[066] The player then seeks to enter their selection data into the system. If it is determined at Step 70 that the game card 23 is not a virtual game card (namely a physical game card) then there are always at least two steps carried out, namely scanning at Step 72 the physical card into the terminal 18, 26, 34 connected to the authentication server 10 and then the terminal transmitting at Step 76 the scanned data to the authentication server 10 via the communications network 16. The scanned data not only includes the player selection data but also the unique identifier of the game card, namely in this embodiment its serial number (see **Figure 3a**).

[067] Alternatively for a virtual game card determined at Step 70, which is displayed on a player mobile device 46, 48, the transfer may involve at least one or at least two steps depending on whether the mobile device 46, 48 is acting as a terminal itself which is determined at Step 78. When the mobile device 46 is not acting as a terminal, then the electronic data representing the player's section data and the unique identifier of the virtual game card are transmitted at Step 80 to the terminal 42 via the local communications link 44. The terminal 42 then transmits at Step 76 the received information to the authentication server 10 via the communications network 16. If however, the mobile device 48 is also acting as the terminal as determined at Step 80, then the electronic data representing the player's section data and the unique identifier of the virtual game card are transmitted at Step 82 to the authentication server 10 via the mobile telecommunications channel 50 and the communications network 16. This, in some preferable low-cost embodiments, can be as an SMS message but in some more costly embodiments can be as an MMS message.

[068] Optionally, the terminal 18, 26, 34, 42 may add at Step 74 additional data to that to be transmitted to the authentication server 10. This additional data may include terminal identification data or a unique terminal security code, a timestamp, a geographic locator and other information which may help uniquely identity the terminal to improve authentication procedures. This additional information can also be included in the mobile data transmission at Step 82 when the mobile device is acting as a terminal. In this case, the mobile device MEI can be provided as can the location using GPS data present on the mobile device.

[069] Subsequently, when the player selection data and unique game-card identifier data is received at Step 84 of the method 60, the unique game-card identifier information is used to lookup the relevant subset of information that is associated with the unique game-card identifier. Typically, this data will include the correct location of the sub-region of the scene which is provided on the game card 23 from where the object has been removed. This relevant subset of information is then used by the authentication server 10 to compare at Step 86 against the player's selection data to determine at Step 88 if there is a match.

[070] If there is no match (or the player selection data indicates a sub-region which is not within a range of the correct sub-region) then the authentication server 10 sends at Step 90 a message back to the terminal from which the player's selection data was sent indicating that in the present case the player has not been successful in this attempt to determine the location as there was no match. If there is a match (or the player selection data indicates a

CLAIMS:

1. A high-security gaming system for implementing a real-time instant-win game, the system comprising:

a game card arranged to facilitate game card player interaction to play the real-time instant-win game, the game card including:

a unique game card identifier;

a two-dimensional scene which has a missing object; and

location means for accurately specifying a player-selected location of the missing object within the scene;

a terminal arranged to receive game card information relating to the unique game card identifier and the player-selected location specified by the location means; and

an authentication server, operably coupled to the terminal by a communications network, for authenticating the game card and determining the result of the instant-win game;

wherein the terminal is arranged to communicate the game card information to the authentication server via the telecommunications network and the authentication server is arranged to receive and use the game card information to:

authenticate the validity of the game card by use of an authentication process on the received game card identifier;

carry out a comparison of the player-selected location with a predetermined correct location of the missing object for that game card; and

send a win message to the terminal to indicate an instant win if the player selected location is within a predetermined distance of the correct location of the missing object.

2. The system of Claim 1, wherein the system comprises a plurality of game cards, each game card having a different scene printed on it.

3. The system of Claim 1, wherein the terminal comprises a scanner for reading the game card information.

4. The system of Claim 3, wherein the scanner comprises a mobile device including a camera.

5. The system of Claim 3, wherein the scanner is also arranged to receive scanned information regarding a non-game document having a unique non-game identifier, and the terminal is arranged to generate a composite unique identifier based on a function of the game card information and the non-game identifier, which can be used as a single representation of the non-game document and the game card.

