AN INTERGRATED MECHANISM FOR CONTEST WEBSITE PORTAL AND BOARD GAME SYSTEM

AMENDMENT TO DESCRIPTION WITH CLAIMS

DESCRIPTION OF CONTEST WEBSITE PORTAL AND GAME SYSTEM

[0001] The Contest Website Portal, Amie One, is an online contest portal that allows users to participate in online contest and pickers to pick or vote for the best four entries. Winners of the contests and the pickers who pick the right winners, will win prize points and winning factor status points that are represented in different colours to reflect different ranks.

[0002] The Game System comprises of a game board (or the said board game can be written into a software or an electronic portable device), a stack of cards and a palm-sized portable electronic device (named as Win Piece) that holds Winning Entry database (database that is selected and downloaded by the gamer from the Contest Website Portal, Amie One) that generates Quotes to be used during the game.

CONTEST MECHANISM

[0003] For each contest, the administrator of the website will post a question and users will then submit their replies as entries to the contest. Entries must be approved by Amie One's moderators before the entries are posted online for public voting or picking.

[0004] Whoever registered as a user of Amie One is allowed to vote or pick the potential winners based on a stipulated Wining Factor Combination or criteria and an example is as follows:

C. HE. E. R. where C stands for most Creative
HE stands for most Humorous and Educative
E stands for most Extra-ordinary
R stands for most Responsive or Reflective

Other winning factors can be H. A. PP. Y or W. I. S. E, etc. depending on the different contest themes.

[0005] However, for each contest, pickers are given only one set of Winning Factor to cast their votes. Each voter has to pick based on his opinion, the four best entries that under C.HE.E.R Factor represents most creative, most humorous and educative, most extra-ordinary and most

responsive or reflective. In this example using Winning Factors C.HE.E.R, every user is allowed to pick or vote four different entries as his choice of potential winners in the contest.

[0006] The number of votes or picks received by each entry is not visible to the public or users so as to eliminate herding or crowd effect and encourage personal judgment and analysis with reference to the definition of the Winning Factors.

[0007] Upon the closure of the contest, a period of 2 to 4 weeks is given to pickers to finalise their votes or picks and no entries will be accepted within this cool-off period.

[0008] After the final voting weeks, administrator of the contest will compile all the votes received and announce the winners of the contest and the winning pickers who pick all the winners correctly. The winners and the pickers will receive prize points as stipulated in each contest. In addition, the winners will receive Winning Factor Status Points assigned to each of the winning factors as stipulated at the beginning of the contest. For example when a contest stipulates 8C. 5HE. 8E. 5R, it is a contest that emphasizes more on being creative and extra-ordinary. So 8 status points each, is assigned to the most creative and more extra-ordinary winners while 5 status points each is given to most HE and most R winners respectively.

[0009] For example, if a user had won some Winning Factor Status Points from past contests and has in his user account an aggregate of 5C. 5HE. 18E. 30R as his C.HE.E.R Status Points. Currently, when he won the most creative award (from the example above) and he will have 8C credited to his status points which becomes 13C. 5HE. 18E. 30R. According to the colour code as shown in the FIGURE 1.0 (Submitted as Drawings to this Patent Application), this user's C.HE.E.R Factor that will be displayed as C. HE. E. R. on his profile page.

[0010] Similarly, when the user participates in other contests on Amie One website that use other winning factors like H. A. PP. Y, W. I. S. E or L.E.A.RNED, different colour code will appear on the letters to reflect the status points acquired from winning different factors of those contests.

GAME SYSTEM

[0011] The game board is made up of five concentric circles and sectored radially by lines into 'tiles' as shown in FIGURE 2.0. Each tile has a word or Winning Factor and a number or numbers that represent the number of steps the gamer can take forward or backward. A forward step is always taken in a clockwise manner and gamer can only start off from

Starting Tiles (on the left of the Starting Line) and move clockwise or anti-clockwise. When a clockwise move or step reaches the right side of the Starting Line, gamer should move into the next inner circle of tiles and then continue moving in a clockwise manner.

[0012] The stack of cards contains 50 cards each with a Winning Factor, a Winning Factor Status Point, Counter Conditions and a Quote (as shown in FIGURE 3.0) on it. A maximum of eight players can play together at one time. Each player gets 6 cards from the stack and the remaining cards (known as the Common Stack) are placed aside for purpose of extra draws or exchange of cards later.

