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I hereby revoke all previous powers of attorney given in the application identified in the attached statement under 37 CFR 3.73(b).

I hereby appoint:



Practitioners associated with the Customer Number:

112301

OR



Practitioner(s) named below (if more than ten patent practitioners are to be named, then a customer number must be used):

Name	Registration Number	Name	Registration Number

as attorney(s) or agent(s) to represent the undersigned before the United States Patent and Trademark Office (USPTO) in connection with any and all patent applications assigned only to the undersigned according to the USPTO assignment records or assignment documents attached to this form in accordance with 37 CFR 3.73(b).

Please change the correspondence address for the application identified in the attached statement under 37 CFR 3.73(b) to:



The address associated with Customer Number:

OR

☐ Firm or Individual Name			
Address			
City	State	Zip	
Country			
Telephone	Email		

Assignee Name and Address:

2343127 Ontario Inc.
 67 Yonge Street, Suite 1600
 Toronto, Ontario, Canada M5E 1J8

A copy of this form, together with a statement under 37 CFR 3.73(b) (Form PTO/SB/96 or equivalent) is required to be filed in each application in which this form is used. The statement under 37 CFR 3.73(b) may be completed by one of the practitioners appointed in this form if the appointed practitioner is authorized to act on behalf of the assignee, and must identify the application in which this Power of Attorney is to be filed.

SIGNATURE of Assignee of Record

The individual whose signature and title is supplied below is authorized to act on behalf of the assignee

Signature	<i>Irving Ho</i>	Date	18 th JUNE '2013
Name	Irving Ho	Telephone	
Title	VP, Finance		

This collection of information is required by 37 CFR 1.31, 1.32 and 1.33. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 3 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.

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NIANTIC-1008

IPR2025-01273, IPR2025-01274

IPR2025-01275, IPR2025-01276

Doc Code: Oath

Document Description: Oath or declaration filed

PTO/AIA/08 (00-12)

Approved for use through 01/31/2014, OMB 0651-0032
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DECLARATION FOR UTILITY OR DESIGN PATENT APPLICATION (37 CFR 1.63)		Attorney Docket Number	0033632-00015
		First Named Inventor	Yousuf Chowdhary
☒ Declaration Submitted With Initial Filing OR ☐ Declaration Submitted After Initial Filing (surcharge (37 CFR 1.16(f) required))		COMPLETE IF KNOWN	
		Application Number	Unassigned
		Filing Date	Herewith
		Art Unit	Unassigned
		Examiner Name	Unassigned

SYSTEMS AND METHODS FOR CAPTURE AND USE OF LOCAL ELEMENTS IN GAMEPLAY

(Title of the invention)

As a below named inventor, I hereby declare that:

This declaration is directed to:

☒ The attached application,

OR

☐ United States Application Number or PCT International application number _____
filed on _____

The above-identified application was made or authorized to be made by me.

I believe I am the original inventor or an original joint inventor of a claimed invention in the application.

I hereby acknowledge that any willful false statement made in this declaration is punishable under 18 U.S.C. 1001 by fine or imprisonment of not more than five (5) years, or both.

Authorization To Permit Access To Application by Participating Office

☒ If checked, the undersigned hereby grants the USPTO authority to provide the European Patent Office (EPO), the Japan Patent Office (JPO), the Korean Intellectual Property Office (KIPO), the World Intellectual Property Office (WIPO), and any other intellectual property offices in which a foreign application claiming priority to the above-identified patent application is filed access to the above-identified patent application. See 37 CFR 1.14(c) and (h). This box should not be checked if the applicant does not wish the EPO, JPO, KIPO, WIPO, or other intellectual property office in which a foreign application claiming priority to the above-identified patent application is filed to have access to the above-identified patent application.

In accordance with 37 CFR 1.14(h)(3), access will be provided to a copy of the above-identified patent application with respect to: 1) the above-identified patent application-as-filed; 2) any foreign application to which the above-identified patent application claims priority under 35 U.S.C. 119(a)-(d) if a copy of the foreign application that satisfies the certified copy requirement of 37 CFR 1.55 has been filed in the above-identified patent application; and 3) any U.S. application-as-filed from which benefit is sought in the above-identified patent application.

In accordance with 37 CFR 1.14(c), access may be provided to information concerning the date of filing the Authorization to Permit Access to Application by Participating Offices.

[Page 1 of 2]

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DECLARATION — Utility or Design Patent Application

Direct all correspondence to: ☒		The address associated with Customer Number: 112301		OR ☐ Correspondence address below	
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LEGAL NAME OF SOLE OR FIRST INVENTOR:					
(E.g., Given Name (first and middle (if any)) and Family Name or Surname)					
Yousuf Chowdhary					
Inventor's Signature 			Date (Optional) 11th Nov 2013		
Residence: City		State		Country	
Maple		Ontario		CA	
Mailing Address					
191 Athabaska Drive					
City		State		Zip	
Maple		Ontario		L6A 3R9	
				Country CA	
☒ Additional Inventors are being named on the <u>One</u> supplemental sheet(s) PTO/AIA/10 attached hereto					

[Page 2 of 2]

SUPPLEMENTAL SHEET FOR DECLARATION	ADDITIONAL INVENTOR(S) Supplemental Sheet (for PTO/AIA/08,09) Page <u>1</u> of <u>1</u>
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Legal Name of Additional Joint Inventor, if any:			
(E.g., Given Name (first and middle (if any)) and Family Name or Surname)			
Jeffrey Brunet			
Inventor's Signature <i>Jeff Brunet</i>			Date (Optional)
Residence: City Aurora	State Ontario	Country CA	
9 Candac Valley Drive			
Mailing Address			
City Aurora	State Ontario	Zip L4G 6W7	Country CA
Legal Name of Additional Joint Inventor, if any:			
(E.g., Given Name (first and middle (if any)) and Family Name or Surname)			
Ravinder ("Ray") Sharma			
Inventor's Signature <i>[Signature]</i>			Date (Optional)
Residence: City Toronto	State Ontario	Country CA	
7 Tudor Gate			
Mailing Address			
City Toronto	State Ontario	Zip M2L 1N3	Country CA
Legal Name of Additional Joint Inventor, if any:			
(E.g., Given Name (first and middle (if any)) and Family Name or Surname)			
Inventor's Signature			Date (Optional)
Residence: City	State	Country	
Mailing Address			
City	State	Zip	Country

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STATEMENT UNDER 37 CFR 3.73(c)Applicant/Patent Owner: 2343127 Ontario Inc.Application No./Patent No.: Unassigned Filed/Issue Date: HerewithTitled: Systems and Methods for Capture and Use of Local Elements in Gameplay2343127 Ontario Inc., a Corporation

(Name of Assignee)

(Type of Assignee, e.g., corporation, partnership, university, government agency, etc.)

states that, for the patent application/patent identified above, it is (choose **one** of options 1, 2, 3 or 4 below):

1. ☒ The assignee of the entire right, title, and interest.
2. ☐ An assignee of less than the entire right, title, and interest (check applicable box):
- ☐ The extent (by percentage) of its ownership interest is ____%. Additional Statement(s) by the owners holding the balance of the interest must be submitted to account for 100% of the ownership interest.
- ☐ There are unspecified percentages of ownership. The other parties, including inventors, who together own the entire right, title and interest are:

Additional Statement(s) by the owner(s) holding the balance of the interest must be submitted to account for the entire right, title, and interest.

3. ☐ The assignee of an undivided interest in the entirety (a complete assignment from one of the joint inventors was made). The other parties, including inventors, who together own the entire right, title, and interest are:

Additional Statement(s) by the owner(s) holding the balance of the interest must be submitted to account for the entire right, title, and interest.

4. ☐ The recipient, via a court proceeding or the like (e.g., bankruptcy, probate), of an undivided interest in the entirety (a complete transfer of ownership interest was made). The certified document(s) showing the transfer is attached.

The interest identified in option 1, 2 or 3 above (not option 4) is evidenced by either (choose **one** of options A or B below):

- A. ☒ An assignment from the inventor(s) of the patent application/patent identified above. The assignment was recorded in the United States Patent and Trademark Office at Reel _____, Frame _____, or for which a copy thereof is attached.
- B. ☐ A chain of title from the inventor(s), of the patent application/patent identified above, to the current assignee as follows:

1. From: _____ To: _____

The document was recorded in the United States Patent and Trademark Office at

Reel _____, Frame _____, or for which a copy thereof is attached.