6. The system of Claim 3, wherein one or more reference shapes are provided on the game card that provide spaced-apart registration points for the scene, the reference shapes are positioned according to a predetermined relative relationship such that the shapes are readily recognisable by the scanner and distinguished from the scene.

7. The system of Claim 1, wherein the terminal comprises a low-cost laser for ablating a portion to the game card with encoded information.

8. The system of Claim 1, wherein the terminal comprises a mobile device having access to a low-cost communications channel with the authentication server.

9. The system of any of Claims 1 to 8, wherein the game card comprises a scratch-off coating with the scene printed thereon.

10. The system of Claim 9, wherein the location means comprises a grid of sub-regions of the scene each provided with a unique machine-readable location identifier, each location identifier being machine readable once the scratch-off coating has been removed at a corresponding sub-region.

11. The system of Claim 10, wherein a subset of the unique machine-readable location identifiers are graphically different to the identifiers not in the subset, the subset collectively defining a symbol or character which underlies the scratch-off coating and is revealed when the entire scratch-off coating is removed.

12. The system of Claim 10 as dependent from Claim 3, wherein the scanner is used to scan the unused scratch-off coating of the game card and the terminal is arranged to confirm that the game card does not have any significant defects which would prevent it from being used in its intended manner.

13. The system of Claim 1, wherein the location means comprises a pair of graduated axes provided adjacent two transverse edges of the scene.

14. The system of Claim 1, wherein the game card information comprises two player-positioned crosshairs located transversely to each other in the scene, and the terminal is arranged to use the positions of the crosshairs to determine the player-defined location of the missing object.

15. The system of Claim 14, wherein the two player-manipulated crosshairs do not intersect in the scene, and the terminal is arranged to extrapolate the crosshairs to determine a position at which they could intersect, the extrapolated position being used as the player-defined location of the missing object.

16. The system of Claim 1, wherein the game card information comprises a player-determined shape and a player-determined line extending from the shape to the player-defined location of the missing object.

17. The system of Claim 1, wherein the terminal comprises a game card printer for printing out the game card on-demand.

18. The system of Claim 17, wherein the printer is arranged to print the game card on low-cost thermographic paper.

19. The system of Claim 1, wherein the terminal further comprises a set-up screen and is arranged to present on the set-up screen a plurality of scenes to the player for player

selection, a scene manipulator for removing an object from each the scene prior to presentation on the set-up screen and for manipulating each selected scene to alter digitally angle of view of the scene, and the terminal is arranged to use the manipulated scene as the scene for the game card.

20. The system of Claim 1, wherein the scene comprises a plurality of sub-scenes representing a sequence of events in which the missing object is changing location, and the location means is arranged to enable accurate specifying of a player-selected location of the missing object within each of the respective sub-scenes.

21. The system of Claim 19, wherein the scene comprises a plurality of sub-scenes representing a sequence of events in which the missing object is changing location, and the location means is arranged to enable accurate specifying of a player-selected location of the missing object within each of the respective sub-scenes.

22. The system Claim 21, wherein the terminal is arranged to present on the set-up screen a plurality of sequences of scenes to the player for player selection, and the scene manipulator is arranged to remove an object from each scene of each sequence before presentation on the set-up screen and to manipulate each selected sequence of scenes to alter digitally angle of view of the sequence of scenes, and the terminal is arranged to use the manipulated sequence of scenes as the sub-scenes on the game card.

23. The system of Claim 20, wherein the terminal is arranged to determine a path through the sub-scenes reflecting a player-specified movement path of the missing object through the sub-scenes.

24. The system of Claim 20, wherein the plurality of sub-scenes provided on the game card overlap.

25. The system of Claim 20, wherein the plurality of sub-scenes provided on the game card are adjacent each other.

26. The system of any of Claims 1 to 25, wherein the terminal comprises a display screen for presenting the game card as a virtual game card, and the locating means comprises a graphical item presented on the screen which is manipulable via player interaction with the terminal to determine the missing object location.