[0013] With 6 cards each, each player can choose one of the Starting Tiles, lying to the left of the Starting Line and on the outermost circle. The player must have a card that tally with the Winning Factor on the Starting Tile. To determine which player should play his move first, each player has to press a button on his portable electronic device (named as Win Piece) which will then randomly display a Winning Factor and its related Winning Factor Status Point and Quote. Whoever has the highest Winning Factor Status Point should go first. If two or more players have the same point, they can press the device again to generate another Winning Factor and its Winning Factor Status Point. After the sequence of play for all players are determined, the players can then follow this sequence to proceed with the game.

[0014] When the player hold a card with a Winning Factor that appears on the Starting Tile, he can use that card as his ticket to move and the number of steps is determined by the number (Winning Factor Status Point) printed under that particular Winning Factor on the Starting Tile. According to that number of steps, he moves to the designated tile in a clockwise manner and his used card/ticket has to be placed under the Common Stack.

[0015] Subsequent players follow the same procedure to move off from their chosen Starting Tiles.

[0016] A player can land on a tile but yet does not hold a card with a similar Winning Factor. He can choose either to replace one of his existing card with the top most card in the Common Stack or press on the electronic device to generate a random digital card. If the new card still does not match the tile, he lost his chance of move. If his new card matches the tile, he can proceed to make his move according to the number on the tile. And if the digital card generated matches the tile, he has to return one of his existing cards on hand into the Common Stack and then make his move.

[0017] When a player lands on other Non-Winning Factor tile that carries a negative number, he has to move anti-clockwise according to that number. Otherwise, if he has an existing card that can counter the word on the negative tile, he can use that card to move forward according to the points on the card. This card will then be returned to the Common Stack. No replacement drawing from the Common Stack or pressing of electronic to generate new card is allowed when one lands on a negative tile.

[0018] When a player lands on other Non-Winning Factor tile that carries a positive number, he can move clockwise according to that number and no card is needed for this move.

[0019] In any of the moves, any player can block another player's move by saying out correctly the Quote on his card or digital card generated on his portable device. As the Quotes on the digital card generated from the portable device comes from the winning entries on the Contest Website Portal, the chance that other players can say out the Quotes correctly is far lowly than those on the physical cards.

[0020] If a player runs out of card before he reaches the Central Circle, he can either draw a new card or press the electronic device to generate a new digital card. If the new card cannot counter or tally with the tile, he needs to move backwards or loses his chance of move respectively.

[0021] Whoever reaches the Central Circle first and with no cards in hand, wins the game. The winning criteria are:
First: First to reach with no card in hand
Second: First to reach with 1-2 cards in hand
Third: Second to reach with no card in hand
Fourth: Second to reach with 1-2 cards in hand
Fifth: Third to reach with no card in hand
Sixth: Third to reach with 1-2 cards in hand and so on.
Those who reach the Central Circle with 3 or more cards in hand can try again in the next game.

[0022] This board game can also be written into software and made downloadable into a computer or a portable handheld device.

[0023] The palm-sized portable electronic device (Win Piece) serves the following purpose:
a) Facilitate the download of the ever-growing database from the Winning Entries submitted to the Contest Website Portal. These winning entries will be stored as Winning Entry Cards and made available for gamers to select and download into his portal electronic device.
b) From the database, when the gamer press a button on device, it generates at random any Winning Entry Card and displays the Winning

Factor, Winning Factor Status Point, Counter Conditions and a Quote. As most board games become boring and routine, the unpredictable and ever-growing database of Winning Entry Cards from the Contest Website Portal serves to keep the enthusiasm of gamers alive.

CLAIMS

WE CLAIM:

1. WINNING FACTOR STATUS POINTS SYSTEM is a method for contest operator, comprising:

operating a contest online and/or through other media, involving a plurality of participants;

enabling a contest operation that requires a plurality of participants to submit entries in accordance to the definition of one or more of the Winning Factors;

moderating the entries submitted by participants to ensure the contents of the entries satisfy the definition of the Winning Factors;

uploading eligible entries on Contest Website Portal so that a plurality of participants can read and view;

collecting pickers' votes on the prospective winners of the Winning Factors on the Contest Website Portal;

announcing the winners of the contest and the winning pickers who have picked all the winners correctly when voting for the prospective winners of the Winning Factors;

updating Winning Factor Status Points into the winners' account maintained by the contest operator.

