid, as previously mentioned.

According to figs 3a, b and c, the method and arrangement according to the invention is further shown in a context of playing a game called interactive jack. According to this game each playing field comprises 64 squares 3 in an 8x8 configuration side by side. Each column of such squares 3 comprise eight kinds of signs at the choice of the organiser of the game, which are randomly placed in no specific order. The trick is to scratch one field 5 in each column, and in doing so try to obtain the same sign in each of the scratched squares. Having obtained eight such identical signs after having scratched only eight squares 3, the ticket 1 in the hand of the person performing the scratch is a winning ticket 1. If only one more square 3 is scratched the ticket is immediately considered invalid. However, if one after having scratched eight such squares 3, one in each column, at least one thereof is of a different kind than the rest, the ticket is considered to show a losing combination and is not valid for any gain. Should, however, the player for some reason doubt the authenticity of the ticket he or she can always scratch all the squares 3 to thereby check whether or not the ticket could have gained if scratched in a different way.

Moreover according to Figs 4a, b and c, or figs 4'a, b and c, a game called interactive poker can be played. The ticket 1 of this game comprises 52 squares in four columns and carries signs in accordance with a normal deck of playing cards. One is supposed to scratch five different squares 3 on the ticket 1 and may thereby obtain the following winning combinations:

1. Four identical signs(cards) (=poker)
2. Four subsequent cards in the same sign (flush).

After having scratched five squares and none of these combinations have appeared, no winning is at hand, however, the player can like in all the above related games, here as well check that all possible combinations were available at the time when the game started.

5

Finally as shown in figs 5a, b and c or figs 5'a, b and c, a further game called interactive eins may be played, by using a ticket 1 which comprises 52 squares 3 with closed fields to be scratched, hiding each one of the symbols in a conventional card deck, having a value from 1 to 14. The purpose with this game is to scratch one square 3 in each column in order to reach the symbol sum value of 21, which represents a winning combination.

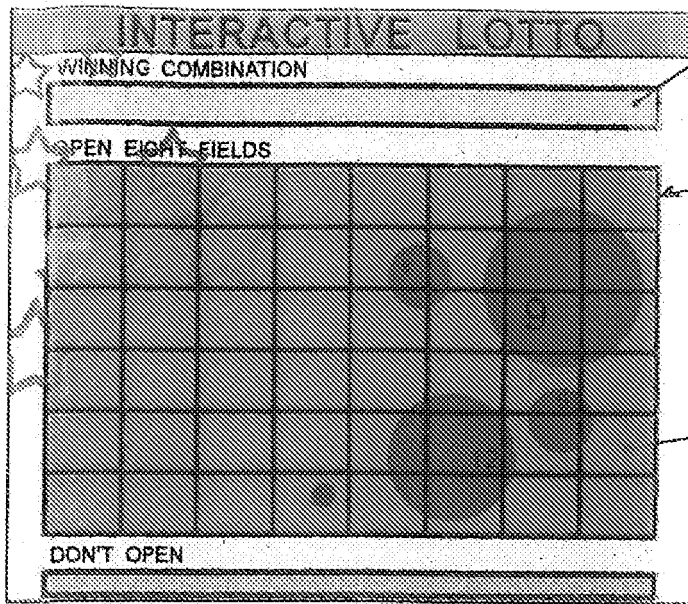
10

On each and every lottery or gaming ticket 1 there is a scratchable closed field 6 on the lower side thereof, which when scratched shows the viewer information about the disposition of the numbers or signs in the originally closed fields of an authentic ticket. Said closed field 6 must, however, stay closed at least until a winning ticket is presented to the administration of the lottery or game, in which the ticket represents a player item. If not closed when presented to said administration, the ticket will be held invalid.