27. The system of Claim 26, wherein the graphical item comprises two crosshairs located transversely to each other, the crossing point of the crosshairs determining the missing object location.

28. The system of Claim 26, wherein the graphical item comprises at least one a magnified region, for magnifying the scene about the location of the graphical item.

29. The system of Claim 26, wherein the graphical item comprises a graphical representation of the missing object which is provided outside a perimeter of the scene and which can be moved into the player-selected location of the missing object by the location means.

30. The system of Claim 26 as dependent on Claim 23, wherein the location means is arranged to map out a path between the locations of the missing object in the plurality of sub-scenes.

31. The system of Claim 26 as dependent on Claim 19, wherein the set-up screen of the terminal is the display screen.

32. The system of any of Claims 1 to 25, further comprising an authentication database operably connected to the authentication server for storing the locations of the missing objects.

33. The system of Claim 32, wherein the terminal comprises a display screen for presenting the game card as a virtual game card, and the locating means comprises a graphical item presented on the screen which is manipulable via player interaction with the terminal to determine the missing object location, the system further comprising a device database operably connected to the authentication server for storing device data describing the screen dimensions and resolutions of a plurality of different devices which can act as terminals, wherein the terminal is arranged to provide terminal identification information with the game card information, and the authentication server is arranged to use the device data to translate a received player-selected location of a missing object from a particular device into a device-independent domain for comparison with the locations of the missing objects in the authentication database.

34. The system of Claim 1, wherein the terminal is arranged to present to the player a unique transaction identifier provided in the win message received from the authentication server.

35. The system of Claim 34, further comprising a prize-dispensing device arranged to receive the unique transaction identifier, send the transaction identifier to the authentication server and dispense the prize on receiving from the authentication server a signal authenticating the transaction identifier.

36. The system of Claim 35, wherein the terminal and the prize-dispensing device together comprise an automated teller machine (ATM).

37. The system of any of Claims 1 to 18, wherein the game card is included within the functionality of an account top-up card having a unique access code that needs to be communicated to a facilities server to facilitate the top-up services of the card, the game card being configured to enable the communication of the player-selected location to the facilities server as an adage to the access code.

38. A high-security game card arranged to facilitate game card player interaction to play a real-time instant-win game, the game card comprising:

a unique game card identifier;

a two-dimensional scene which has a missing object; and

location means for accurately specifying a player-selected location of the missing object within the scene.

39. The game card of Claim 38, wherein reference shapes are provided on the game card that provide spaced apart registration points for the scene, the reference shapes are positioned according to a predetermined relative relationship such that the shapes can be readily recognisable by a scanner and distinguished from the scene.

40. The game card of Claims 38, wherein the game card comprises a scratch-off coating with the scene printed thereon.

41. The game card of Claim 40, wherein the location means comprises a grid of sub-regions of the scene each provided with a unique machine-readable location identifier, each location identifier being machine readable once the scratch-off coating has been removed at a corresponding sub-region.

42. The game card of Claim 41, wherein a subset of the unique machine-readable location identifiers are graphically different to the identifiers not in the subset, the subset collectively defining a symbol or character which underlies the scratch-off coating and is revealed when the entire scratch-off coating is removed.

43. A game card of any of Claims 38 to 42, wherein the game card is included within the functionality of an account top-up card having a unique access code that needs to be communicated to a server to facilitate the services of the card, the game card being configured to enable the communication of the player-selected location to the server as an adage to the access code.

44. A method of recording a missing object location within a scene of a virtual gaming card, the method comprising:

displaying the scene having a blocked region and a white-space region on the display of a device;

providing two player-manipulable crosshairs located transversely to each other, which can be extended into the white-space region of the scene;

enabling adjustment of the positions of the crosshairs on the scene to define the missing object location at the crossing point of the crosshairs; and

recording the missing object location.

