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(54) **REWARDING PARTICIPATING PLAYERS ON A COLLABORATIVE GAME TASK IN AN ONLINE GAME**

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(57) **ABSTRACT**

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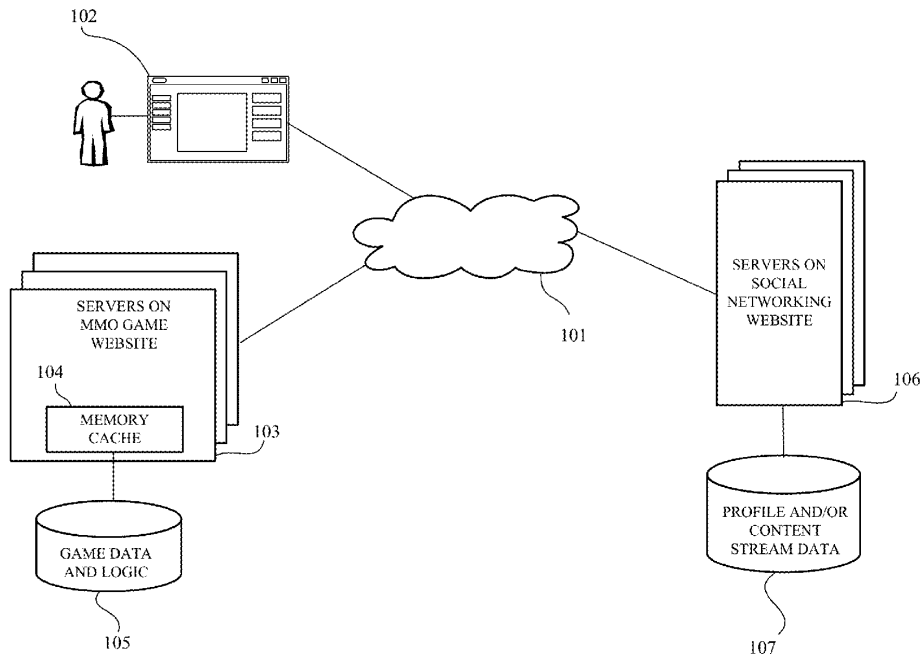
Software at a MMO game website creates a team to perform a collaborative game task in the MMO game. Each player on the team is assigned from a queue of players who share one or more attributes. The collaborative game task is composed of a plurality of individual game tasks. Each player on a team is assigned an individual game task by the software. The software provides a game reward to a player after the player has satisfactorily completed less than all of the individual game task assigned to the player. The software determines that a team has satisfactorily completed the collaborative game task, according to game mechanics associated with the collaborative game task. Then the software provides a game reward to each player on the team.

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**Related U.S. Application Data**

(60) Provisional application No. 61/674,756, filed on Jul. 23, 2012, provisional application No. 61/674,808, filed on Jul. 23, 2012.



