A double-side game ticket or card with multiple windows on both sides of the ticket. Game symbols are printed on both sides of the ticket and are concealed by break-open windows until the tickets are purchased and played, at which time the windows are broken open to reveal the symbols. Two games may be provided on one ticket, with symbols for one game on each side of the ticket. The ticket may be constructed of three plies of material such as cardstock, with windows provided in the two outer plies and game symbols printed on both sides of the inner ply.
DOUBLE-SIDED MULTIPLE-WINDOW GAME TICKET

CROSS-REFERENCE TO A RELATED APPLICATION

[0001] This application claims the benefit of U.S. Provisional Patent Application No. 60/835,761, filed Aug. 4, 2006.

FIELD OF THE INVENTION

[0002] The present invention relates generally to game materials for playing games of chance, and in particular to a pull-tab type game ticket or card with concealed symbols behind multiple windows on both sides of the ticket.

BACKGROUND OF THE INVENTION

[0003] Games of chance are a popular form of entertainment and include a wide variety of game materials and game play methods. Monetary prizes stimulate interest and participation among players. A common use of game materials for playing games of chance is for fund-raising purposes. Many social, fraternal, charitable and other organizations conduct games of chance for monetary prizes in order to raise funds.

[0004] Game materials are designed to promote sales by stimulating player interest and generating excitement among players. A set of game materials may include a number of individual game tickets or cards which are sold to players. A typical game ticket is constructed from a lamination of two plies of material such as cardstock or paper. One side of the first ply may contain promotional information such as the name of the game, winning game play indicia, total game value and other graphic information. On the reverse side of the first ply, opposite from the promotional material, are imprinted one or more game play indicia such as symbols, letters or numbers. This side of the first ply is affixed to the second ply. The second ply contains one or more windows, or selectively removable areas, created by perforations. These windows are aligned with the indicia printed on the reverse side of the first ply and conceal the indicia until the player buys the ticket and removes the selectively removable area by pulling along the perforations. This type is ticket is commonly called a pull tab ticket. Some of the indicia indicate that the player has won an instant prize, or in some games, indicates that the player is qualified to participate in another level of game play as in known in the art.

[0005] There is a need for game materials and play methods which provide variations on the types and number of games that may be played and additional opportunities to win prizes, in order to stimulate player interest and excitement and thus increase participation in such games. There is also a need for game tickets which provide multiple games on a single ticket and are easy and economical to manufacture.

SUMMARY OF THE INVENTION

[0006] In accordance with the present invention, a double-sided game ticket or card is provided which includes a plurality of break-open windows on both sides of the ticket. One or more graphical or numerical game symbols are printed on each side of the ticket, and the symbols are concealed by the break-open windows until the tickets are purchased and played, whereupon the windows are broken open to reveal the symbols. Some of the tickets include symbols which indicate instant winners, and in some games some tickets have symbols which are used to qualify advanced contestants to play another level of the game.

[0007] In accordance with another aspect of the present invention, a game ticket is provided which offers two games on the same ticket, with one game on each side of the ticket. This provides a player the chance to play and potentially win two different games with the purchase of one card. Further, the materials and cost to manufacture one double-sided multiple-window ticket may be less than that required for two separate single-sided tickets.

BRIEF DESCRIPTION OF THE DRAWINGS

[0008] FIG. 1 is a front elevation view of a game ticket of the invention;

[0009] FIG. 2 is a rear elevation view of the game ticket of FIG. 1;

[0010] FIG. 3 is a front elevation view of the ticket of FIG. 1 with three windows opened;

[0011] FIG. 4 is a rear elevation view of the ticket of FIG. 2 with three windows opened;

[0012] FIG. 5 is an illustration of the double-sided ticket of FIGS. 1-4;

[0013] FIG. 6 is a front elevation view of another embodiment of the game ticket of the invention;

[0014] FIG. 7 is a rear elevation view of the game ticket of FIG. 6;

[0015] FIG. 8 is an illustration of the double-sided ticket of FIGS. 6 and 7;

[0016] FIG. 9 is a front elevation view of the game ticket of FIG. 6 with five windows opened to reveal an instant winner; and

[0017] FIG. 10 is an enlarged cross-sectional view of a three-ply laminated ticket in accordance with the invention.

DETAILED DESCRIPTION OF THE INVENTION

[0018] Referring to the drawings, a game ticket 2 for playing a game of chance for prizes includes respective front and back panels 4a, 4b. Each ticket front panel 4a and back panel 4b has promotional information and graphics printed thereon, such as an identification of the game, the ticket price, the winning game symbols and the associated prize amounts. The same game and graphics, or, preferably, a different game with different graphics, may be printed on the front panel 4a and back panel 4b of ticket 2.

[0019] Each ticket 2 has printed thereon a plurality of groups of game symbols 6, including “losing” symbols 6a and “winning” symbols 6b. In other types of games, there may also be included among the game symbols advanced play qualification symbols. Each game ticket 2 includes a plurality of symbol groups (and/or advanced play qualification symbols) printed thereon. For example, each ticket may include three windows for symbol groups as shown in FIGS. 1-5, or five windows as shown in FIGS. 6-9.