45. A method of recording a missing object location within a scene of a gaming card, the method comprising:

receiving a scene having a blocked region and a white-space region on the display of a device;

determining an outline of an item within the scene;

creating a coded identifier for the game card which specifies the location of the outline;

block filling in a region defined by the outline; and

creating a game card with the scene having the blocked-filled region of the scene in place of the item; thereby reducing the potential area of the scene which is available for

player selected location marks to be recorded and presenting information to a scene reading device of which areas in the scene to ignore.

46. A method of recording a missing object location within a scene of a gaming card, the method comprising:

receiving a scene having a blocked region and a white-space region on the display of a device;

determining an outline of an item within the scene;

creating a coded identifier for the game card which specifies the location of the outline;

filling in a region defined by the outline with white-space;

creating a game card with the scene having the outline and white space-filled region of the scene in place of the item; thereby reducing the potential area of the scene which is available for player-selected location marks to be recorded and by virtue of the coded identifier presenting information to a scene-reading device of regions of the scene where a maximum number of potential player-selected marks can be present.

47. A method according to Claim 46, further comprising applying rules for the location of the player-selected location of the missing object location.

48. A method according to any of Claims 45 to 47, further comprising

providing two player-manipulable crosshairs located transversely to each other, which can be extended into the white-space region of the scene;

enabling adjustment of the positions of the crosshairs on the scene to define the missing object location at the crossing point of the crosshairs; and

recording the missing object location.

[066] The player then seeks to enter their selection data into the system. If it is determined at Step 70 that the game card 23 is not a virtual game card (namely a physical game card) then there are always at least two steps carried out, namely scanning at Step 72 the physical card into the terminal 18, 26, 34 connected to the authentication server 10 and then the terminal transmitting at Step 76 the scanned data to the authentication server 10 via the communications network 16. The scanned data not only includes the player selection data but also the unique identifier of the game card, namely in this embodiment its serial number (see **Figure 4a**).

[067] Alternatively for a virtual game card determined at Step 70, which is displayed on a player mobile device 46, 48, the transfer may involve at least one or at least two steps depending on whether the mobile device 46, 48 is acting as a terminal itself which is determined at Step 78. When the mobile device 46 is not acting as a terminal, then the electronic data representing the player's section data and the unique identifier of the virtual game card are transmitted at Step 80 to the terminal 42 via the local communications link 44. The terminal 42 then transmits at Step 76 the received information to the authentication server 10 via the communications network 16. If however, the mobile device 48 is also acting as the terminal as determined at Step 80, then the electronic data representing the player's section data and the unique identifier of the virtual game card are transmitted at Step 82 to the authentication server 10 via the mobile telecommunications channel 50 and the communications network 16. This, in some preferable low-cost embodiments, can be as an SMS message but in some more costly embodiments can be as an MMS message.

[068] Optionally, the terminal 18, 26, 34, 42 may add at Step 74 additional data to that to be transmitted to the authentication server 10. This additional data may include terminal identification data or a unique terminal security code, a timestamp, a geographic locator and other information which may help uniquely identity the terminal to improve authentication procedures. This additional information can also be included in the mobile data transmission at Step 82 when the mobile device is acting as a terminal. In this case, the mobile device MEI can be provided as can the location using GPS data present on the mobile device.

[069] Subsequently, when the player selection data and unique game-card identifier data is received at Step 84 of the method 60, the unique game-card identifier information is used to lookup the relevant subset of information that is associated with the unique game-card identifier. Typically, this data will include the correct location of the sub-region of the scene which is provided on the game card 23 from where the object has been removed. This relevant subset of information is then used by the authentication server 10 to compare at Step 86 against the player's selection data to determine at Step 88 if there is a match.