2. From: _____ To: _____

The document was recorded in the United States Patent and Trademark Office at

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[Page 1 of 2]

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STATEMENT UNDER 37 CFR 3.73(c)

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☐ Additional documents in the chain of title are listed on a supplemental sheet(s).

☒ As required by 37 CFR 3.73(c)(1)(i), the documentary evidence of the chain of title from the original owner to the assignee was, or concurrently is being, submitted for recordation pursuant to 37 CFR 3.11.

[NOTE: A separate copy (i.e., a true copy of the original assignment document(s)) must be submitted to Assignment Division in accordance with 37 CFR Part 3, to record the assignment in the records of the USPTO. See MPEP 302.08]

The undersigned (whose title is supplied below) is authorized to act on behalf of the assignee.

/Ari S. Indik/

November 19, 2013

Signature

Date

Ari S. Indik

55,293

Printed or Typed Name

Title or Registration Number

Privacy Act Statement

The **Privacy Act of 1974 (P.L. 93-579)** requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

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2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.
3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
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5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.
6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).
7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (*i.e.*, GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.
8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspection or an issued patent.
9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

PATENT ASSIGNMENT

For \$1.00 and other consideration, the receipt and sufficiency of which we acknowledge, we acknowledge that we have assigned and do hereby assign to:

2343127 Ontario Inc.
Suite 1600
67 Yonge Street
Toronto, Ontario
M5E 1J8 Canada

all our right, title and interest in and to the invention(s) described and/or claimed in
US patent application number 61/796,715, filed November 19, 2012

titled **SYSTEMS AND METHODS FOR CAPTURE AND USE OF LOCAL ELEMENTS
IN GAMEPLAY**

and to any and all letters patent or patents of the United States, Canada and all other countries of the world that may be granted for the invention(s) and in and to any and all divisions, continuations, continuations-in-part of said applications, including all applications claiming priority to the above application, and any reissues and extensions of said letters patent or patents.

Without further consideration, but at the expense of the assignee, its successors or assigns, we undertake to do such things and sign such documents as are required to fully vest title to the invention, and any patents to issue for the invention, whether from the application referred to above, another application, a division or reissue, or other wise, in the assignee, its successors or assigns.

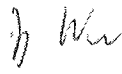
Date: 11th Nov '2013

Name of inventor: Yousuf Chowdhary


(signature of additional inventor)

STATEMENT OF WITNESS

I, LIZJIN WEN, whose full post office address is 9120 Leslie St, Unit 4208,
Richmond Hill, ON, Canada was
personally present and did see Yousuf Chowdhary, who is known to me, execute the above
assignment.


Signature of Witness

PATENT ASSIGNMENT

CONTINUATION SHEET

Date: 15 Nov '2013

Name of inventor: Jeffrey Brunet

Jeff Brunet
(signature of additional inventor)

STATEMENT OF WITNESS

I, YOUSOF CHOWDHARY, whose full post office address is 67 YONGE ST
SUITE 1600, TORONTO, ON CANADA was
personally present and did see Jeffrey Brunet, who is known to me, execute the above
assignment.

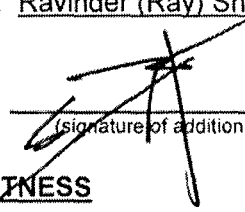
[Signature]
Signature of Witness

PATENT ASSIGNMENT

CONTINUATION SHEET

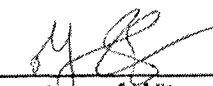
Date: 12 Nov 2013

Name of inventor: Ravinder (Ray) Sharma


(signature of additional inventor)

STATEMENT OF WITNESS

I, YOUSUF CHAUDHARY, whose full post office address is 67 YONGE ST.
SUITE 1600, TORONTO, ON CANADA was
personally present and did see Ravinder (Ray) Sharma, who is known to me, execute the
above assignment.


Signature of Witness

SYSTEMS AND METHODS FOR CAPTURE AND USE OF LOCAL ELEMENTS IN GAMEPLAY

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application claims the benefit of U.S. Provisional Patent Application No. 61/796,715, filed November 19, 2012 and entitled “Systems and Method of Capture and Use of Local Elements in Gameplay,” which is incorporated herein by reference in its entirety.

FIELD OF INVENTION

[0002] The present invention is related to video game applications in general and video game applications for the capture and use of local elements to impact gameplay in particular.

BACKGROUND

[0003] A virtual world is a computer simulated environment. A virtual world may resemble the real world, with real world rules such as physical rules of gravity, geography, topography, and locomotion. A virtual world may also incorporate rules for social and economic interactions between virtual characters. Player (users) may be represented as avatars, two or three-dimensional graphical representations. Virtual worlds may be used for massively multiple online role-playing games, for social or business networking, or for participation in imaginary social universes.

[0004] Prior art virtual worlds have storylines that are either static or branch in a rather predictable fashion. Prior art methods for a branching storyline are well known in the industry, where the outcome of one encounter defines the starting point of the next. Such virtual worlds have a set number of possible branches and a player’s skills, interaction with other players and non-player characters (NPCs) aids in the creation of variety and new possibilities. Mostly, the storyline is also dependent on the virtual character (Player Character) that a player chooses to engage in the gameplay of the virtual world.

[0005] These existing virtual worlds lack the ability to take the player’s location and its various local elements into account for meaningful impact on gameplay. By overcoming these limitations, the present invention allows for a richer and more unique gameplay experience for each player.

SUMMARY OF THE INVENTION

[0006] A player's real world location may have a significant meaning for the player, and thus an emotional bond may already exist. By exploiting this emotional bond and making the storyline of a virtual world dependent on the local elements a more interesting and meaningful experience can be provided. Thus a player may be willing to spend more time engaging with a virtual world when the virtual world's storyline is impacted by the changing local elements. Likewise, a player may enjoy the option to choose a real world location and interact with a virtual world impacted by local elements of that chosen location.

[0007] This application describes systems and methods whereby the storyline of a virtual world may change based on the real world local elements of a particular location. Thus changes to the real world local elements may influence the gameplay of a virtual world. Local elements may include but are not limited to weather e.g. storms, hurricanes; social and political environments like political and social unrest, protest, peaceful rallies, marathon runs, local festivals, stock market ups / downs and crashes, elections whether local, state or nation level, local robberies, crime and heists, mafia and related incidents, traffic congestion, accidents, construction, construction related delays etc. derived from the location.

[0008] In one embodiment of the invention there may be virtual characters associated with each of the changing local elements. For example as a result of political and social unrest in the real world, an element of chaos may be introduced (e.g. bringing hordes of NPCs into the virtual world to reflect real life). Thus there may be predefined scripts incorporated in the virtual world, each script may be associated with a different local element, and upon encountering such a local element the relevant script is called into play impacting the storyline of the virtual world.

[0009] In one single-player embodiment the virtual characters that are available to the player are dependent on the local elements of the location of the player. In another multi-player embodiment the location of each player then introduces virtual characters associated with the local elements of these real world locations. Thus depending on who is playing from where, the storyline keeps changing, since the combination of virtual characters changes based on the real world local elements of the location of the players.

[0010] In one embodiment of the invention, the items and loot that the players may come across, monsters and enemies that they may fight, traps and puzzles that they may have to overcome may vary based on the changing local elements of real world location(s).

[0011] The term “storyline” may include, but is not necessarily limited to, the aesthetics, virtual characters that are available, plot, set of plot nodes, scene, settings etc. and may change individually or in combination with the location of the player. Storylines can change, evolve, branch or morph based on the changes in the local elements. Alternate settings may be applied, alternate levels may be offered for gameplay based on these changes.

[0012] Using the methods and systems disclosed in this application the local elements of the real world, location(s) become a vital factor impacting the storyline of the virtual world. This provides for a richer gaming experience and increases player engagement while making the gameplay of the virtual world more unique for each player.

[0013] According to a first aspect of the invention, a computer-implemented method is provided for enabling virtual gameplay on a computing device in communication with a storage means. Access is provided to at least one video game in which a player is able to interact with the video game according to a storyline. A player location is detected or input at the computing device and the location is stored on the storage means. A local element is retrieved from a database using the computing device based on the player location. The local element is correlated to a local element script actuatable in the video game. The computing device is used to retrieve and actuate the local element script in the video game, such that the local element script supplements or replaces the storyline.

