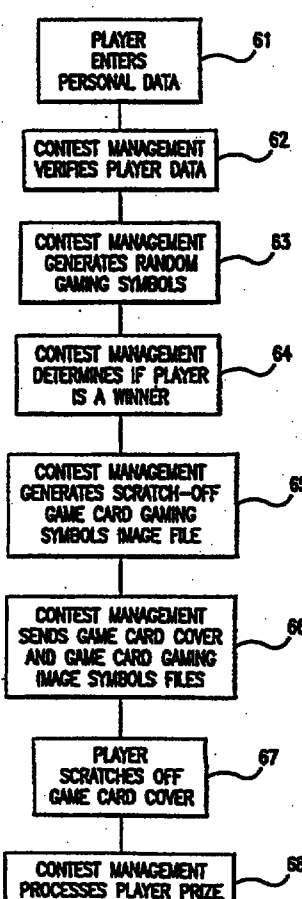




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(21) International Application Number: PCT/US98/03145 (22) International Filing Date: 19 February 1998 (19.02.98) (30) Priority Data: 08/805,134 24 February 1997 (24.02.97) US (71) Applicant: REALTIME MEDIA, INC. [US/US]; 516 Prescott Road, Merion, PA 19066 (US). (72) Inventors: ¹ AUXIER, Robert, 2409 Pondside Terrace, Silver Spring, MD 20906 (US); ² SEIDMAN, Charles, B.; 516 Prescott Road, Merion, PA 19066 (US); ³ KHERA, Vivek; 15445 Indianola Drive, Rockville, MD 20855 (US). (74) Agents: BAILEY, Matthew, T. et al.; Morgan, Lewis & Bockius LLP, 1800 M Street, N.W., Washington, DC 20036 (US).		(81) Designated States: AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, CA, CH, CN, CU, CZ, DE, DK, EE, ES, FI, GB, GE, GH, GM, GW, HU, ID, IL, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MD, MG, MK, MN, MW, MX, NO, NZ, PL, PT, RO, RU, SD, SE, SG, SI, SK, SL, TJ, TM, TR, TT, UA, UG, UZ, VN, YU, ZW, ARIPO patent (GH, GM, KE, LS, MW, SD, SZ, UG, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, CH, DE, DK, ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, ML, MR, NE, SN, TD, TG). Published <i>With international search report.</i> <i>With amended claims.</i>
(54) Title: INTERNET SCRATCH-OFF GAME		
(57) Abstract A scratch-off game card image (65-66) is presented on web pages of participating sites in the form of a super-imposed dual image responsive to a browser's cursor movement (67) such that when a browser is authorized (62), movement of the cursor over the dual image causes the dominant image to dissolve and reveal the secondary image which contains the numbers or symbols used by the scratch-off game. When a scratch-off image card contains a winning combination of symbols, the act of the browser scratching off the covering image to reveal the secondary image automatically advances the browser through routines which enable the browser to receive the prize or credits awarded based on the secondary image of the card image (68).  <pre> graph TD 61[PLAYER ENTERS PERSONAL DATA] --> 62[CONTEST MANAGEMENT VERIFIES PLAYER DATA] 62 --> 63[CONTEST MANAGEMENT GENERATES RANDOM GAMING SYMBOLS] 63 --> 64[CONTEST MANAGEMENT DETERMINES IF PLAYER IS A WINNER] 64 --> 65[CONTEST MANAGEMENT GENERATES SCRATCH-OFF GAME CARD GAMING SYMBOLS IMAGE FILE] 65 --> 66[CONTEST MANAGEMENT SENDS GAME CARD COVER AND GAME CARD GAMING IMAGE SYMBOLS FILES] 66 --> 67[PLAYER SCRATCHES OFF GAME CARD COVER] 67 --> 68[CONTEST MANAGEMENT PROCESSES PLAYER PRIZE] </pre>		