[070] If there is no match (or the player selection data indicates a sub-region which is not within a range of the correct sub-region) then the authentication server 10 sends at Step 90 a message back to the terminal from which the player's selection data was sent indicating that in the present case the player has not been successful in this attempt to determine the location as there was no match. If there is a match (or the player selection data indicates a

CLAIMS

1. A high-security gaming system for implementing a real-time instant-win game, the system comprising:

a game card arranged to facilitate game card player interaction to play the real-time instant-win game, the game card including:

a unique game card identifier;

a two-dimensional scene which has a missing object;

a scratch-off coating with the scene printed thereon; and

location means for accurately specifying a player-selected location of the missing object within the scene; the location means including a grid of sub-regions of the scene each provided with a unique machine-readable location identifier, each location identifier being machine readable once the scratch-off coating has been removed at a corresponding sub-region;

a terminal arranged to receive game card information relating to the unique game card identifier and the player-selected location specified by the location means; and

an authentication server, operably coupled to the terminal by a communications network, for authenticating the game card and determining the result of the instant-win game;

in which the terminal is arranged to communicate the game card information to the authentication server via the communications network and the authentication server is arranged to receive and use the game card information to:

authenticate the validity of the game card by use of an authentication process on the received game card identifier;

carry out a comparison of the player-selected location with a predetermined correct location of the missing object for that game card; and

send a win message to the terminal to indicate an instant win if the player-selected location is within a predetermined distance of the correct location of the missing object; and

in which a subset of the unique machine-readable location identifiers are graphically different to the identifiers not in the subset, the subset collectively defining a symbol or character which underlies the scratch-off coating and is revealed when the entire scratch-off coating is removed.

2. A system according to Claim 1, in which the system comprises a plurality of game cards, each game card having a different scene printed on it.

3. A system according to Claim 1, in which the terminal comprises a scanner for reading the game card information.

4. A system according to Claim 3, in which the scanner comprises a mobile device including a camera.

5. A system according to Claim 3, in which the scanner is also arranged to receive scanned information regarding a non-game document having a unique non-game identifier, and the terminal is arranged to generate a composite unique identifier based on a function of the game card information and the non-game identifier, which can be used as a single representation of the non-game document and the game card.

6. A system according to Claim 3, in which one or more reference shapes are provided on the game card that provide spaced-apart registration points for the scene, the reference shapes are positioned according to a predetermined relative relationship such that the shapes are readily recognisable by the scanner and distinguished from the scene.

7. A system according to Claim 1, in which the terminal comprises a low-cost laser for ablating a portion to the game card with encoded information.

8. A system according to Claim 1, in which the terminal comprises a mobile device having access to a low-cost communications channel with the authentication server.

9. A system according to Claim 3, in which the scanner is used to scan the unused scratch-off coating of the game card and the terminal is arranged to confirm that the game card does not have any significant defects which would prevent it from being used in its intended manner.

10. A system according to Claim 1, in which the location means comprises a pair of graduated axes provided adjacent two transverse edges of the scene.

11. A system according to Claim 1, in which the game card information comprises two player-positioned crosshairs located transversely to each other in the scene, and the terminal is arranged to use the positions of the crosshairs to determine the player-selected location of the missing object.

12. A system according to Claim 11, in which the two player-positioned crosshairs do not intersect in the scene, and the terminal is arranged to extrapolate the crosshairs to determine a position at which they could intersect, the extrapolated position being used as the player-selected location of the missing object.

13. A system according to Claim 1, in which the game card information comprises a player-determined shape and a player-determined line extending from the shape to the player-selected location of the missing object.

14. A system according to Claim 1, in which the terminal comprises a game card printer for printing out the game card on-demand.

15. A system according to Claim 14, in which the printer is arranged to print the game card on low-cost thermographic paper.

16. A system according to Claim 1, in which the terminal further comprises a set-up screen and is arranged to present on the set-up screen a plurality of scenes to the player for player selection, a scene manipulator for removing an object from each the scene prior to presentation on the set-up screen and for manipulating each selected scene to alter digitally angle of view of the scene, and the terminal is arranged to use the manipulated scene as the scene for the game card.