15

CLAIMS

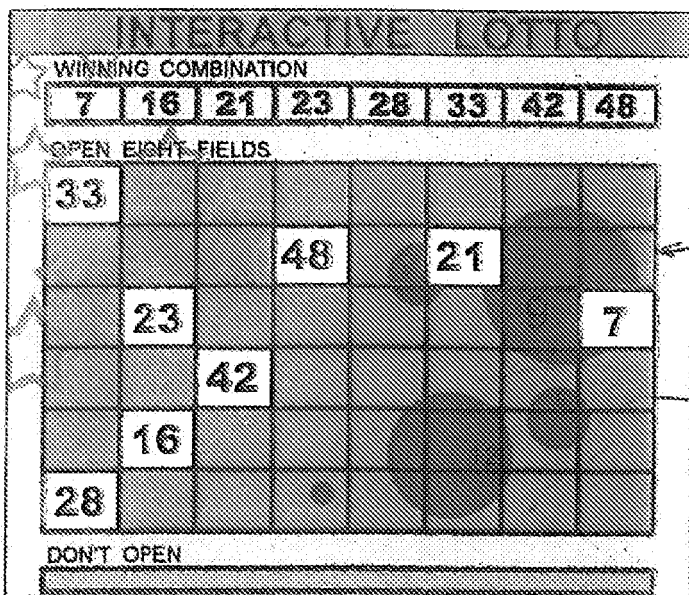
1. Validity control method in physical or imaginary lottery or gambling tickets (1) in a lottery or game based on the principle that a player scratches covered fields or squares (3) on such a ticket (1) to uncover hidden information like letters, numbers figures etc. thereunder, **characterised in that** the ticket (1), comprising a number of scratchable fields on a scratchable surface (2) more than the number of fields to be scratched according to the rules of the lottery or game, whereby when a player upon scratching the ticket detects an ultimate loss, he or she, to avoid being cheated, scratches the remaining scratchable fields on said surface (2) of the ticket to check the status of thereof regarding its original possession of winning possibilities.
2. Method according to claim 1, **characterised in that** the player having scratched a number of scratchable fields in accordance with the rules of the game, leaves a certain scratchable field not to be scratched during the game or lottery unscratched, thereby enabling the organiser of the game or lottery checking the accuracy or authenticity of the ticket when presented with a winning combination.
3. Arrangement in physical or imaginary lottery or gambling tickets (1) in a lottery or game based on the principle of scratching of originally covered fields or squares (3) on such a ticket (1), **characterised in that** such a ticket (1) comprise a number of scratchable fields more than the number of fields to be scratched according to the rules of the lottery or game, whereby after detection of an ultimate loss on the ticket, the rest of the scratchable fields of the ticket are scratchable to reveal the status of the ticket (1) regarding the original winning possibilities thereof to avoid being cheated by fraudulent or inauthentic such tickets(1).
4. Arrangement according to claim 3, **characterised in that**, each ticket (1) on the scratchable surface thereof is provided with a print reflecting the kind of game that the ticket represents.



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3

Fig 1a

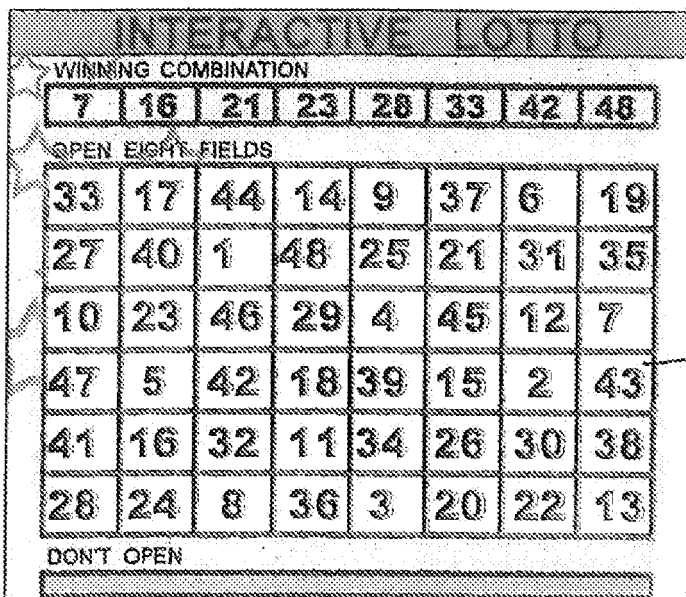
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1  
3