[0020] Each symbol group 6 printed on a ticket 2 is covered by a respective break-open window or pull tab 8 with a closed position concealing the symbol group 6 (see FIGS. 1, 2, 6 and 7) and an open position revealing the same (see FIGS. 3, 4 and 9). Ticket 2 is preferably of laminated construction consisting of three plies or layers 10 of suitable cardstock material as shown in FIG. 10, or of other suitable
construction as known in the art. In a three-ply ticket, the inner ply or layer 10a is printed on both sides with symbols 6, and the two outer layers 10b, 10c are each printed on one side with promotional information and graphics as previously described. Each of the two outer plies 10b, 10c contains a number of windows 8, or selectively removable areas, created by perforations 12. Preferably, perforations 12 define at least three sides of each window 8 to form a pull tab, as best seen in FIGS. 3 and 4. Windows 8 are aligned with the indicia printed on each respective side of inner ply 10a, and conceal the indicia until the player buys the ticket and removes the selectively removable area 8 by pulling along perforations 12. Other techniques for creating selectively-removable areas are known in the art in addition to the perforations described herein.

0021 Ticket 2 may be constructed in other ways. For example, in a four-ply ticket, two inner plies, each printed with game symbols on only one side and laminated back-to-back, may be used instead of a single inner ply 10a printed on two sides.

0022 Tickets 2 are sold to purchasers who break open windows 8 to reveal symbol groups 6 thereunder. Game tickets 2 with instant winning symbols 6b can be immediately redeemed for the corresponding instant winner prize amounts associated therewith. In a multi-level game, players with tickets 2 bearing advanced play symbols are qualified to participate in another level of the game for advanced prizes.

0023 Numerous variations of the double-sided multi-window ticket are possible. For example, the number of windows may be varied, limited only by the size of the ticket. The same number of windows may be provided on both sides of the ticket. Alternately, a different number of windows may be provided on each side, e.g., three on one side and five on the other.

0024 While the invention has been described with respect to certain preferred embodiments, as will be appreciated by those skilled in the art, it is to be understood that the invention is capable of numerous changes, modifications and rearrangements and such changes, modifications and rearrangements are intended to be within the scope of the present invention.

1. A game ticket comprising:
a first side;
a second side;
one or more indicia printed on each of the first side and the second side; and
one or more selectively removable areas for initially concealing the indicia, the selectively removable areas being removable by a player.

2. The game ticket of claim 1 wherein a removable material covers the selectively removable area and rubbing the removable material reveals the indicia.

3. The game ticket of claim 1 wherein the indicia on the first side are used for playing a first game and the indicia on the second side are used for playing a second game.

4. The game ticket of claim 1 wherein the number of indicia and corresponding removable areas on the first side is equal to the number of indicia and corresponding removable areas on the second side.

5. The game ticket of claim 1 wherein the number of indicia and corresponding removable areas on the first side is different from the number of indicia and corresponding removable areas on the second side.

6. The game ticket of claim 1 wherein the ticket is constructed from three plies of material laminated together such that the selectively removable areas are constructed from the two outer plies of the three-ply lamination.

7. The game ticket of claim 6 wherein the indicia are printed on both sides of the inner ply of the three-ply lamination.

8. The game ticket of claim 6 wherein the selectively removable areas are formed by perforations in the outer plies of the three-ply lamination.

9. The game ticket of claim 8 wherein the perforations define windows which are aligned with the indicia and conceal the indicia until a player removes the selectively removable area by pulling along the perforations.

10. The game ticket of claim 6 wherein the plies are cardstock.

11. The game ticket of claim 1 wherein the ticket is constructed from four plies of material laminated together such that the selectively removable areas are constructed from the two outer plies of the four-ply lamination and the indicia are printed on the outer sides of the two inner plies of the four-ply lamination.

12. A seal card game system for playing a game comprising:
a plurality of individual play cards;
each of said individual play cards having a first side and a second side and one or more indicia printed on each of the first side and the second side and one or more selectively removable areas for initially concealing the indicia prior to said individual play card’s purchase by a player, the selectively removable areas being removable by a player after purchase; and
at least one of said individual play cards having one or more indicia corresponding to a winning indicia corresponding to a prize award.

13. The seal card game system of claim 12 wherein the indicia on the first side of each of said individual play cards are used for playing a first game and the indicia on the second side of each of said individual play cards are used for playing a second game.

14. The seal card game system of claim 12 wherein the number of indicia and corresponding removable areas on the first side of each of said individual play cards is equal to the number of indicia and corresponding removable areas on the second side of each of said individual play cards.

15. The seal card game system of claim 12 wherein the number of indicia and corresponding removable areas on the first side of each of said individual play cards is different from the number of indicia and corresponding removable areas on the second side of each of said individual play cards.

16. The seal card game system of claim 12 wherein each individual play card is constructed from three plies of material laminated together such that the selectively removable areas are constructed from the two outer plies of the three-ply lamination.

17. The seal card game system of claim 16 wherein the indicia are printed on both sides of the inner ply of the three-ply lamination of each individual play card.

18. The seal card game system of claim 16 wherein the selectively removable areas are formed by perforations in
the outer ply of the three-ply lamination of each individual play card.

19. The seal card game system of claim 18 wherein the perforations define windows which are aligned with the indicia and conceal the indicia until a player removes the selectively removable area by pulling along the perforations.

20. The seal card game system of claim 19 wherein the perforations surround three sides of the selectively removable area and form a pull tab which the player pulls to partially remove the selectively removable area and reveal the indicia.

* * * * *