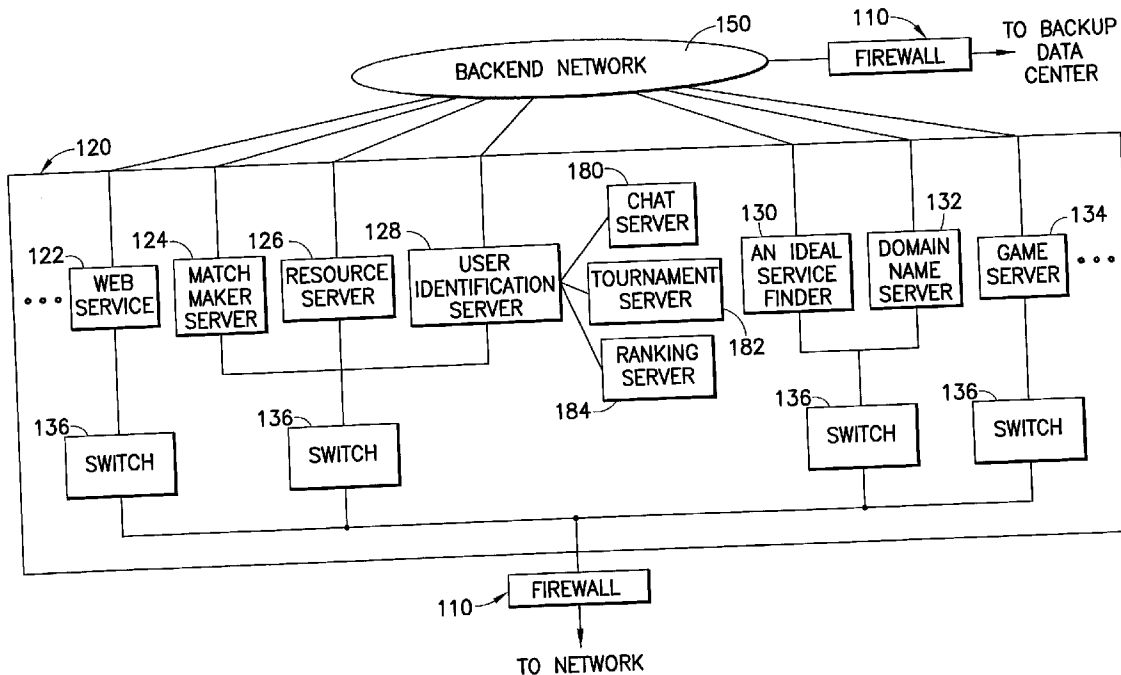