[0014] A second or subsequent location may be detected in the course of gameplay. In this case, a second or further local element script may be retrieved that is related to the second or subsequent location and its local element.

[0015] The correlating of the local element preferably takes account of an operating context within the game. Operating context refers to internal and/or external factors impacting a particular system, device, application, business, organization etc. For example, operating context for an application is the external environment that influences its operation. For a mobile application, the operating context may be defined by the hardware and software environment in the device, the target user, and other constraints imposed by various other stakeholders. In the

case of the present invention, operating context may have a bearing on, for example, the selection of the local element for the detected location (e.g. selecting a kid-appropriate local element to be introduced in a game for kids).

[0016] Preferably, the video game includes at least one virtual character. The local element script may be used to modify the virtual character's appearance, facial or body expression or health. Or it may be used to modify the tools, weapons, equipment or clothing of the virtual character. It may be used to modify character statistics of a virtual character. For example, the local element may be used to determine an overall mood or tension of a location. In this case, the local element script may be used to modify character statistics representing mood or aggression in the virtual character.

[0017] Preferably, the storyline comprises one or a combination of plot, plot nodes, character interactions, encounters, scene, setting, aesthetics, levels, premise, or theme. The local element script may be used to specifically modify the scene or setting of the storyline. In one example, the local element script may be used to modify or introduce non-player characters, game monsters, enemies, traps or puzzles corresponding to the local element.

[0018] The local element may include one or a combination of local events, local indicators, and local celebrities or news figures.

[0019] The local element may be a local news item. The local element script may be used to modify the storyline to reflect that news item. For example, if the news item refers to a crowd of people, the local element script may introduce a crowd of non-player characters into the storyline.

[0020] The local element may be a weather, social, political, economic, stock market, demographic, traffic, crime, or construction indicator relevant to the location. The local element script may be used to modify the storyline to reflect that indicator.

[0021] The local element may be a local celebrity or news figure, in which case, the local element script may modify the storyline to introduce a non-player character representing that local celebrity or news figure.

[0022] The local element may include a keyword extracted from a news stream of local news items. This can be used, generically or specifically, to match to a profile and a specific script to modify gameplay.

[0023] The location may be re-detected at intervals, and in the event of a change in the location, a virtual character is shown moving to a new scene in the storyline.

[0024] If a null location is detected or the detected location is unsupported, a default or random storyline may be provided. Or, a player may be asked to input or select a location. An approximate match can also be used.

[0025] Preferably, the storage means is provided by one or a combination of: a local fixed memory, a local removable memory, a remote fixed memory, a remote removable memory, and a virtual memory. The storage means may be selected from the group consisting of: a local data storage of a game console, a local inbuilt memory, a user provided memory, an online server, and a shared folder on a network.

[0026] Preferably, the detecting step includes retrieving player location from a sensor. In one embodiment, the player is enabled to play the game using a game device, and the player location may be detected by an on-board sensor on the game device (e.g. a mobile device).

[0027] Preferably, the detecting step includes retrieving player location from one or a combination of GPS, A-GPS, WiFi, IP address, account or billing address, and player provided location information. The player provided location information may be a fantasy location.

[0028] The detecting step may further include retrieving at least one map from a map database in response to the detected location.

[0029] The location may be detected at login or during gameplay.

BRIEF DESCRIPTION OF THE FIGURES

[0030] Figure 1 is a flow diagram illustrating the primary steps of the method, according to a preferred embodiment.

[0031] Figure 2 is a flow diagram representing an example of filtering a news stream to impact storyline of gameplay.

[0032] Figure 3 is a flow diagram representing an example of ongoing location detection to impact storyline based on changed local elements.

[0033] Figure 4 is a conceptual diagram illustrating the interplay between multiple local elements and aspects of the storyline in a virtual world.

DETAILED DESCRIPTION

[0034] Methods and arrangements of changing storyline for gaming applications and virtual worlds based on local elements are disclosed in this application.

[0035] Before embodiments of the invention are explained in detail, it is to be understood that the invention is not limited in its application to the details of the examples set forth in the following descriptions or illustrated drawings. The invention is capable of other embodiments and of being practiced or carried out for a variety of applications and in various ways. Also, it is to be understood that the phraseology and terminology used herein is for the purpose of description and should not be regarded as limiting.

[0036] Before embodiments of the software modules or flow charts are described in detail, it should be noted that the invention is not limited to any particular software language described or implied in the figures and that a variety of alternative software languages may be used for implementation of the invention.

[0037] It should also be understood that many components and items are illustrated and described as if they were hardware elements, as is common practice within the art. However, one of ordinary skill in the art, and based on a reading of this detailed description, would understand that, in at least one embodiment, the components comprised in the method and tool are actually implemented in software.

[0038] As will be appreciated by one skilled in the art, the present invention may be embodied as a system, method or computer program product. Accordingly, the present invention may take the form of an entirely hardware embodiment, an entirely software embodiment (including firmware, resident software, micro-code, etc.) or an embodiment combining software and hardware aspects that may all generally be referred to herein as a “circuit,” “module” or “system.” Furthermore, the present invention may take the form of a computer program product

embodied in any tangible medium of expression having computer usable program code embodied in the medium.

[0039] Computer program code for carrying out operations of the present invention may be written in any combination of one or more programming languages, including an object oriented programming language such as Java, Smalltalk, C++ or the like and conventional procedural programming languages, such as the “C” programming language or similar programming languages. The program code may execute entirely on the user’s computer, partly on the user’s computer, as a stand-alone software package, partly on the user’s computer and partly on a remote computer or entirely on the remote computer or server. In the latter scenario, the remote computer may be connected to the user’s computer or mobile device like a Smartphone, tablet e.g. iPad through any type of network, including a local area network (LAN) or a wide area network (WAN), or the connection may be made to an external computer (for example, through the Internet using an Internet Service Provider).

[0040] A “virtual world” as used herein need not be a “game” in the traditional sense of a competition in which a winner and/or loser is determined, but rather that the term “game” incorporates the idea of a virtual world. Moreover, a person or entity who enters the virtual world in order to conduct business, tour the virtual world, or simply interact with others or the virtual environment, with or without competing against another person or entity is still considered to be “playing a game” or engaging in the gameplay of the game.

[0041] Virtual worlds can exist on game consoles for example Microsoft Xbox, and Sony Playstation, Nintendo Wii, etc., or on online servers, or on mobile devices (e.g. an iPhone or an iPad), Smartphones, portable game consoles like the Nintendo 3DS, or on a PC (personal computer) running MS Windows, or MacOS, Android, Ubuntu, Linux or another operating system. This list is not exhaustive but is exemplary of devices or computing environments where virtual worlds can exist, many other variations are available and known to persons skilled in the art.

[0042] A computer or a game console that enables a user to engage with a virtual world, including a memory for storing a control program and data, and a processor (CPU) for executing the control program and for managing the data, which includes user data resident in the memory including a set of gameplay statistics. The computer, or a game console, may be coupled to a

video display such as a television, monitor, or other type of visual display while other devices may have it incorporated in them (iPad). A game or other simulations may be stored on a storage media such as a DVD, a CD, flash memory, USB memory or other type of memory media. The storage media can be inserted to the console where it is read. The console can then read program instructions stored on the storage media and present a game interface to the user.

[0043] Typically, a user or a player manipulates a game controller to generate commands to control and interact with the virtual world. The game controller may include conventional controls, for example, control input devices such as joysticks, buttons and the like. Using the controller a user can interact with the game, such as by using buttons, joysticks, and movements of the controller and the like. This interaction or command may be detected and captured in the game console. The user's inputs can be saved, along with the game data to record the game play. In one embodiment, the gameplay data can include usage statistics captured to record the user's experience as they progress from one level of the game to the next.

[0044] The term "player" is intended to describe any entity that accesses the virtual world, regardless of whether or not the player intends to or is capable of competing against other players. Typically, a player will register an account with the game console within a peer-to-peer game and may choose from a list or create virtual characters that can interact with other virtual characters of the virtual world.

[0045] The term "engage in gameplay" generally implies playing a game whether it is for the purpose of competing, beating, or engaging with other players. It also means to enter a virtual world in order to conduct business, tour a virtual world, or simply interact with others or a virtual environment, with or without competing against another entity.