Fig 1b

2



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Fig 1c

3



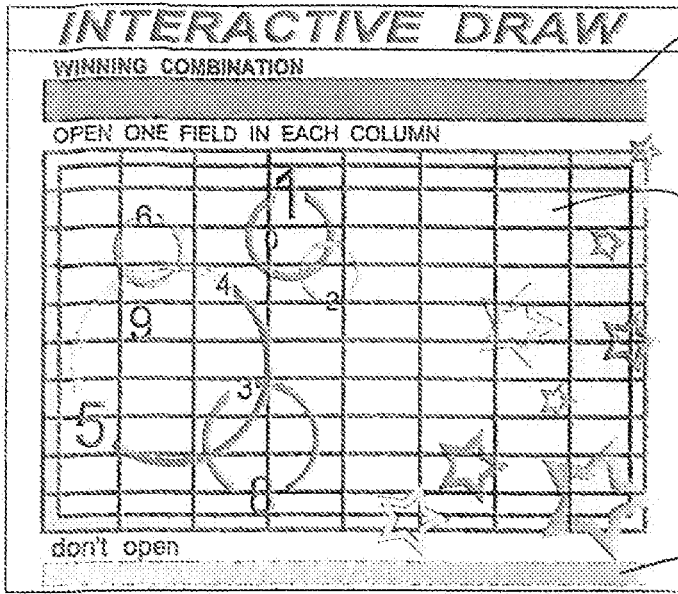


Fig 2a

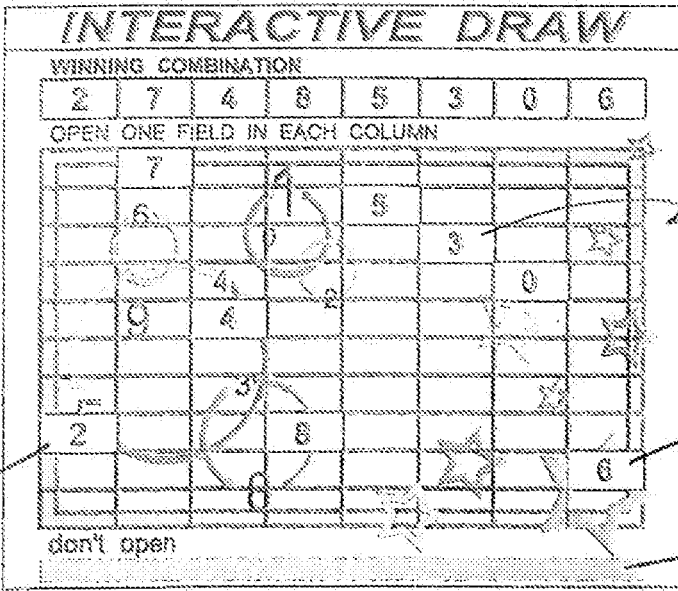


Fig 2b