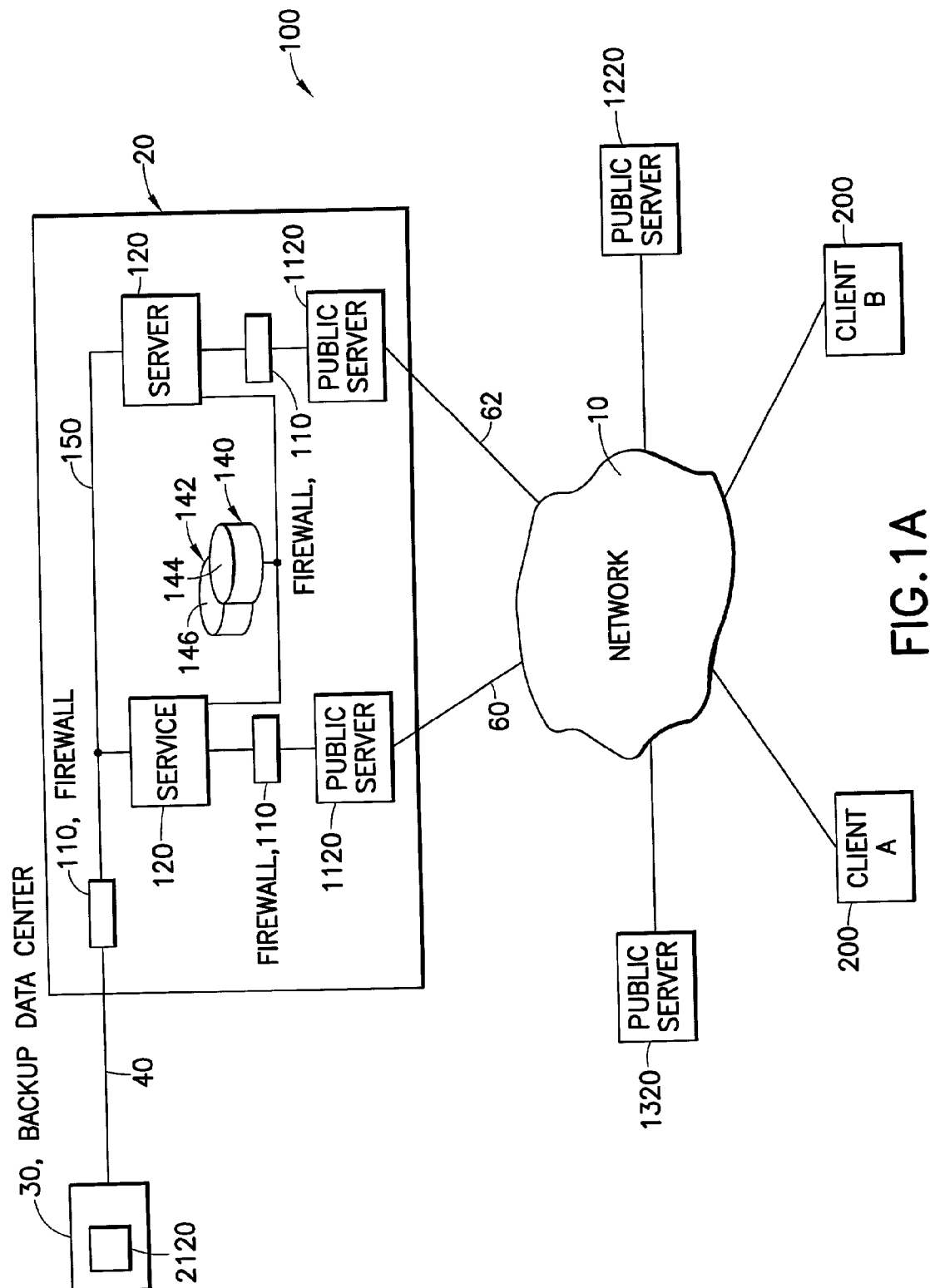