[0046] A "virtual character" may include a persona created by a player or chosen from a list in the virtual world. Typically virtual characters are modeled after the humans whether living or fantasy (e.g. characters from mythology).

[0047] A virtual character is represented by one or more gameplay statistics, which encapsulate some meaning to connect the virtual (and digital) reality of the game to the real world. Many of these statistics are not apparent to the user as such, but are instead encoded within the framework of the game or composed together to form a script. In role-playing games

(RPGs) and similar games, these statistics may be explicitly exposed to the user through a special interface, often with added meaning which provides context for the user's actions.

[0048] In virtual worlds (video / computer games) a non-player character (NPC) is a virtual character that is controlled by the program and not a player. NPC may also refer to other entities not under the direct control of players. NPC behavior in a virtual world may be scripted and automatic. The scripted and automatic behavior of NPCs may change with the changing local elements thus in turn impacting the storyline of the virtual world.

[0049] A “player character” or “playable character” (PC) is a virtual character in a virtual world that is controlled or controllable by a player. A player character is a persona of the player who controls it. In some cases a virtual world has only one player character and in other cases there may be a small number of player characters from which a player may pick a certain virtual character that may suit his or her style of gameplay, while in other scenarios there may be a large number of customizable player characters available from which a player may choose a virtual character of their liking. An avatar - may include the physical embodiment of a virtual character in the virtual world.

[0050] For the purpose of this application the term “story” may mean storyline, plot nodes, virtual character(s), set of virtual characters or character interaction, encounters, settings, aesthetics, levels, premise or theme amongst other things. The intent is to cover all such areas that may be impacted by the location of the player, and are known to persons skilled in the art. Some of these terms are explained in more detail below.

[0051] Plot

[0052] A “plot” defines the events a story comprises, particularly as they relate to one another in a pattern, a sequence, through cause and effect, or by coincidence. A well thought through plot with many different patterns of events results in a more engaging and interesting game. A plot may have a beginning, a middle, and an end, and the events of the plot may causally relate to one another as being either dependant or probable. A plot may also refer to the storyline or the way a game progresses. Similarly a storyline may refer to a plot or a subplot of a virtual world. Thus for the purpose of this application the terms plot and storyline may be used interchangeably.

[0053] Plot Node

[0054] In a virtual world a “plot node” may be defined as a forking point in the storyline where the plot of the story can diverge based on the decisions a player makes, or the location of the player.

[0055] Plotline - Set of Plot Nodes

[0056] “Plotline” can be considered a certain sequence of interconnected plot nodes, while a set of plot nodes may or may not be interconnected. A plotline may be integral to the main storyline or may be complimentary and thus provide extra possibilities in terms of virtual character interaction and specific scenarios. Thus there may be a certain association between a certain local element and a plotline or a certain set of plot nodes. Therefore when a player from a certain location with certain local element(s) joins the gameplay, the plotline or set of plot nodes associated with this local element(s) may become incorporated into the gameplay.

[0057] Encounters

[0058] In a virtual world an “encounter” may be defined as a meeting between two or more virtual characters or may be thought of as a decision point at which a player encounters an opposing element (e.g. an enemy). An encounter may be player initiated (actively engaging in fighting an enemy) or unwanted by the player. A player may opt to avoid an encounter or may actively engage in them to move to the next level of the virtual world. The outcome of the encounters may at times define how the rest of the game progresses.

[0059] A “random encounter” is a feature commonly used in various role-playing games (RPGs) whereby an encounter with a non-player character (NPC), an enemy, a monster, or a dangerous situation occurs sporadically and at random. Random encounters are generally used to simulate the challenges associated with being in a hazardous environment, such as a monster-infested wilderness or dungeon usually with an uncertain frequency of occurrence to simulate a chaotic nature.

[0060] Premise

[0061] The “premise” of a game or concept statement is a short, direct description of the situation of a game and describes the fundamental concept that drives the plot. The premise determines the primary goals of the virtual characters of a virtual world, the opposition to these

goals and typically may define the means and the path that these virtual characters may take in achieving those goals. The primary objective is usually sought by both the protagonist (hero) and the antagonist (villain) but may only be achieved by one of them.

[0062] Theme

[0063] A “theme” is the main idea, moral, or message, of a game. It is typically the common thread or oft repeated idea that is incorporated throughout a game. Examples of themes in games: espionage-themed role-playing game, martial arts-themed iPod based game, single-player horror-themed PC adventure game, fantasy-themed role-playing game, science fiction themed computer game, adult-themed video game, a horror-themed FPS (first person shooter) video game, futuristic-themed competitive fighting game, paranormal investigation -themed role-playing game etc.

[0064] Settings

[0065] “Settings” in the virtual world control multiple areas of the virtual world (game). Settings may be changed by a player or may be impacted by the local elements of the location of a player.

[0066] Levels

[0067] A “level” in the virtual world (video game) terminology refers to a discrete subdivision of the virtual world. Typically a players begins at the lowest level (level 1), and proceeds through increasingly numbered levels, usually of increasing difficulty, until they reach the top level to finish the game. In some games levels may refer to specific areas of a larger virtual world, while in other games it may refer to interconnected levels, representing different locations within the virtual world.

[0068] Statistics (Stat)

[0069] A “statistic” (stat) in role-playing games (RPG) is a datum which represents a particular aspect of a virtual character. Most virtual worlds separate statistics into several categories. The set of categories actually used in a game system, as well as the precise statistics within each category may vary greatly from one virtual world to another. Many virtual worlds also use derived statistics whose values depend on other statistics, which are known as primary or basic statistics. Derived statistics often represent a single capability of the character such as

the weight a character can lift, or the speed at which they can move. Derived statistics are often used during combat, can be unitless numbers, or may use real-world units of measurement such as kilograms or meters per second.

[0070] A virtual character's statistics affects how it behaves in a virtual world. For example, a well-built muscular virtual character may be more powerful and be able to throw certain virtual objects farther, but at the same time may lack dexterity when maneuvering intricate virtual objects. A virtual character may have any combination of statistics, but these statistics may be limited by either a hard counter, soft counter or a combination of both.

[0071] Most devices where virtual worlds exist provide a mechanism to save the state of the game, so that the game can be played from the same point where it was left off. Methods for saving the state of the game include but are not limited to the examples cited here, for example a gaming console may provide internal memory chips, or a port where a user can connect user supplied memory; while games played over the Internet may provide online memory. The aforementioned memory space can also be used for saving the different components of the storyline that are affected by the change in the real world location of the player to enhance the gameplay experience.

[0072] Script

[0073] A "script" defines the default behavior of a virtual character. Just as with statistics, different scripts can refer to different behaviors for the same virtual character.

[0074] Figure 1 is a flow diagram illustrating the primary steps of the method, according to a preferred embodiment. A system is provided with a virtual world **101**. The virtual world may be a single player game or a multiplayer game or a MMORPG (Massively Multiplayer Online Role Playing Game) and may exist on any type of a gaming device which may include but not limited to an iPhone, iPad, Smartphones, Android phones, personal computers e.g. laptops, gaming consoles like Nintendo Wii, Nintendo DS, Sony PlayStation, Microsoft Xbox 360, and online server based games etc.

[0075] The computer program comprises: a computer usable medium having computer usable program code, the computer usable program code comprises: computer usable program code for enabling change in storyline based on the real world location of a player, computer

usable program code for presenting graphically to the player the different options available to modify and personalize different aspects of the virtual world including but not limited to settings.

[0076] The player engages in gameplay of the virtual world **102**. As mentioned earlier, the term “engage in gameplay” generally implies playing a game whether it is for the purpose of competing, beating, or engaging with other players. It also means to enter a virtual world in order to conduct business, tour a virtual world, or simply interact with others or a virtual environment, with or without competing against another entity.

[0077] The player location is determined and information is gathered about local elements relevant to that location **103**. As technology advances, more and more miniaturized electronic components become cost effective to be mass produced and included in all sorts of devices. Today many types of mobile devices e.g. Smartphones like iPhone include a built-in GPS sensor, have data coverage via mobile cellular network or WiFi, and are widely used for engaging in the gameplay of virtual worlds. Thus determining the player location is a well known method in the art. There may be other methods, well known in the art, to determine the player location, e.g. using the Wireless Assisted GPS (A-GPS), WiFi network, using IP address, player provided information, using billing address zip/area code, etc.