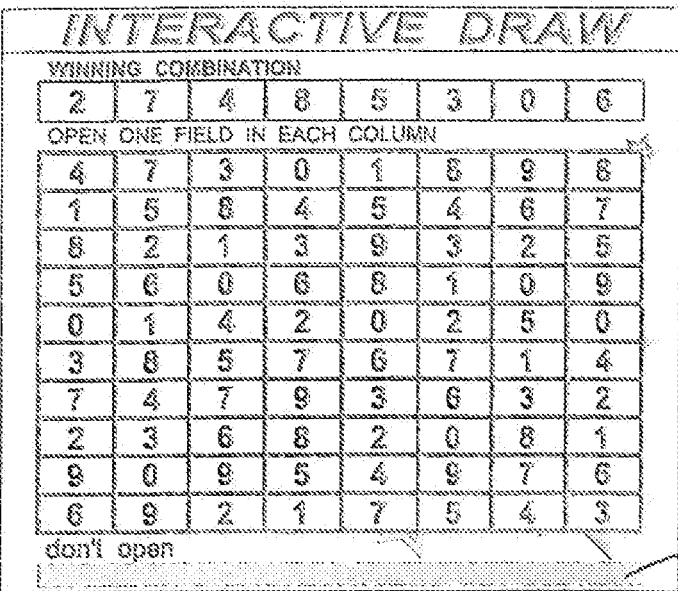
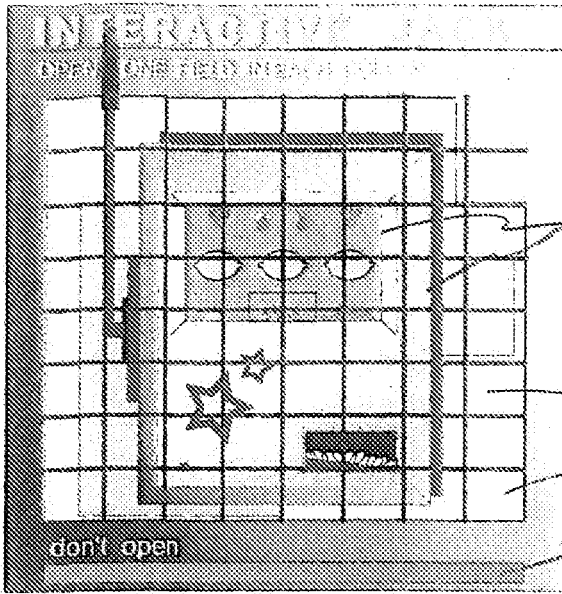


Fig 2c



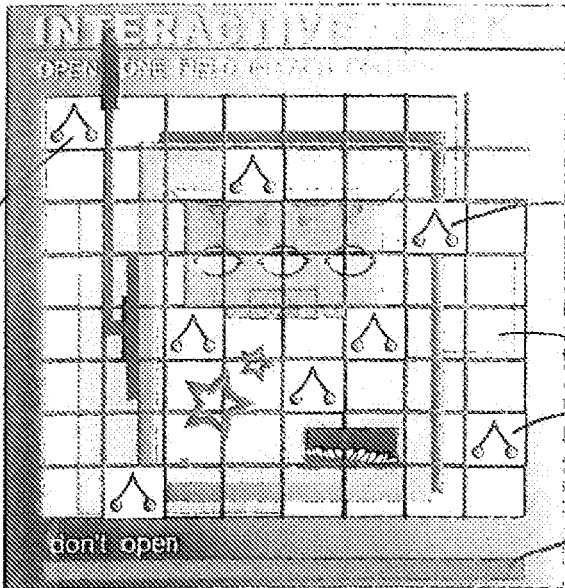
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Fig 3a