17. A system according to Claim 1, in which the scene comprises a plurality of sub-scenes representing a sequence of events in which the missing object is changing location, and the location means is arranged to enable accurate specifying of a player-selected location of the missing object within each of the respective sub-scenes.

18. A system according to Claim 16, in which the scene comprises a plurality of sub-scenes representing a sequence of events in which the missing object is changing location, and the location means is arranged to enable accurate specifying of a player-selected location of the missing object within each of the respective sub-scenes.

19. A system according to Claim 18, in which the terminal is arranged to present on the set-up screen a plurality of sequences of scenes to the player for player selection, and the scene manipulator is arranged to remove the object from each scene of each sequence before presentation on the set-up screen and to manipulate each selected sequence of scenes to alter digitally angle of view of the sequence of scenes, and the terminal is arranged to use the manipulated sequence of scenes as the sub-scenes on the game card.

20. A system according to Claim 17, in which the terminal is arranged to determine a path through the sub-scenes reflecting a player-specified movement path of the missing object through the sub-scenes.

21. A system according to Claim 17, in which the plurality of sub-scenes provided on the game card overlaps.

22. A system according to Claim 17, in which the plurality of sub-scenes provided on the game card are adjacent each other.

23. A high-security gaming system for implementing a real-time instant-win game, the system comprising:

a virtual game card arranged to facilitate game card player interaction to play the real-time instant-win game, the virtual game card including:

a unique game card identifier;

a two-dimensional scene which has a missing object;

a virtual scratch-off coating with the scene printed thereon; and

location means for accurately specifying a player-selected location of the missing object within the scene; the location means including a grid of sub-regions of the scene each provided with a unique machine-readable location identifier, each location identifier being machine readable once the virtual scratch-off coating has been removed at a corresponding sub-region;

a terminal arranged to receive game card information relating to the unique game card identifier and the player-selected location specified by the location means; and

an authentication server, operably coupled to the terminal by a communications network, for authenticating the game card and determining the result of the instant-win game;

in which the terminal is arranged to communicate the game card information to the authentication server via the communications network and the authentication server is arranged to receive and use the game card information to:

authenticate the validity of the game card by use of an authentication process on the received game card identifier;

carry out a comparison of the player-selected location with a predetermined correct location of the missing object for that game card; and

send a win message to the terminal to indicate an instant win if the player-selected location is within a predetermined distance of the correct location of the missing object; and

in which a subset of the unique machine-readable location identifiers are graphically different to the identifiers not in the subset, the subset collectively defining a symbol or character which underlies the virtual scratch-off coating and is revealed when the entire virtual scratch-off coating is removed, in which the terminal comprises a display screen for presenting the game card as the virtual game card, and the locating means comprises a graphical item presented on the screen which is manipulable via player interaction with the terminal to determine the missing object location.

24. A system according to Claim 23, in which the graphical item comprises two crosshairs located transversely to each other, the crossing point of the crosshairs determining the missing object location.

25. A system according to Claim 23, in which the graphical item comprises at least one a magnified region, for magnifying the scene about the location of the graphical item.

26. A system according to Claim 23, in which the graphical item comprises a graphical representation of the missing object which is provided outside a perimeter of the scene and which can be moved into the player-selected location of the missing object by the location means.

27. A system according to Claim 23, in which the terminal is arranged to determine a path through the sub-scenes reflecting a player-specified movement path of the missing object through the sub-scenes and the location means is arranged to map out the path between the locations of the missing object in the plurality of sub-scenes.

28. A system according to Claim 23, in which the terminal further comprises a set-up screen and is arranged to present on the set-up screen a plurality of scenes to the player for player selection, a scene manipulator for removing an object from each the scene prior to presentation on the set-up screen and for manipulating each selected scene to alter digitally angle of view of the scene, and the terminal is arranged to use the manipulated scene as the scene for the game card and the set-up screen of the terminal is the display screen.

29. A system according to Claim 1, further comprising an authentication database operably connected to the authentication server for storing the locations of the missing objects.