[0078] Similarly digital maps have become readily available e.g. Google Maps, Microsoft Bing Maps, etc. and once the GPS co-ordinates have been received from the GPS sensor can be used for identifying the location/geographic landscape and acquiring other information e.g. demographics of the location. Similarly weather information and local news are also readily available over the Internet. These news streams may be used for gathering the local elements of a location.

[0079] In one embodiment of the invention the location of the player is the real world location where the player is engaging in the gameplay. In an alternate embodiment the player may have defined the location e.g. a player is based in Seneca Falls, NY, but may have chosen to use the local elements of NY, NY. Or, the system may make such an approximation if there is no available local element data for Seneca Falls.

[0080] The storyline of the virtual world is then changed based on the local elements **104**. Several exemplary methods are provided in this application for illustrative purposes. The

application is not limited to these examples but in fact covers all combinations, permutations, variations etc. that may be obvious to the one skilled in the art.

[0081] Figure 2 is a flow diagram representing an example of filtering a news stream to impact storyline of gameplay.

[0082] In one embodiment of the invention for a single player virtual world, there may be many variations of the virtual world such that each variation is associated with a profile, and certain real world elements that tend to occur in all places every now and then. For example severe weather, earthquakes, political, economic and social turmoil, protests, marathons, street festivals, traffic congestion, stock market rise and fall, food shortages, price hikes, each may be associated with a certain profile. There may be generic profiles that are associated with such elements in general, and there may be specific profiles that are associated with specific and unique real world local elements.

[0083] For example there may be generic profiles for severe weather, earthquakes, street festivals etc. such that when one such local element is in effect at a certain location the relevant variations of the virtual world may be applied, using a generic profile associated with such a local element.

[0084] Similarly there may be specific profiles for specific local elements for example Mardi Gras, New York Marathon, October Fest, etc. In one embodiment of the invention, when a player's location is determined by gathering location information from say the gaming device's built-in GPS sensor, and it is determined that the player is in a certain location where a particular local (event) element is taking place (e.g. player is in New Orleans, LA, and its Mardi Gras week) the relevant variation of the virtual world may be applied, using a particular profile. Each profile is implemented using a script.

[0085] Turning to the flow diagram in Figure 2, the player location is determined **201**. As mentioned earlier there are several well understood prior art methods for determining the player location.

[0086] Information about local elements is gathered, e.g. by capturing the local news stream **202**. In a preferred embodiment of the invention, once the location of the player is

determined, gathering information about local elements may involve going to local news website to obtain local information on events and happenings.

[0087] This gathered news stream can then be filtered based on key words **203**. In a preferred embodiment of the invention, the captured news stream from the determined location of the player is filtered by key words. As explained earlier, a virtual world may have a certain set of scripts associated with generic profiles and particular profiles. The list of key words may be derived from the list of profiles, since the virtual world can only apply variations to the gameplay based on the scripts that it can handle. If new scripts are added then new key words associated with these scripts/profiles may also be added to the virtual world, expanding its scope. Key words may have a wide range e.g. severe weather, storms, record rainfall, flooding, murder, theft, mugging, rape, protests, election, etc.

[0088] Key stories related to the location may then be identified based on the key word filtering and these results of the filtering can be compiled **204**. Stories can be associated with key words. For example, as in the table below, a list of profiles may be associated with key words, and the local news feed can then be filtered to find specific incidences of those key words. The profile may be triggered if the key words show up in the news feed.

<u>List of Profiles</u>	<u>Key Words</u>	<u>News Feed Filter</u>
Fire in the City	FIRE, BLAZE	Warehouse blaze
Theft in the City	THEFT, ROBBERY, HEIST	
Murder in the City	MURDER, KILLING	

[0089] In this case, the news feed filter found an item that matched the key word “blaze”, so the “Fire in the City” profile would be selected to be implemented using local element scripts.

[0090] Key profiles are determined that are associated with the filtered results **205**. In one embodiment of the invention each profile may be associated with one or more scripts.

[0091] A script defines the default behavior of a virtual character. Just as with statistics, different scripts can refer to different behaviors. Using the method and system of the invention, a default script of a virtual character may define its default behavior and in order to implement

an altered behavior associated with a change in the local elements of a location a certain other script may be used instead of the default script of a virtual character.

[0092] In one embodiment script(s) may be associated with certain local element(s), and these scripts may already be embedded in a virtual world (game), but are dormant and may get invoked once a local element meets the criteria to call this script. In one embodiment there may be generic scripts associated with generic local elements, e.g. stormy weather, traffic congestion, murder, robbery, etc. Thus the appropriate script may be called into the game based on the local elements of a location. These changes in the scripts may be made periodically e.g. once a day, or may get changed with the changing local elements in real time e.g. several times a day.

[0093] In one embodiment the local elements of the player location may be used to define the Player Character(s), some or all Non-Player Characters (NPCs), and certain sets of plot nodes, levels, or encounters. Thus when a player engages in gameplay with a certain set of local elements, the Player Character (PC) may have certain characteristics that are based on these local elements. The system may also load a certain type of NPCs. The number of NPCs itself may also vary with the local elements e.g. when there is a protest in the real world location of the player, a large number of NPCs may appear in the virtual world and may engage in destructive behavior and a certain set of plot nodes associated with this situation may be loaded in the game.

[0094] In another embodiment with the change in local elements, the system of the invention may import scripts associated with this local element, so that the resulting gameplay is varied and thus more sophisticated.

[0095] In yet another embodiment the scripts associated with different profiles for the local elements may be downloaded (either automatically or upon player request) from a central server that acts as a repository for additional scripts. In another embodiment the user may have to pay when acquiring these additional scripts e.g. from a remote server.

[0096] The scripts are used to impact the storyline of the gameplay **206**. In one embodiment of the invention for a single player virtual world as the local elements change so does the storyline of the virtual world.

[0097] In another embodiment of the invention, the different Player Characters, Non-Player Characters, and settings for virtual character statistics may also vary with the changing

local elements. For example the personalities of virtual characters when playing the game in New Orleans during Mardi Gras week may be more playful as opposed to the same game when played in New York, NY after a string of murders so that the personalities of virtual characters may be more violent.

[0098] Such an affect can be achieved by having different stats for the PCs and NPCs, such that one set of stats is associated with a certain type of local element while another set of stats is associated with another type of local element. Thus by having different sets of stats, each associated with a certain local element, the same Player Character or NPC can exhibit a different behavior/personality.

[0099] In one embodiment, a player logs on the gaming server, a set of plot nodes associated with the local element(s) of the player location may now become available to the other players engaged in the gameplay of the virtual world. When another player logs off, the set of plot nodes associated with that particular location's local elements may now be unavailable to the players still playing the game. Thus the gameplay changes as player from diverse real world locations with varying sets of local elements engage and disengage in the gameplay of the virtual world.

[00100] In one embodiment of the invention impact to the storyline may be made by loading the script(s) associated with the identified local element(s). These scripts may be already imbedded in the game, but dormant till called. New scripts for changing local elements may be added to the game by the game developer or players to reflect new scenarios, thus expanding the scope of the game.

[00101] The occurrence and outcome of special bonus features, the amounts wagered on any bets, the outcomes for any intermediate game stages, the results of any player decisions made during the game, bonus plays and their outcomes, the final game outcomes etc. may also change based on the local elements of the location of the player.

[00102] In one embodiment of the invention extra points and lives are either granted or deducted when certain local elements change and warrant a change in the virtual world. For example the real world stock market of the location where the player is located has gone up, thus the player may be given extra lives. While a loss in the stock market may be reflected with the

deduction of points and lives. Similarly if the interest rates on loans go up in the real world, the assets of the virtual characters may get devalued in the virtual world.

[00103] Figure 3 is a flow diagram representing an example of ongoing location detection to impact storyline based on changed local elements. As shown, gameplay starts with a plotline associated with the gathered local elements **301**.

[00104] The system checks whether the local elements have changed **302**. In order to determine the changes in local elements the original profiles and associated key words may be stored in a file or a database, and the new ones compared with the ones already stored. In a preferred embodiment, this comparison may be done on an as needed basis, preferably on a periodic basis, such that the frequency may be selectable by the player or the game developer. In another embodiment this comparison is done in real time, i.e. news stream is filtered in real time and all changes to local elements applied thereafter.