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6



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Fig 3b

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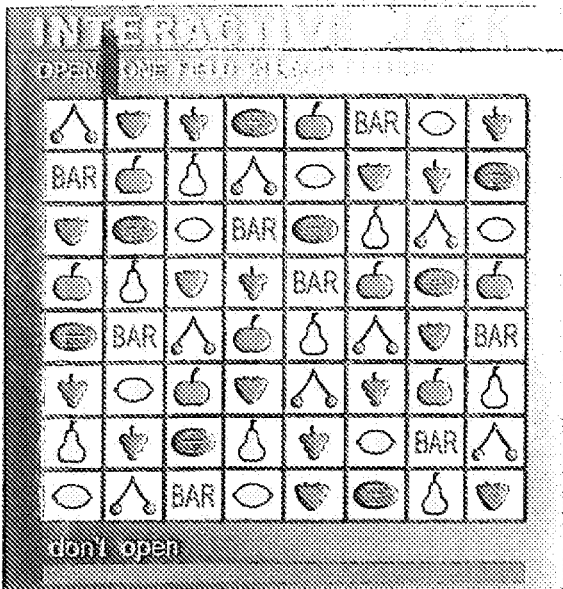
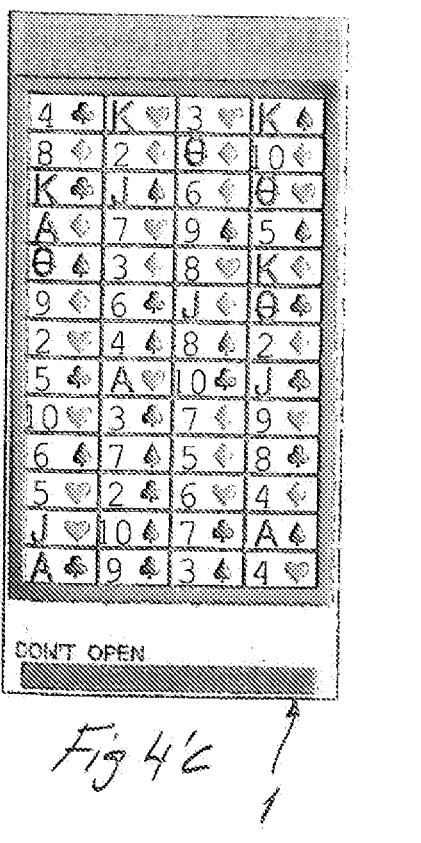
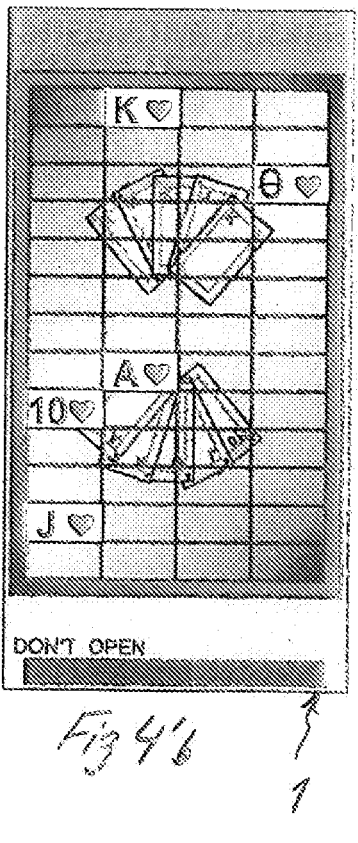
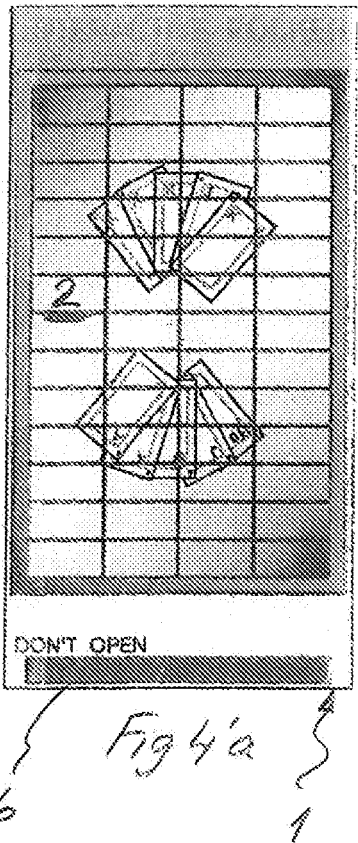
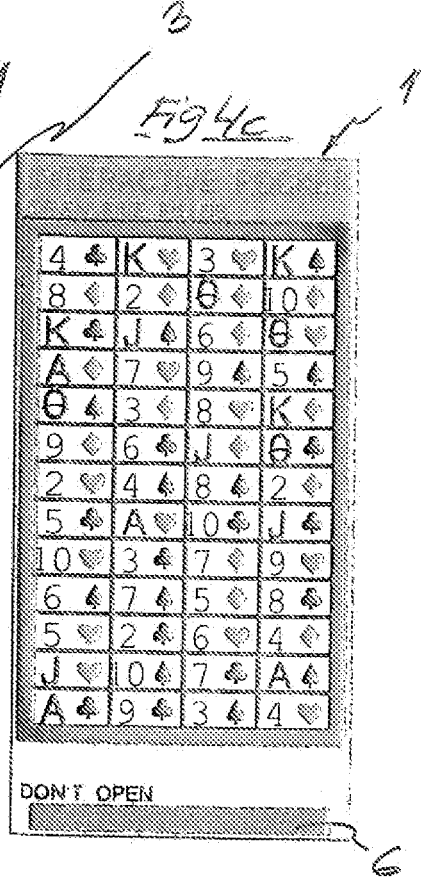
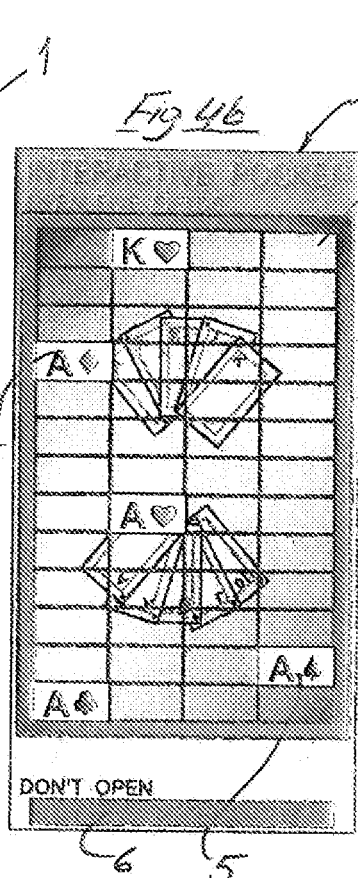
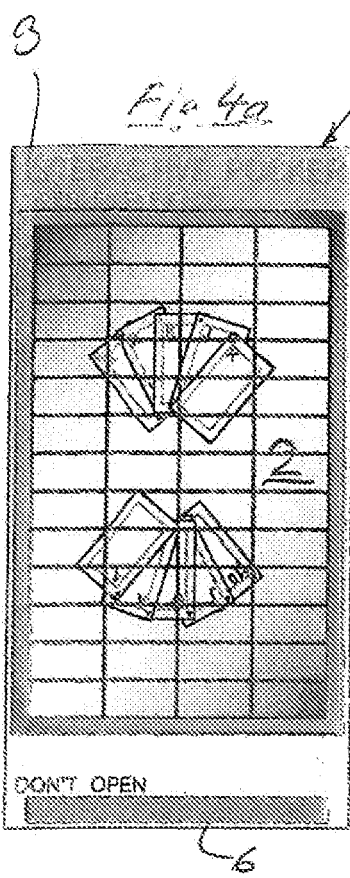
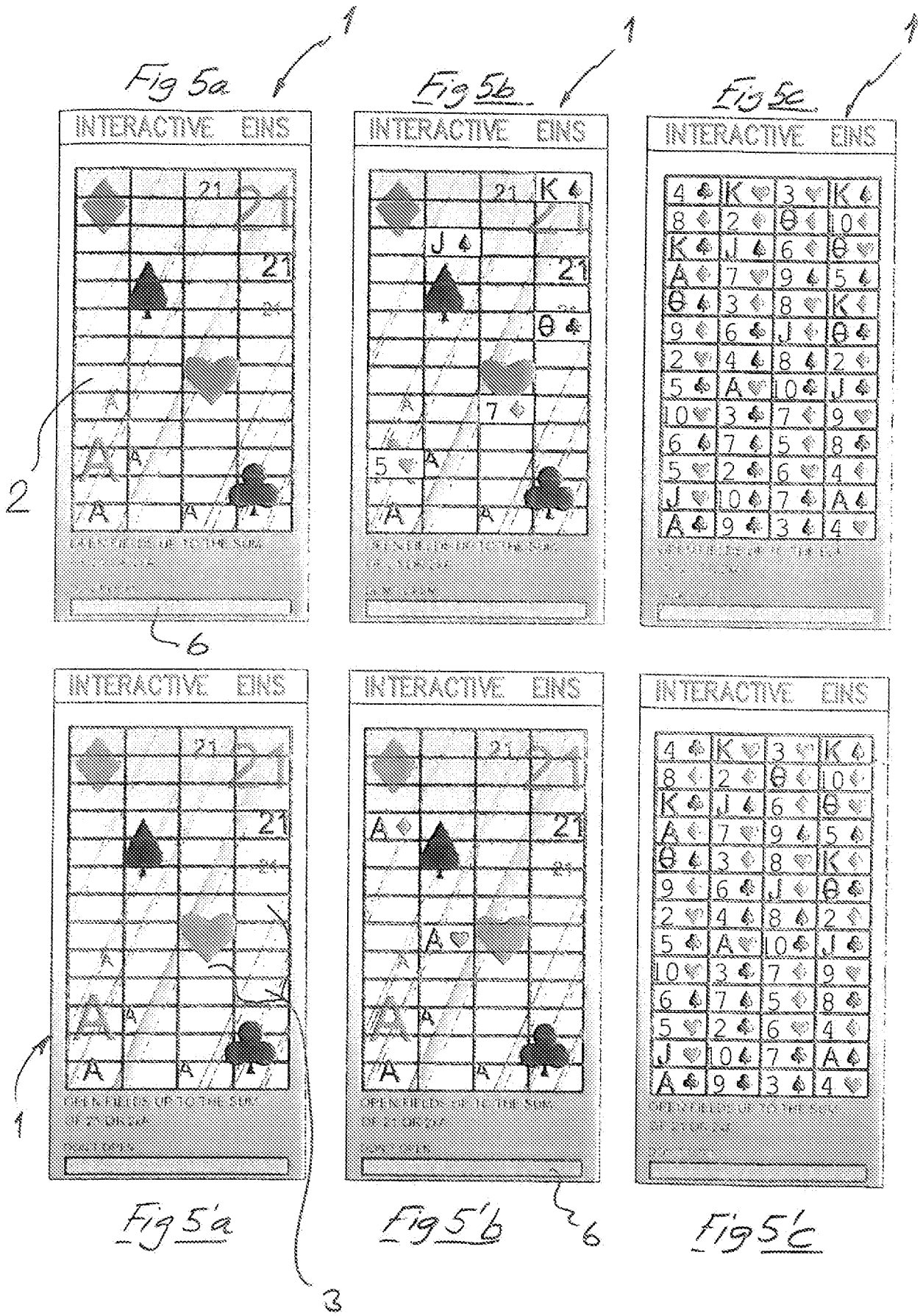


Fig 3c

1





# INTERNATIONAL SEARCH REPORT

International application No  
PCT/IB2009/051741

**A. CLASSIFICATION OF SUBJECT MATTER**  
INV. A63F3/06

According to International Patent Classification (IPC) or to both national classification and IPC

**B. FIELDS SEARCHED**

Minimum documentation searched (classification system followed by classification symbols)  
A63F

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 practical, search terms used)

EPO-Internal

**C. DOCUMENTS CONSIDERED TO BE RELEVANT**

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	US 6 270 406 B1 (SULTAN HASHEM [US]) 7 August 2001 (2001-08-07) abstract; figures	1-4
X	US 2004/254019 A1 (RIENDEAU TIMOTHY [US] ET AL) 16 December 2004 (2004-12-16) abstract; figures	1-3

Further documents are listed in the continuation of Box C.

See patent family annex.

\* Special categories of cited documents :

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Date of the actual completion of the international search

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# INTERNATIONAL SEARCH REPORT

Information on patent family members

International application No

PCT/IB2009/051741

Patent document cited in search report	Publication date	Patent family member(s)	Publication date	
US 6270406	B1	07-08-2001	US 6273817 B1	14-08-2001
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