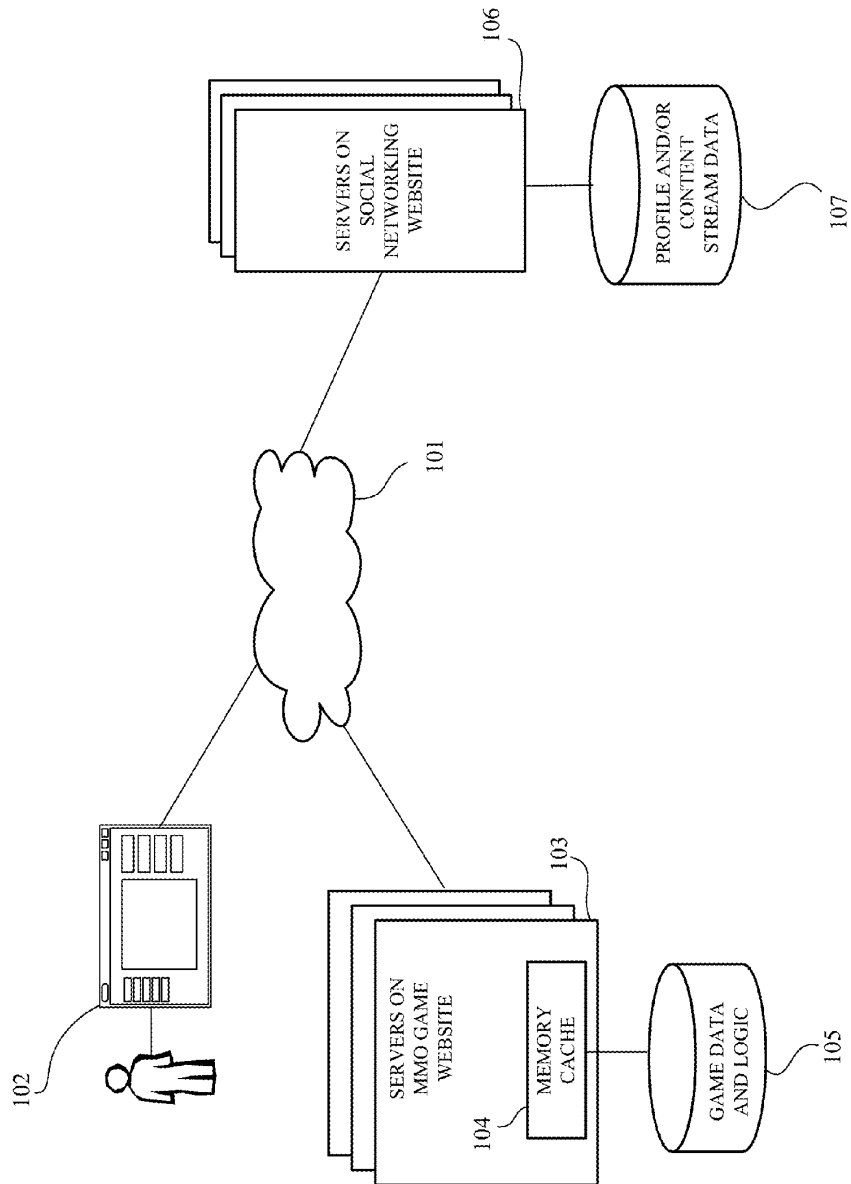


Figure 1

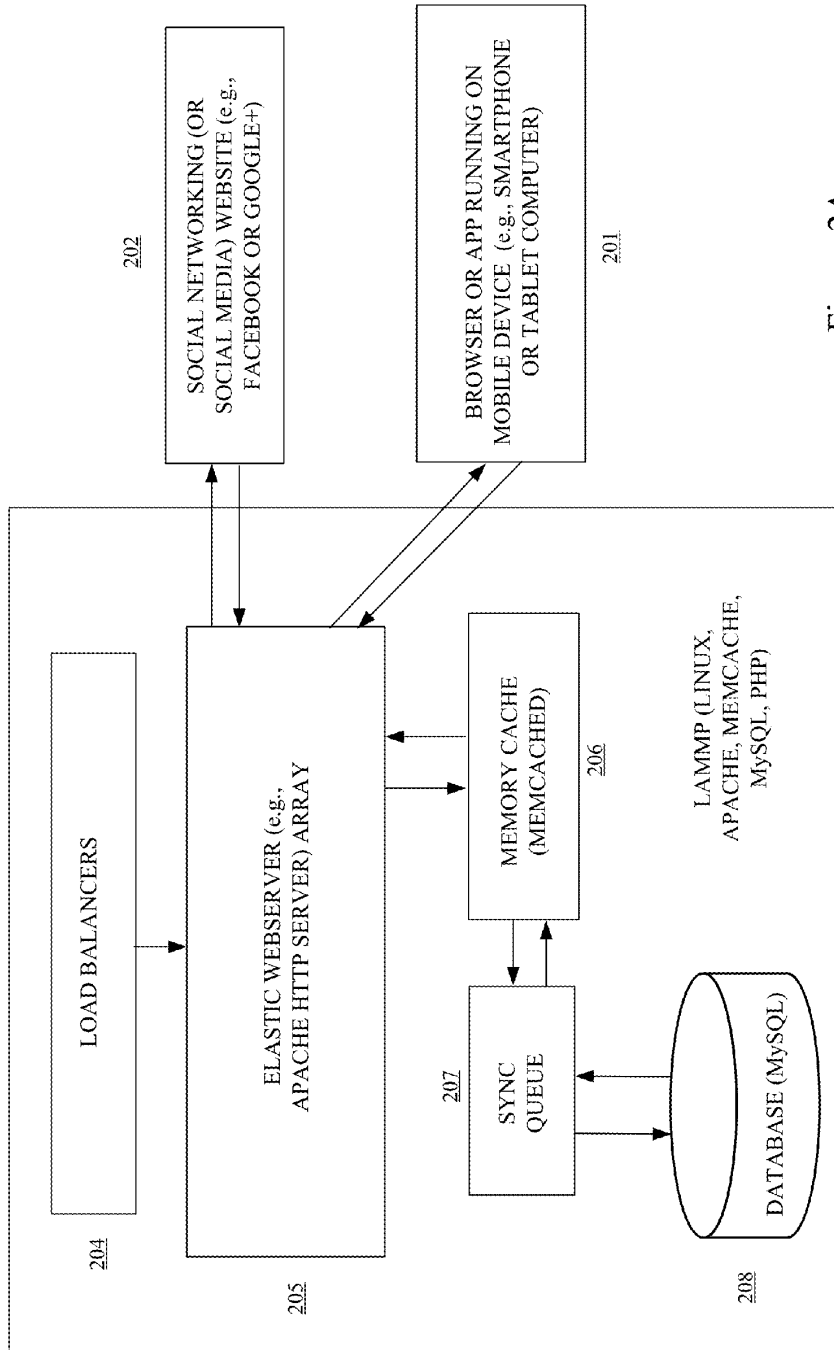