[00105] If Yes **302a** (i.e. the local elements have changed), then the system impacts the storyline by loading an alternate plotline associated with the changed local elements **303**.

[00106] If No, **302b** (i.e. there is no change to the local elements), then the system continues the gameplay of the virtual world unchanged **304**.

[00107] Figure 4 is a conceptual diagram illustrating the interplay between multiple local elements and aspects of the storyline in a virtual world. Figure 4 shows a sample multiplayer virtual world (game) **402** with Player1, located at real world location Location1, and having an associated set of local elements Set1 **401a**. Player2 is located at real world location Location2 and has associated set of local elements Set2 **401b**. Player3 is located at real world location Location3 and has associated set of local elements Set3 **401c**. These three players are engaged in the gameplay of the virtual world, in this case, a multiplayer game **402**.

[00108] The storyline **403** of the multiplayer virtual world **402** may be composed of encounters **404**, levels, **405**, aesthetics **406**, set of plot nodes **407** or settings **408** amongst other items described earlier in this application.

[00109] The storyline **403** may be impacted / changed by a change in any one of the encounters **404**, levels, **405**, aesthetics **406**, set of plot nodes **407** and / or settings **408** based on

the real world locations of the players engaged in the gameplay. The storyline **403** then in turn impacts the gameplay of the virtual world **402**.

[00110] The storyline may be changed by changing the plot nodes or set of plot nodes, virtual character (both player characters and non-player characters), set of virtual characters or virtual character interaction, settings, aesthetics, levels, premise or theme, encounters, levels etc. Thus a change in the local elements of the player location may impact any one of the earlier mentioned variables. The application is not limited to the cited examples, but the intent is to cover all such areas that may be used in a virtual world to impact the storyline of a virtual world.

[00111] Several exemplary embodiments / implementations of the invention are given below. There may be other methods obvious to the ones skilled in the art, and the intent is to cover all such scenarios.

[00112] In one embodiment of the invention the encounters and their outcomes may change when certain local elements are found present. Elements of an encounter, such as opponent appearance or fighting style may tailor themselves to fit the changing local elements. For example on a hot muggy day the player's virtual character may need to shed his heavy clothing while on a cold snowy night the player's virtual character may need extra layers of clothing and may lose health points when sufficient clothing is not available; thus perhaps forcing virtual characters to steal clothing items from NPCs.

[00113] In some embodiments of the invention there may be long term changes in response to the change in local elements. For example in a certain city a local mayoral election is held and a new mayor is elected while at the same time new logging licenses are issued to the forestry industry. This may be reflected in the virtual world by the introduction of a very powerful villain who may not be defeated till the mayor is in office as an elected representative and the forests in the virtual world may be similarly reduced by simulating logging by NPCs.

[00114] In other embodiments of the invention there may be short term local elements like weather that may impact the gameplay such that the local weather conditions may be used to create the ambiance in the virtual world. Thus if it sunny and hot outside in the real world where the player is located, the same may be reflected in the virtual world, and the virtual characters may have to shed some layers of clothing to stay comfortable. Similarly, if it is raining in the location where the player is based, the virtual world may simulate a storm to emulate the real

world. Thus the real weather may impact the storyline by either creating a similar or opposite weather in the virtual world. In another embodiment of the invention the weather forecast model may be used for changes to gameplay.

[00115] Let's take into consideration a more detailed example, one that is based on a weather related event that devastated many cities in North America, Hurricane Sandy in late October 2012. As the hurricane moved from one city to the other the locations in its path encountered varying degrees of damage and destruction and thus spawned some very local events (elements). In New York, NY there was wide spread flooding including flooding of major tunnels, deaths due to fire and flooding, stock markets were closed for a record time, subway closures, fires, evacuations, food and gas shortages, lack of public transport and resultant loss of work days. While in Toronto Canada, the same weather system had a lesser degree of effect but nevertheless brought strong winds, flying/falling debris, injuries and death due to the falling neon signs, uprooting of trees etc.

[00116] Thus two players playing the same game at the same time in the two above mentioned cities may experience two varying (albeit related) storylines. Therefore when playing a virtual world (game) one where this invention is implemented, a player in New York, NY may experience the ambiance of the game change to dark and stormy skies, rain and flooding which make certain bridges impassable in the game, a certain change in the behaviour of the virtual characters where they are suddenly more afraid, bunches of NPCs running randomly in confusion and panic, while the number of points required to acquire items may go up significantly for the duration of such an event etc.

[00117] While a player in Toronto, Canada playing the same game at the exact same time may experience stiff winds and fallen trees which may make getting from one point to another more difficult, flying and falling debris which has to be dodged in order to prevent injury and loss of health points etc.

[00118] In one embodiment of the invention relating to a MMORPG (Massively Multiplayer Online Role Playing Game) the local elements of the respective locations of the players engaged in the gameplay at any given time impacts the storyline. Thus for example certain branches of the storyline and / or set(s) of plot nodes may become available when players from a certain location are either logged in or logged off.

[00119] When a new player engages in gameplay of the MMORPG, gather player location information e.g. using the embedded GPS sensor of a gaming device, then gather the local elements associated with this location. There may be other methods for determining player location, e.g. using IP address, WiFi network location, AGPS and other well known techniques in the art.

[00120] The system checks to see if the local elements of above said player location are unique, i.e. if any other player from the same location is also engaged in the gameplay of the virtual world at the same time or another player from another location with similar local elements is engaged in the gameplay. If player location and its local elements are unique then the system may load alternate / complementary set of storyline plot nodes associated with these new local elements. Gameplay continues using the new information. If player location and its local elements are not unique then gameplay continues with no changes.

[00121] In an alternate embodiment a certain set of storyline plot nodes become unavailable when a player from a location with certain local elements engages in the gameplay of the virtual world.

[00122] In multiplayer virtual worlds as new players engage in the gameplay and as other disengage, the respective local elements of their respective locations may have a cumulative effect in changing the storyline of the virtual world.

[00123] In an alternate embodiment a certain set of storyline plot nodes may become available when a player from a certain location with certain local elements disengages in the gameplay of a virtual world.

[00124] In another embodiment the storyline of the virtual world may change with the change of local elements, such that the virtual character can skip levels, or move from one level to the other randomly, or the game may lock out odd or even number levels (or other combinations of levels) to change the storyline.

[00125] In yet another embodiment the aesthetics of the virtual world may change with the changing local elements of the real world location of the player. For example the background of a platform game may change depending on the location (city) of the player and its current local elements (e.g. stormy weather or clear blue skies).

[00126] In another embodiment the virtual character interaction may change with the changing local elements of the player location. For example when all is quiet in the city where the player is located (i.e. no local elements match the key words) the virtual character interaction is more subdued. By contrast, when the same city encounters a string of murders, the virtual character interaction may become more aggressive, and the associated dialogue may also change correspondingly. Such an embodiment can be implemented by having different scripts for the virtual characters, and changing the scripts with the changing local elements of the real world location of the player.

[00127] In one embodiment the theme of the game may change with the changing local elements. For example, the original theme may be an espionage theme. After news of a local murder, the theme of the game may change to a murder mystery (to solve the local case), or a horror theme.

[00128] In another embodiment the premise of the game may change with the changing local elements of a location. For example, the original premise may be a treasure hunt. After a kidnapping news item, the premise may change to a quest to find the victim of the kidnapping.

[00129] In another embodiment the storyline of the virtual world may have multiple forks with multiple possibilities, and each time the local elements of the player location change, a new path(s) may be chosen either randomly or based on a dice roll or based on a pre-configured setting or based on a player defined setting.

[00130] In another embodiment of the invention, the statistics of the player character (PC) and the non-player characters (NPC) may depend on the local elements of the player location and may change when these local elements changes.

[00131] For example, in one embodiment when a player engages in gameplay of a particular virtual world from a first location the stats for a PC are such that the virtual character is physically very strong but is less intelligent, while when the same player engages in the gameplay of the same virtual world from a second location, the stats for the same PC are such that the virtual character is now more intelligent but less strong physically. The change in virtual character statistics may either depend on predefined relationships or may depend on a dice roll or may be entirely random.