30. A system according to Claim 23, further comprising an authentication database operably connected to the authentication server for storing the locations of the missing objects, in which the terminal comprises a display screen for presenting the game card as a virtual game card, and the locating means comprises a graphical item presented on the screen which is manipulable via player interaction with the terminal to determine the missing object location, the system further comprising a device database operably connected to the authentication server for storing device data describing the screen dimensions and resolutions of a plurality of different devices which can act as terminals, in which the terminal is arranged to provide terminal identification information with the game card information, and the authentication server is arranged to use the device data to translate a received player-selected location of a missing object from a particular device into a device-independent domain for comparison with the locations of the missing objects in the authentication database.

31. A system according to Claim 1, in which the terminal is arranged to present to the player a unique transaction identifier provided in the win message received from the authentication server.

32. A system according to Claim 31, further comprising a prize-dispensing device arranged to receive the unique transaction identifier, send the transaction identifier to the authentication server and dispense a prize on receiving from the authentication server a signal authenticating the transaction identifier.

33. A system according to Claim 32, in which the terminal and the prize-dispensing device together comprise an automated teller machine (ATM).

34. A system according to Claim 1, in which the game card is included within the functionality of an account top-up card having a unique access code that needs to be communicated to a facilities server to facilitate the top-up services of the card, the game card being configured to enable the communication of the player-selected location to the facilities server as an adage to the access code.

35. A high-security game card arranged to facilitate game card player interaction to play a real-time instant-win game, the game card comprising:

a unique game card identifier;

a two-dimensional scene which has a missing object;

a scratch-off coating with the scene printed thereon; and

location means for accurately specifying a player-selected location of the missing object within the scene; the location means including a grid of sub-regions of the scene each provided with a unique machine-readable location identifier, each location identifier being machine readable once the scratch-off coating has been removed at a corresponding sub-region; and

location means for accurately specifying a player-selected location of the missing object within the scene, in which

a subset of the unique machine-readable location identifiers are graphically different to the identifiers not in the subset, the subset collectively defining a symbol or character which underlies the scratch-off coating and is revealed when the entire scratch-off coating is removed.

36. A game card according to Claim 35, in which reference shapes are provided on the game card that provide spaced apart registration points for the scene, the reference shapes are positioned according to a predetermined relative relationship such that the shapes can be readily recognisable by a scanner and distinguished from the scene.

37. A game card according to Claim 35, in which the game card is included within the functionality of an account top-up card having a unique access code that needs to be

communicated to a server to facilitate the services of the card, the game card being configured to enable the communication of the player-selected location to the server as an adage to the access code.

38. A method of recording a missing object location within a scene of a gaming card, the method comprising:

receiving a scene having a blocked region and a white-space region on a display of a device;

determining an outline of an item within the scene;

creating a coded identifier for the game card which specifies the location of the outline;

block filling in a region defined by the outline; and

creating a game card with the scene having the blocked-filled region of the scene in place of the item; thereby reducing the potential area of the scene which is available for player selected location marks to be recorded and presenting information to a scene reading device of which areas in the scene to ignore.

39. A method of recording a missing object location within a scene of a gaming card, the method comprising:

receiving a scene having a blocked region and a white-space region on a display of a device;

determining an outline of an item within the scene;

creating a coded identifier for the game card which specifies the location of the outline;

filling in a region defined by the outline with white-space;

creating a game card with the scene having the outline and white space-filled region of the scene in place of the item; thereby reducing the potential area of the scene which is available for player-selected location marks to be recorded and by virtue of the coded identifier presenting information to a scene-reading device of regions of the scene where a maximum number of potential player-selected marks can be present.

40. A method according to Claim 39, further comprising applying rules for the location of the player-selected location of the missing object location

41. A method according to any of Claims 38 to 40, further comprising

providing two player-manipulable crosshairs located transversely to each other, which can be extended into the white-space region of the scene;

enabling adjustment of the positions of the crosshairs on the scene to define the missing object location at the crossing point of the crosshairs; and

recording the missing object location.