2. The method of claim 1, wherein the plurality of participants are registered or subscribed users of the said web based portal and are in turn given a valid user account.

3. The method of claim 1, wherein contest can be made available online and/or through other media such as television program, newspaper, radio, etc.

4. The method of claim 1, wherein the enabling comprises:

invoking the contest through a detailed contest webpage which is made visible to the public and participants;

inviting participants through direct invitation emails;

listing of the Winning Factors assigned to the contest together with the definition of each Winning Factor;

listing of the Winning Factor Status Points which shows the weightage of importance of each Winning Factor in the contest as well as the tangible points that winners of the contest will get.

5. The method of claim 1, wherein the moderating works is done by a panel of moderators and involves accepting, rejecting or requesting for amendments of the entry to suit the definition of the Winning Factors.

6. The method of claim 1, wherein uploading eligible contestants' entries comprises:

displaying eligible entries approved by moderators, that can be in written form, images, videos, presentation slides, etc. approved by the contest operator;

displaying contestants' username which is hyperlinked to the user profile page.

7. The method of claim 1, wherein updating Winning Factor Status Points comprises:

crediting the Winning Factor Status Points as stipulated in the Contest into the user account of its respective winners;

adding the Winning Factor Status Points onto any existing aggregate points of the same Winning Factors;

displaying the updated Winning Factor Status Points on the user's profile page.

8. WINNING FACTOR STATUS POINTS SYSTEM is a method for contestants and pickers/voters, characterized by:

contestants submitting entries in response to the contest question and each of these entries reflects good qualities and virtues that satisfy the definition of one or more of the Winning Factors and contains a personal Quote (statement) by the contestant that summarizes the essence in the contents of his entry;

pickers/voters casting their votes objectively according to the definition of the Winning Factors;

displaying on the profile page of each participant, his/her Winning Factor Status Points in colour code according to the Status Point Ranking in FIGURE 1.0 . This helps contest participants to know one another's strength in terms of tangible qualities and virtues.

9. The method of claim 8, wherein pickers/voters in their opinion and in accordance to the definition of the Winning Factors, pick one best entry for each of the Winning Factors. If there are five Winning Factors (for example, in Winning Factor Combination such as G. R. E. A. T), the pickers/voters have to pick five different entries, one for each Winning Factor. At the end of the contest, entries that are most picked/voted become the winning entries of its respective Winning Factors in the contest. These winning entries together with their Quotes will be placed into a database where gamer can select and download into their portable electronic device (Win Piece) for the board game.

10. WINNING FACTOR STATUS POINTS is a method to qualify contest entries, comprising:

the Winning Factors which is a group of four or more alphabets put together to give defined meanings so that contestants can work towards them and thus achieving a win in one of the Winning Factor in the contest;

the Winning Factor Status Points in Arabic numerals, assigned to each of the Winning Factor.

11. The method of claim 10, wherein Winning Factors are created to suit different contest themes. Some examples of the Winning Factors are:

W. I. S. E. where W stands for Wisest
I stands for most Intelligent
S stands for most Socially Ethical
E stands for most Equanimously Humane

H. A. PP. Y(I). where H stands for most Humane
A stands for most Awesome/Altruistic
PP stands for most Pleasant and Peaceful
Y(I) stands for most Intelligent

L. E. A. RNED. where L stands for most Learned
E stands for most Extra-ordinary
A stands for most Awesome
RNED stands for most Reflective and Educative

G. R. E. A. T where G stands for most Generous
R stands for most Responsible
E stands for most Equanimously Compassionate
A stands for most Awesome or Altruistic
T stands for most Trustworthy or Team-spirited

C. HE. E. R. where C stands for most Creative
HE stands for most Humorous and Educative
E stands for most Extra-ordinary
R stands for most Responsive or Reflective

M. A. G. IC where M stands for most Magnificent/Magical
A stands for most Awesome
G stands for most Gratifying Pleasant
IC stands for most Intelligently Created