Figure 2A

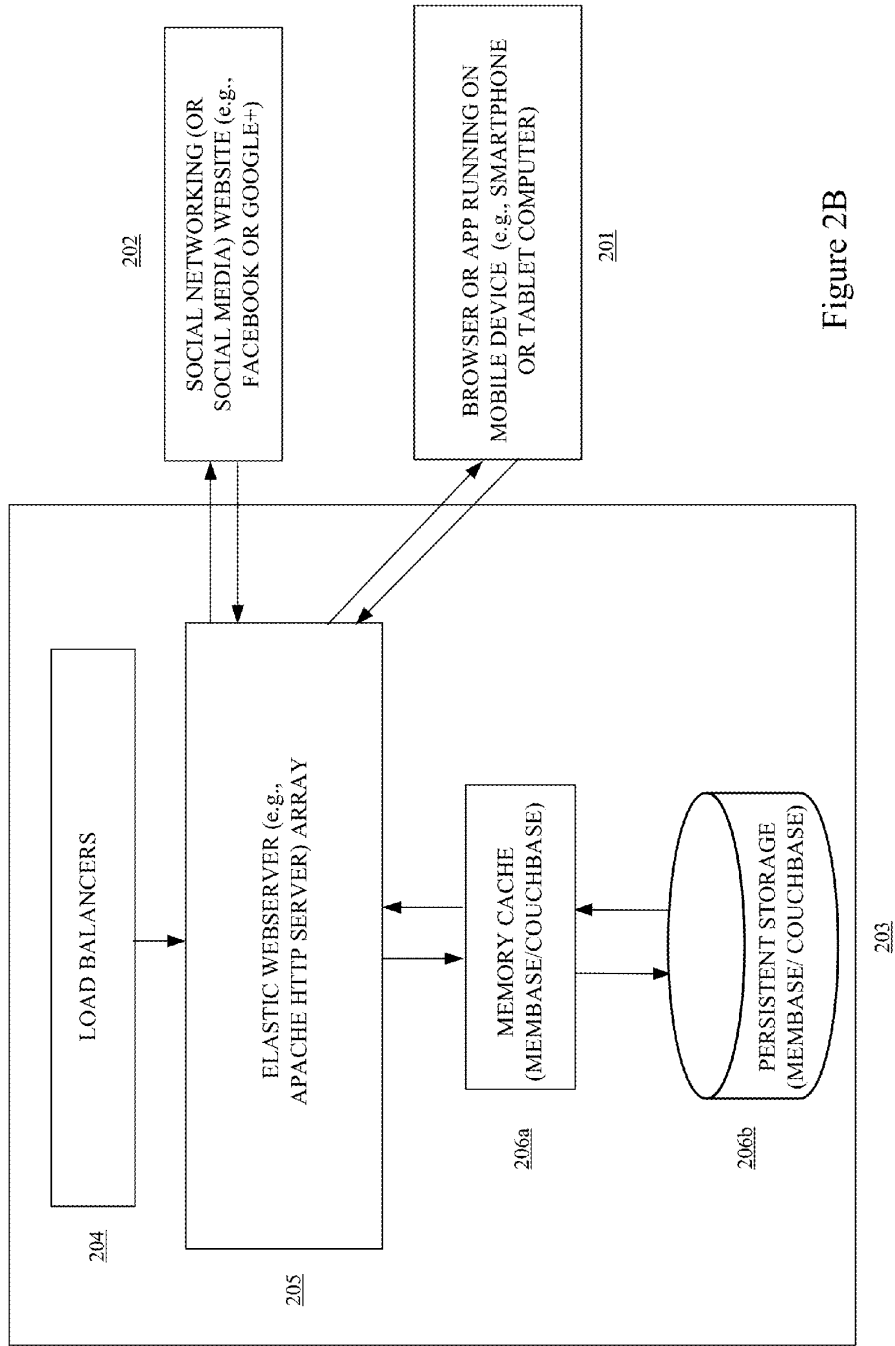


Figure 2B