[00132] One embodiment of the invention may preferably also provide a framework or an API (Application Programming Interface) for virtual world creation that allows a developer to incorporate the functionality of a changing storyline based on the changing local elements of the player location. Using such a framework or API allows for a more uniform virtual world generation, and eventually allows for more complex and extensive ability to change storyline.

[00133] It should be understood that although the term game has been used as an example in this application but in essence the term may also imply any other piece of software code where the embodiments of the invention are incorporated. The software application can be implemented in a standalone configuration or in combination with other software programs and is not limited to any particular operating system or programming paradigm described here. For the sake of simplicity, we singled out game applications for our examples. Similarly we described users of these applications as players. There is no intent to limit the disclosure to game applications or player applications. The terms players and users are considered synonymous and imply the same meaning. Likewise, virtual worlds, games and applications imply the same meaning. Thus, this application intends to cover all applications and user interactions described above and ones obvious to persons skilled in the art.

[00134] Although virtual world storyline changes based on changing local elements of the player location have been exemplified above with reference to gaming, it should be noted that virtual worlds are also associated with many industries and applications. For example, virtual worlds can be used in movies, cartoons, computer simulations, and video simulations, among others. All of these industries and applications would benefit from a changing storyline based on changing local elements of the player location.

[00135] The examples noted here are for illustrative purposes only and may be extended to other implementation embodiments. While several embodiments are described, there is no intent to limit the disclosure to the embodiment(s) disclosed herein. On the contrary, the intent is to cover all alternatives, modifications, and equivalents obvious to persons skilled in the art.

CLAIMS

What is claimed is:

1. A computer-implemented method of enabling virtual gameplay on a computing device in communication with a storage means, the method comprising the steps of:

providing access to at least one video game in which a player is able to interact with the video game according to a storyline;

detecting at the computing device a player location, and storing the location on the storage means;

retrieving from a database using the computing device a local element based on the player location and correlating the local element to a local element script actuatable in the video game; and

using the computing device to retrieve and actuate the local element script in the video game, the local element script supplementing or replacing the storyline.

2. The method of claim 1, further comprising detecting a second or subsequent location in the course of gameplay, and retrieving a second or further local element script, the second or further local element script being related to the second or subsequent location and its local element.

3. The method of claim 1, wherein the correlating of the local element takes account of an operating context within the game.

4. The method of claim 1, wherein the video game includes at least one virtual character, and the local element script modifies the virtual character's appearance, facial or body expression or health.

5. The method of claim 1, wherein the video game includes at least one virtual character, and the local element script modifies the tools, weapons, equipment or clothing of the virtual character.

6. The method of claim 1, wherein the local element script modifies character statistics of a virtual character.

7. The method of claim 6, wherein the local element is used to determine overall mood or tension of a location, and the local element script modifies character statistics representing mood or aggression in the virtual character.
8. The method of claim 1, wherein the storyline comprises one or a combination of plot, plot nodes, character interactions, encounters, scene, setting, aesthetics, levels, premise, or theme.
9. The method of claim 8, wherein the local element script modifies the scene or setting of the storyline.
10. The method of claim 1, wherein the local element script modifies or introduces non-player characters, game monsters, enemies, traps or puzzles corresponding to the local element.
11. The method of claim 1, wherein the local element comprises one or a combination of local events, local indicators, and local celebrities or news figures.
12. The method of claim 1, wherein the local element is a local news item and the local element script modifies the storyline to reflect that news item.
13. The method of claim 12, wherein, if the news item refers to a crowd of people, the local element script introduces a crowd of non-player characters into the storyline.
14. The method of claim 1, wherein the local element is a weather, social, political, economic, stock market, demographic, traffic, crime, or construction indicator relevant to the location, and the local element script modifies the storyline to reflect that indicator.
15. The method of claim 1, wherein the local element is a local celebrity or news figure, and the local element script modifies the storyline to introduce a non-player character representing that local celebrity or news figure.
16. The method of claim 12, wherein the local element comprises a keyword extracted from a news stream of local news items.
17. The method of claim 1, wherein the location is re-detected at intervals, and in the event of a change in the location, a virtual character is shown moving to a new scene in the storyline.
18. The method of claim 1, wherein if a null location is detected or the detected location is unsupported, a default or random storyline is provided.

19. The method of claim 1, wherein if the location does not match a local element in the database, an approximate match is used.
20. The method of claim 1, wherein the storage means is provided by one or a combination of: a local fixed memory, a local removable memory, a remote fixed memory, a remote removable memory, and a virtual memory.
21. The method of claim 1, wherein the storage means is selected from the group consisting of: a local data storage of a game console, a local inbuilt memory, a user provided memory, an online server, and a shared folder on a network.
22. The method of claim 1, wherein the detecting step includes retrieving player location from a sensor.
23. The method of claim 1, wherein the player is enabled to play the game using a game device, and the player location is detected by an on-board sensor on the game device.
24. The method of claim 23, wherein the game device is a mobile device.
25. The method of claim 1, wherein the detecting step includes retrieving player location from one or a combination of GPS, A-GPS, WiFi, IP address, account or billing address, and player provided location information.
26. The method of claim 25, wherein the player provided location information is a fantasy location.
27. The method of claim 1, wherein the detecting step further includes retrieving at least one map from a map database in response to the detected location.
28. The method of claim 1, wherein the location is detected at login.
29. The method of claim 1, wherein the location is detected during gameplay.

ABSTRACT

A computer-implemented method is provided for enabling virtual gameplay. Access is provided to at least one video game in which a player is able to interact with the video game according to a storyline. A player location is detected and stored. A local element is retrieved from a database based on the player location and the local element is correlated to a local element script actuatable in the video game. This local element script is retrieved and actuated in the video game to supplement or replace the video game's storyline.