12. WINNING FACTOR STATUS POINTS is a game method for a board game, comprising the following components:

the game board is made up of five concentric circles, sectored radially by lines into 'tiles' and has 8 Starting Tiles, each on the left side of 8 evenly spaced radial lines (Starting Lines), that can accommodate as many as eight players in one game session (as shown in FIGURE 2.0);

a stack of 50 cards each with a Winning Factor, a Winning Factor Status Point, Counter Conditions and a Quote on it (example of the cards as shown in FIGURE 3.0);

an electronic device (named Win Piece) that generates a random digital card using the database of Winning Entries from the Contest Website Portal;

eight coloured figurines that each gamer use to mark their moves on the game board.

13. The method of claim 12, wherein the tiles on the game board are individual pieces that can be removed and fitted onto the grooves of the board. Hence, gamers can have a new layout of tiles as per their discretion. Gamers can also purchase new tiles from the Contest Website Portal and build more fun.

14. The method of claim 12, wherein the tiles are basically negative or positive tiles. The positive tiles depict positive qualities and virtues such as the Winning Factors, positive emotions and attitudes such as Diligence, Honest, Brave, etc. The negative tiles depict negative qualities such as Lazy, Arrogance, Greed, Violence, etc.

15. The method of claim 12, wherein the Starting tiles are starting points for the game and gamer must have a matching card with same Winning Factor before he can move off from that matching Starting Tiles with the numbers of steps printed below the matching Winning Factor.

16. The method of claim 12, wherein the Winning Factors and Winning Factor Status Points are letter combinations and numerals as described in claim 10.

17. The method of claim 12, wherein the Counter Conditions are positive words that can in real life counter the negative emotions or habits. For example, the habit of being a liar can be counter by the Winning Factor R in G.R.E.A.T, which stands for Responsible. So by inculcating or inspiring responsibility into our virtues, we will abstain or eliminate the habit of lying.

18. The method of claim 12, wherein the Quote is a positive statement made in a winning entry submitted on the Contest Website Portal. The Quote is a statement made by the contestant to summarise the essence of the contents in his entry.

19. The method of claim 12, wherein the electronic device (named as Win Piece) is a palm-sized portable devise that comprises:

a USB port that facilitate the download of the ever-growing database from the Winning Entries submitted to the Contest Website Portal. These winning entries will be stored as Winning Entry Cards and made available for gamers to select and download into his Win Piece;

a memory card that store the downloaded database so that when the gamer press a button on device, Win Piece generates at random any Winning Entry Card and displays the Winning Factor, Winning Factor Status Point, Counter Conditions and a Quote;

a small LCD screen that display the digital card;

a micro-processor that is designed to run through the database to randomly pick a digital card and its contents when invoked;

and other basic electronic components like on/off button, battery, keypad, etc. that enable Win Piece to properly function and serves its intended purpose.

20. The method of claim 12, wherein Winning Entries are the entries submitted to the Contest Website Portal and ultimately won one of the Winning Factors stipulated in the contest. The contest mechanism that also uses the Winning Factor Status Points is described in claims 1 and 8.

21. WINNING FACTOR STATUS POINTS is a method to qualify gamers' move on a board game, comprising:

the Winning Factor that matches the cards (both physical and digital cards) with the positive words on the tiles so that a move forward in a clockwise manner will let gamer advance ahead of other gamers to win the game;

the Winning Factor Status Points on the tiles and the cards that decipher the number of steps forward;

the Winning Factor on the cards that can use as Counter Conditions to remedy the negative tiles on the board game so as to reverse a negative move backwards in an anti-clockwise manner that will cause gamer to fall behind other gamers.

~~REWARD MECHANISM FOR CONTEST WEBSITE PORTAL~~

AMENDMENT TO DESCRIPTION WITH CLAIMS

1.0 DESCRIPTION OF CONTEST WEBSITE PORTAL

The Contest Website Portal, Amie One, is an online contest portal that allows users to participate in online contest and pickers to pick or vote for the best four entries. Winners of the contests and the pickers who pick the right winners, will win prize points and winning factor status points that define the colour ranks.

1.1 CONTEST MECHANISM

For each contest, the administrator of the website will post a question and users will then submit their replies as entries to the contest. Entries must be approved by Amie One's moderators before the entries are posted online for public voting or picking.