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SYSTEM AND METHOD****Publication Classification**(51) **Int. Cl.⁷** **A63F 9/24; G06F 17/00;**
G06F 19/00(52) **U.S. Cl.** **463/42; 463/40**(76) **Inventors:** **Angel Cordero**, Brooklyn, NY (US);
Nicholas M. Gonzalez, Hicksville, NY (US); **Zhi Chen**, Brooklyn, NY (US);
Roger Campos, Brentwood, NY (US);
Alfred Polanco, Glendale, NY (US);
Daniel Melfi, Medford, NY (US);
Nicodemo Schipano, San Bruno, CA (US); **Mimoun Ouchaou**, Freeport, NY (US)(57) **ABSTRACT**

A multi-player computer game, system and development method that facilitate multi-player game play between and among various hardware platforms employing various operating systems and communication protocols. Multi-player game play between and among a plurality of players is now possible regardless of the hardware platform, communication protocol, and operating system of each of the player's computing devices. Players having different hardware and software configurations on their respective computing devices and communicating using various communication protocols may engage each other in multi-player game play. New application modules may be developed using a cross platform core and other foundation technologies to simplify and speed software development. Coding to a specific operating system or hardware device or protocol is no longer required.

Correspondence Address:
Steven B. Pokotilow, Esq.
Stroock & Stroock & Lavan LLP
180 Maiden Lane
New York, NY 10038 (US)

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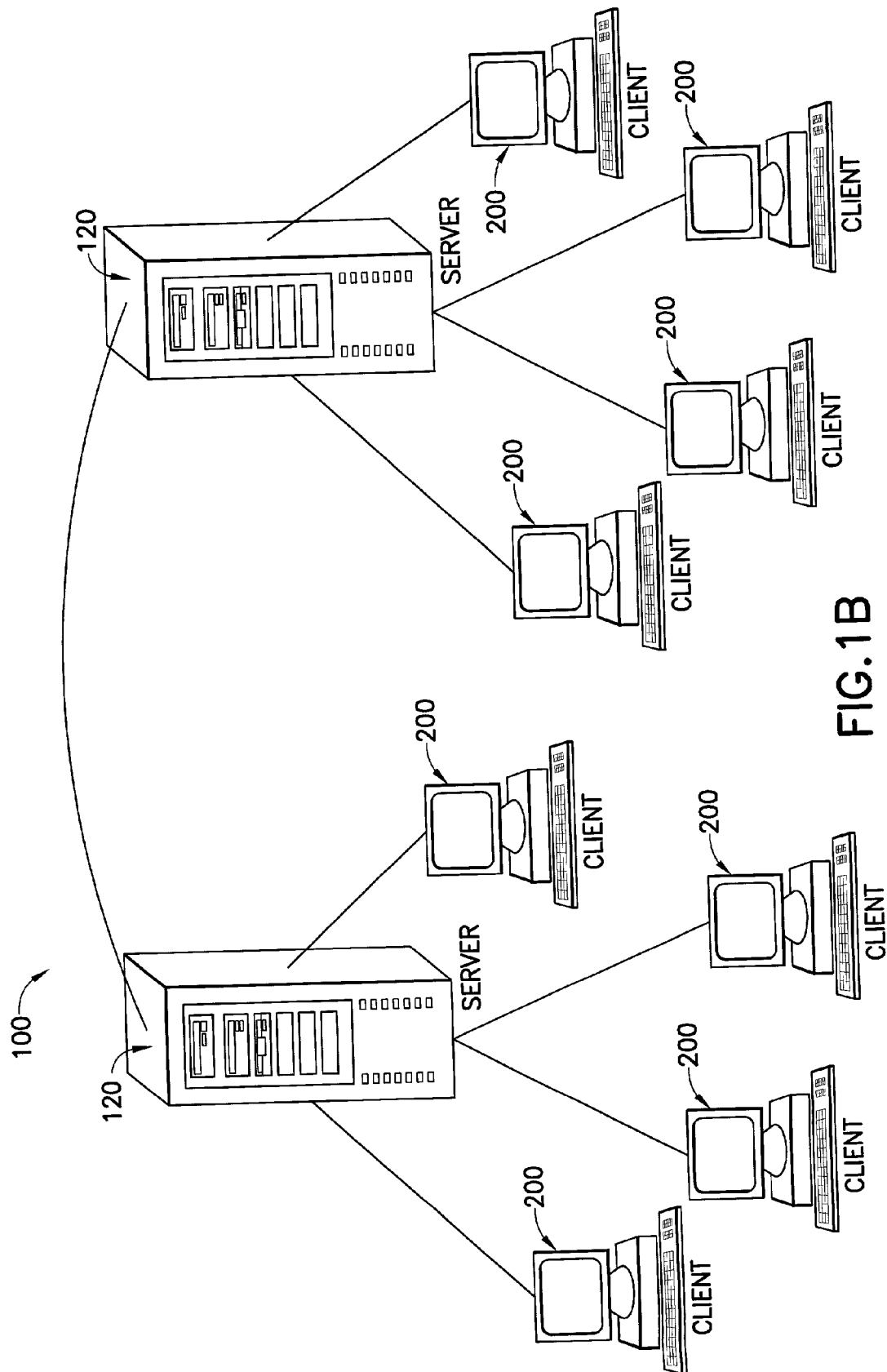


