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- (71) Applicant (for all designated States except US): THAT  
GAME PTY LTD [AU/AU]; Level 9, 123 Queen Street,  
Melbourne, Victoria 3000 (AU).
- (74) Agents: WEBER, David, Brian et al.: Davies Collison  
Cave, 1 Little Collins Street, Melbourne, Victoria 3000  
(AU).
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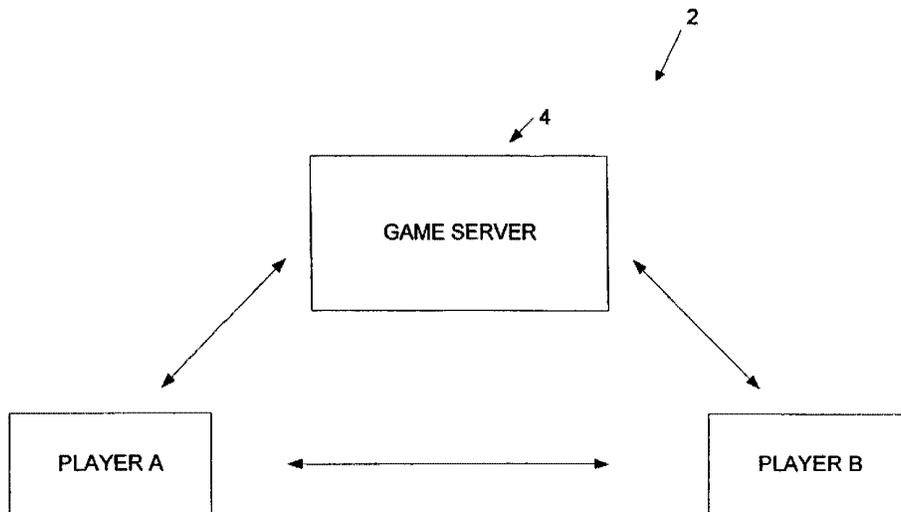
- (72) Inventors; and
- (75) Inventors/Applicants (for US only): CRANE, Richard,  
Anthony [AU/AU]; 23 Cyprus Avenue, Burwood, Victoria  
3056 (AU). SIMMONS, Wayne, John [AU/AU]; 7 Clegg  
Avenue, Croydon, Victoria 3136 (AU). PALMER, Bene-  
dict, Byron [GB/AU]; 7 Ballarat Road, Brunswick, Victo-  
ria 3056 (AU).

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(54) Title: METHOD AND SYSTEM FOR PROVIDING A TURN-BASED GAME



(57) Abstract: A system for providing a game to be played between a plurality of players over a network, including: server means (20, 25) in communication with the network and adapted to receive first and second turn requests from respective first and second players and to send first and second turn information corresponding to the first and second turn requests to the second and first players, respectively; a server engine (10) in communication with the server means (20, 25) and adapted to process the first and second turn requests to become first and second turn information, whereby the first and second turn information enables the first and

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## METHOD AND SYSTEM FOR PROVIDING A TURN-BASED GAME

### FIELD OF THE INVENTION

- 5 The present invention relates to a method and system for providing a turn-based game and, more particularly, a turn-based game to be played by communication over a network.

### BACKGROUND OF THE INVENTION

- 10 It has been possible to play games, such as chess, over the Internet by simply logging into a remote server which is designed to facilitate the game. In the example of the chess game server, the connection may be established by the user by a telnet command and, once registered with the game server as a player, the user can engage in real-time games with other users who are concurrently logged on. The players do not communicate directly with  
15 one another but instead send all game moves and personal messages to the game server which sends them on to the relevant player or number of players. The quality of the graphical user interface (GUI) varies from mere ASCII characters to high resolution graphical representations of the playing board and the pieces, depending on the service provider.

20

The known systems for game playing over a remote server generally require that the players register with, and log into, the server in order to play. These systems do not provide for non-real-time playing and do not allow the players to communicate with each other outside of the server while playing the game.

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### SUMMARY OF THE INVENTION

The present invention provides a method of providing a game to be played between a plurality of players over a network, including the steps of:

receiving at a server system in communication with the network first turn request information from a first player relating to a first turn request to begin the game with a second player;

5 sending from the server system first turn information including the first turn request to the second player;

receiving at the server system second turn request information from the second player relating to a second turn request; and

sending from the server system second turn information including the second turn request to the first player;

10 wherein the first and second turn information enables the first and second players to send and receive subsequent turn requests to and from each other without communicating with the server system.

The present invention further provides a system for providing a game to be played between a plurality of players over a network, including:

15 server means (20,25) in communication with the network and adapted to receive first and second turn requests from respective first and second players and to send first and second turn information corresponding to the first and second turn requests to the second and first players, respectively;

20 a server engine (10) in communication with the server means (20,25) and adapted to process the first and second turn requests to become first and second turn information, whereby the first and second turn information enables the first and second players to send and receive subsequent turn requests directly to and from each other.

25 The present invention further provides a method of facilitating a game to be played between a plurality of players over a network, including the steps of:

receiving at a first player terminal in communication with the network first turn request information from a second player relating to a first turn request to begin the game with the second player; and

30 sending from the first player terminal a second turn request to a game server in communication with the network, whereby in response to receiving the second turn

request, the game server is adapted to send second turn information including the second turn request to the second player, the first and second turn information enabling the first and second players to send and receive subsequent turn requests directly to and from each other.

5

The present invention further provides a method of facilitating a game to be played between a plurality of players over a network, including the steps of:

10 sending from a first player terminal in communication with the network a first turn request to begin the game with a second player to a game server in communication with the network, whereby in response to receiving the first turn request, the game server is adapted to send first turn information including the first turn request to the second player; and

15 receiving at the first player terminal second turn information from the game server, the first and second turn information enabling the first and second players to send and receive subsequent turn requests directly to and from each other.

The present invention further provides a method of providing a turn-based game to a plurality of players over a network, including the steps of:

20 receiving at a server system in communication with the network a first turn request from a first player for starting a game, the first turn request including first information relating to a second player and second information relating to a first turn to be played in the game;

adding to the first turn request first advertising information; and

forwarding the first turn request from the server system to the second player.

25

The present invention further provides a system for providing a turn-based game to a plurality of players over a network, including:

30 server means (20,25) in communication with the network and adapted to receive a first move request from a first player of the plurality of players for starting a game, the first move request including first identification information relating to a second player and second information relating to a first move to be played in the game;

server engine means (10) adapted to add to the first move request a game executable program for instantiation in a terminal of the second player and first advertising information and to then forward the first move request to the server means for delivery to the second player.

5

The present invention further provides a method of facilitating a game to be played between a plurality of players over a network, each player using a system having therein a game executable program, the method including the step of:

10 sending to a second player a first communication from a first player including a first game packet representing a game move for execution by the game executable program in the system of the second player.

The present invention further provides a method of facilitating a game to be played between a plurality of players over a network, at least one player using a player terminal  
15 having therein a game executable program, the method including the step of:

sending to a second player a first communication from a first player including a game executable program and a game move, for instantiating the game executable program in a player terminal of the second player and thereby enabling the second player to accept the game move.

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The present invention further provides a game system for facilitating a game to be played between a plurality of players over a network, each player using a terminal having therein a game executable program, the game system including:

25 server means (25) adapted to send to a second player first information corresponding to a first communication from a first player, the first information including a first game packet representing a game move for execution by the game executable program in the system of the second player.

The present invention further provides a system for facilitating a game to be played  
30 between a plurality of players over a network, at least one player using a player terminal having therein a game executable program, the method including the step of:

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