Whoever registered as a user of Amie One is allowed to vote or pick the four potential winners based on four wining factors or criteria as follows:

C. HE. E. R. where C stands for most Creative
HE stands for most Humorous and Educative
E stands for most Extra-ordinary
R stands for most Responsive or Reflective

Other four winning factors can be H. A. PP. Y or W. I. S. E, etc. depending on the different contest themes.

However, for each contest, pickers are given only one set of winning factor to cast their votes. Each voter has to pick based on his opinion, the four best entries that under CHEER Factor represents most creative, most humorous and educative, most extra-ordinary and most responsive or reflective. And all four picked or voted entries must be four different entries. Every user is allowed to pick four winners in each contest.

The number of votes or picks received by each entry is not visible to the users so as to eliminate herding or crowd effect and encourage personal judgment and analysis.

Upon the closure of the contest, a period of 3 or 4 weeks is given to pickers to finalise their votes or picks and no entries will be accepted within this cool-off period.

After the final voting weeks, administrator of the contest will compile all the votes received and announce the four winners of the contest and the pickers who pick the right winners. The four winners and the pickers will receive prize points as stipulated in each contest. In addition, the four winners will receive winning factor status points assigned to each of the four winning factors as stipulated at the beginning of the contest. For example when a contest stipulates 8C. 5HE. 8E. 5R, it is a contest that emphasizes more on creative and extra-ordinary. So 8 status points will be assigned to be given to the most creative and more extra-ordinary winners while 5 status points be given to most HE and most R winners respectively.

For example, a user has won some winning factor status points from past contests and has in his user account 5C. 5HE. 18E. 30R as his status points. Currently, he won the most creative award and has 8C credited to his status points which becomes 13C. 5HE. 18E. 30R. According to the colour code as shown in the TABLE 1.0 (Submitted as Drawings to this Patent Application), this user's CHEER factor that will be displayed as C. HE. E. R. on his profile page.

Similarly, when the user participates in other contests on Amie One website that use other winning factors like H. A. PP. Y, W. I. S. E or L.E.A.RNED, different colour code will appear on the letters to reflect the status points acquired from winning different factors of those contests.

2.0 CLAIM PATENT ON REWARD MECHANISM OF CONTEST

The above description illustrates how the online contest will be executed to the awarding of prize points and winning factor status points based on the different winning factors. It is an innovative mechanism that rewards contestants for different outstanding qualities and virtues in their entries. It also helps the voters to focus more objectively on the qualities and virtues of the entries when considering the casting of their votes. Hence, we would like to apply grant of patent for TWO claims as explained below.

2.1 PATENT CLAIM ON WINNING FACTOR STATUS POINTS SYSTEM

This reward system gives recognition to contestants that value good qualities and virtues in their work and life that are reflected in their entries. The display of winning factor status points in colour code helps users to know one another's strength in terms of good qualities and virtues.

Therefore, we would like to apply for the grant of patent for this innovative process of acknowledging, rewarding and inculcating discipline towards good qualities and virtues in work and life through this Winning Factor Status Points System in our contests.

2.2 PATENT CLAIM ON THE FOLLOWING LIST OF WINNING FACTORS

The following is a list of other winning factors that will be used for different contest themes and is not meant to be exhaustive, as more factors will be created to suit different contest themes.

W. I. S. E. where W stands for Wisest
I stands for most Intelligent
S stands for most Socially Ethical
E stands for most Equanimously Humane

H. A. PP. Y(I). where H stands for most Humane
A stands for most Awesome/Altruistic
PP stands for most Pleasant and Peaceful
Y(I) stands for most Intelligent

L. E. A. RNED. where L stands for most Learned
E stands for most Extra-ordinary
A stands for most Awesome
RNED stands for most Reflective and Educative

G. R. E. A. T where G stands for most Generous
R stands for most Responsible
E stands for most Equanimously Compassionate
A stands for most Awesome
T stands for most Trustworthy

M. A. G. IC where M stands for most Magnificent / Magical
A stands for most Awesome
G stands for most Gratifying
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C. HE. E. R. where C stands for most Creative
HE stands for most Humorous and Educative
E stands for most Extra-ordinary
R stands for most Responsive or Reflective