FIG. 1B

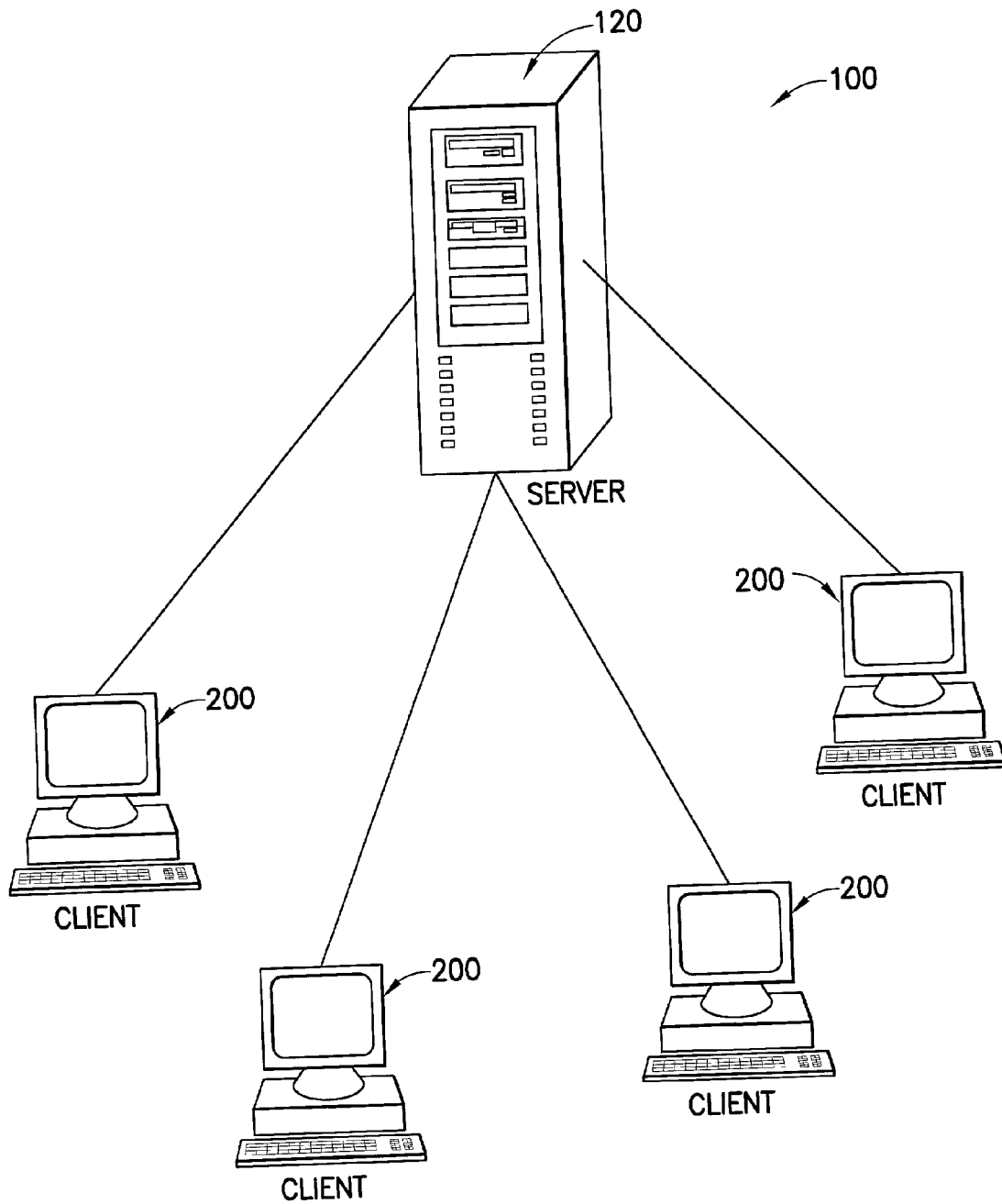


FIG.1C

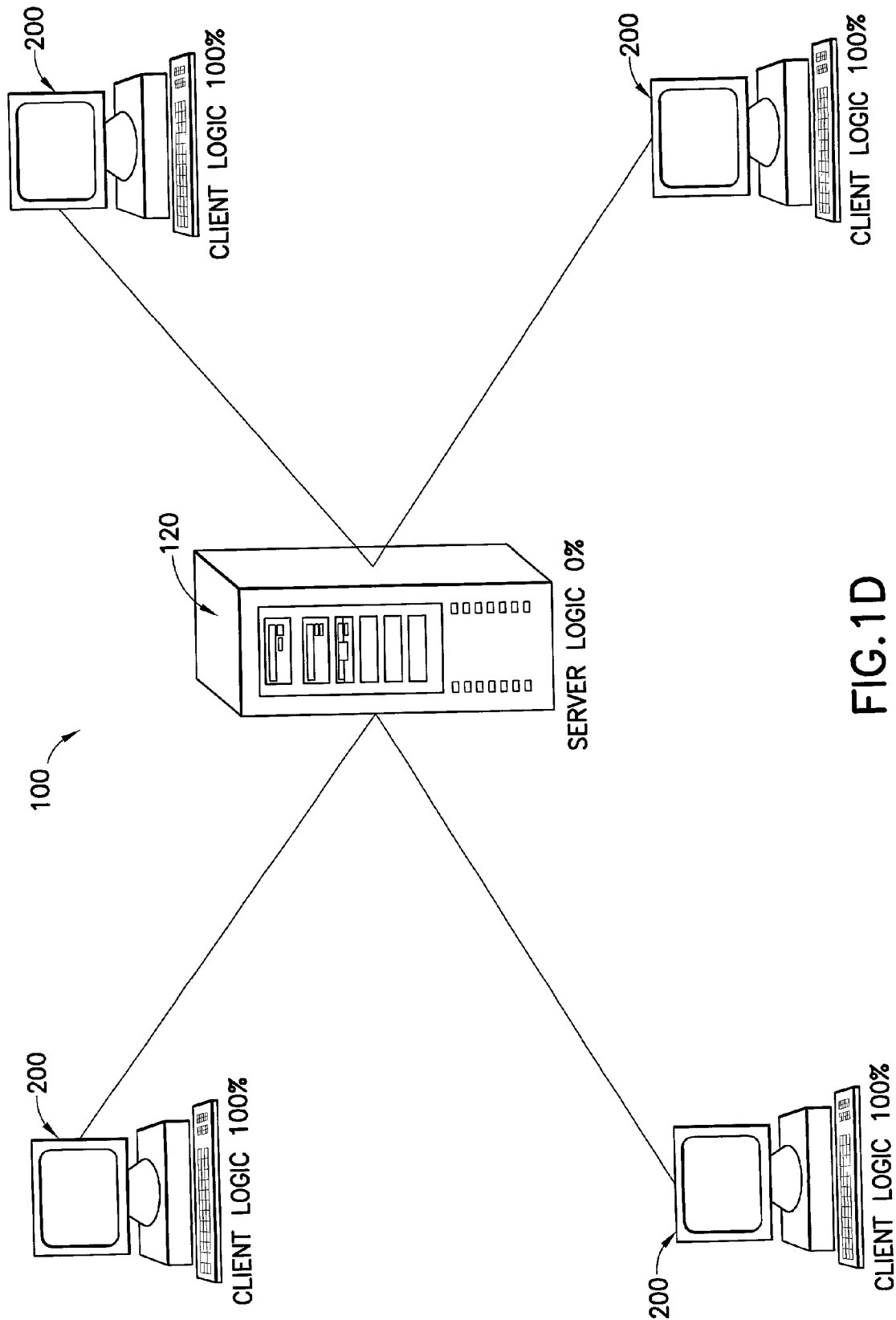


FIG. 1D

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