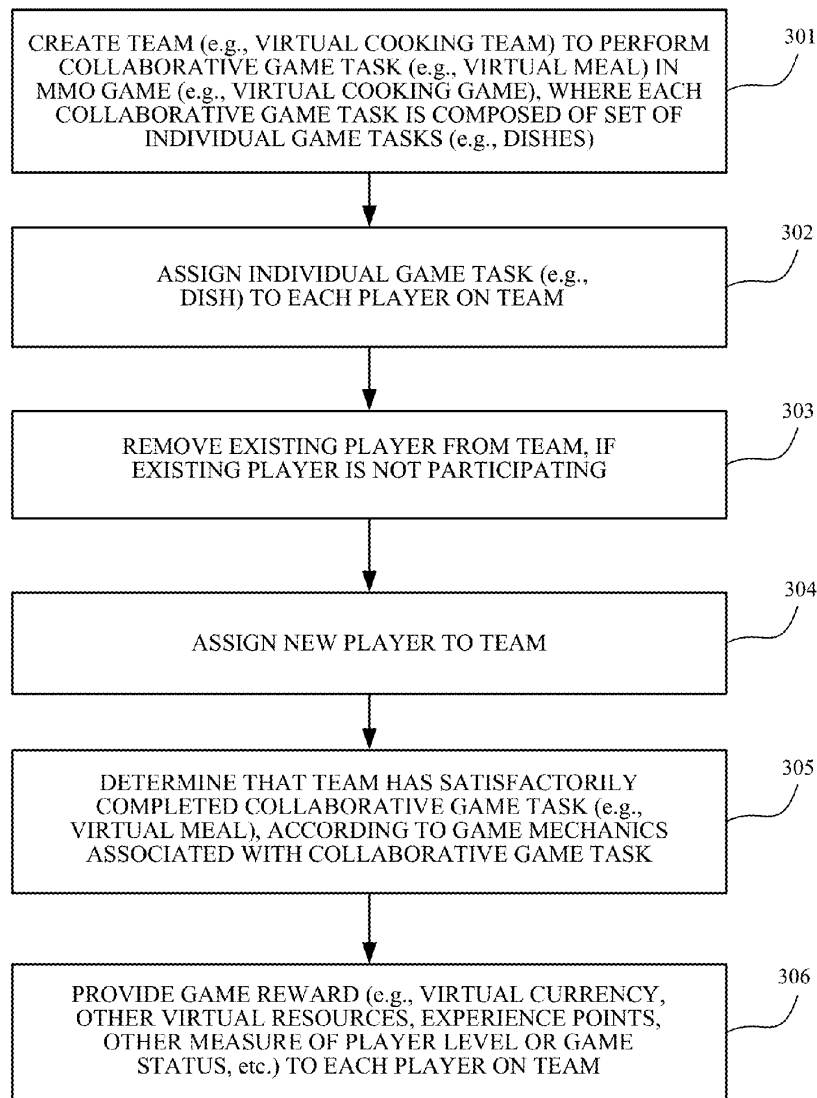


Figure 3

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