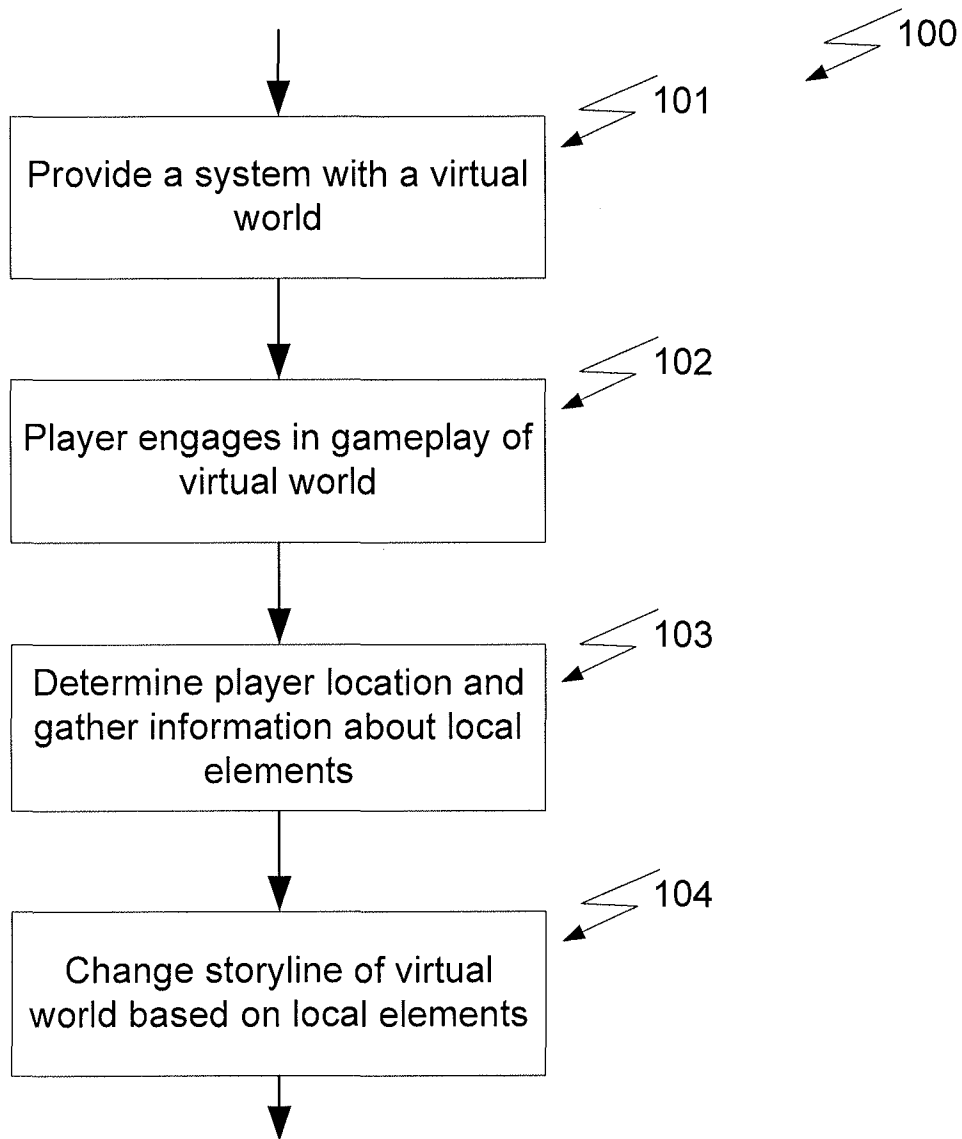


FIG. 1

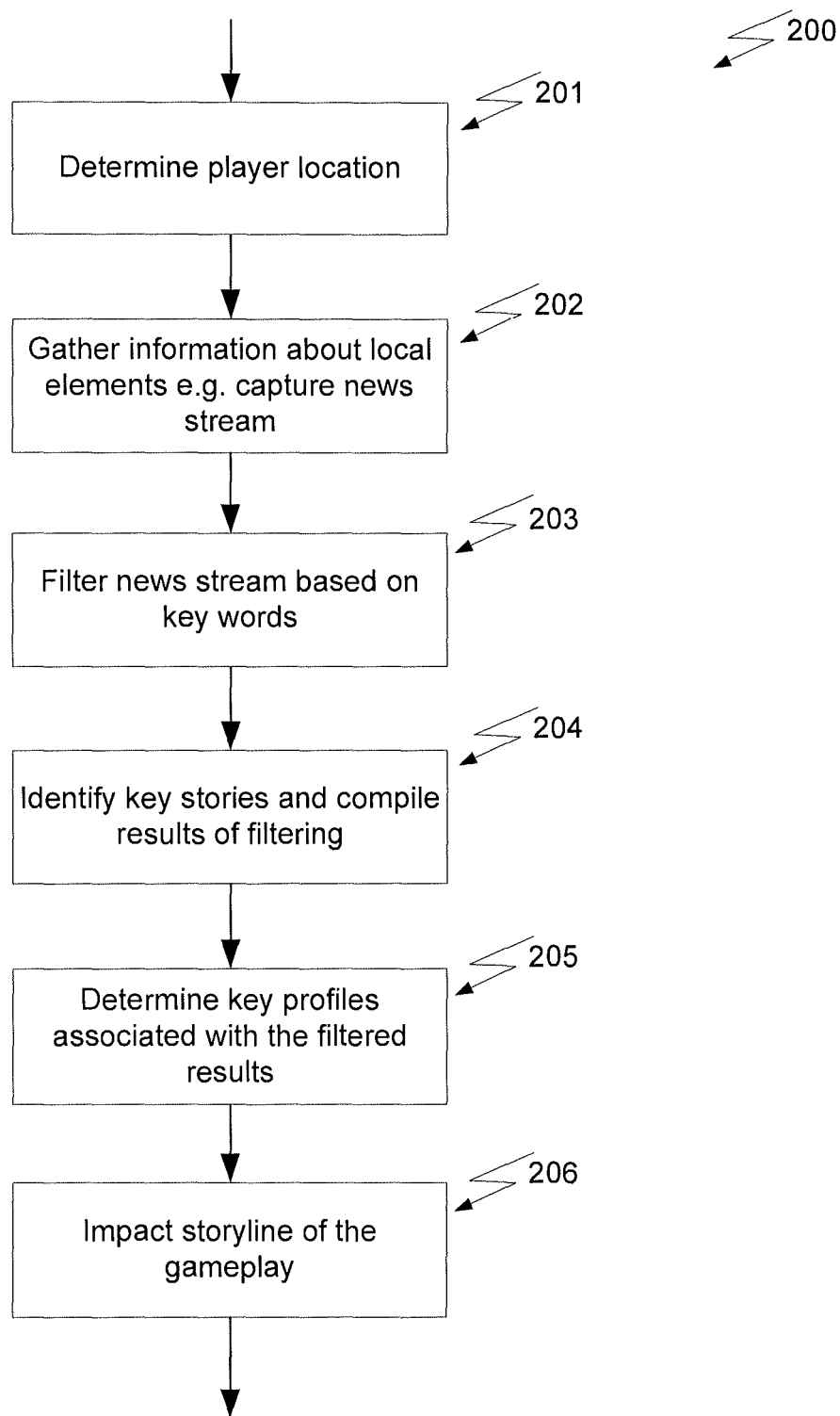


FIG. 2

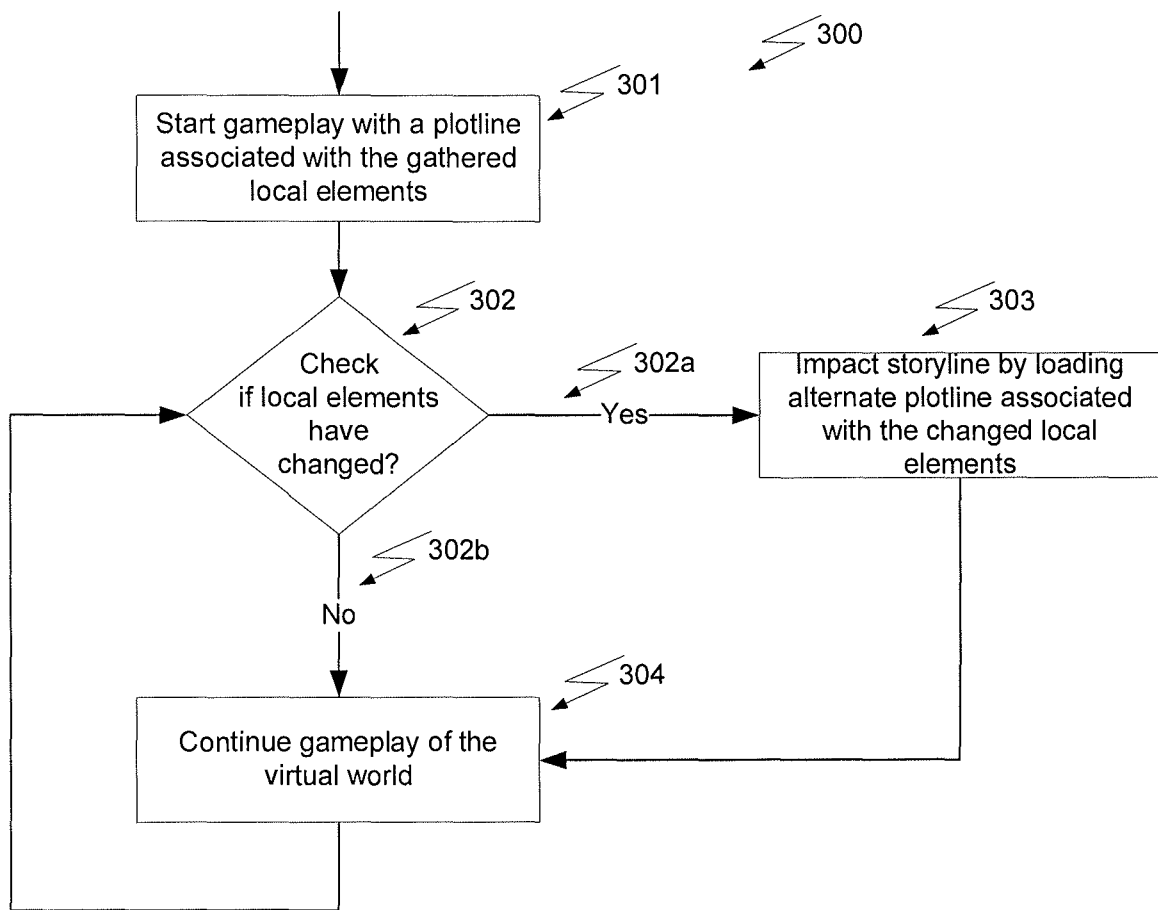


FIG. 3

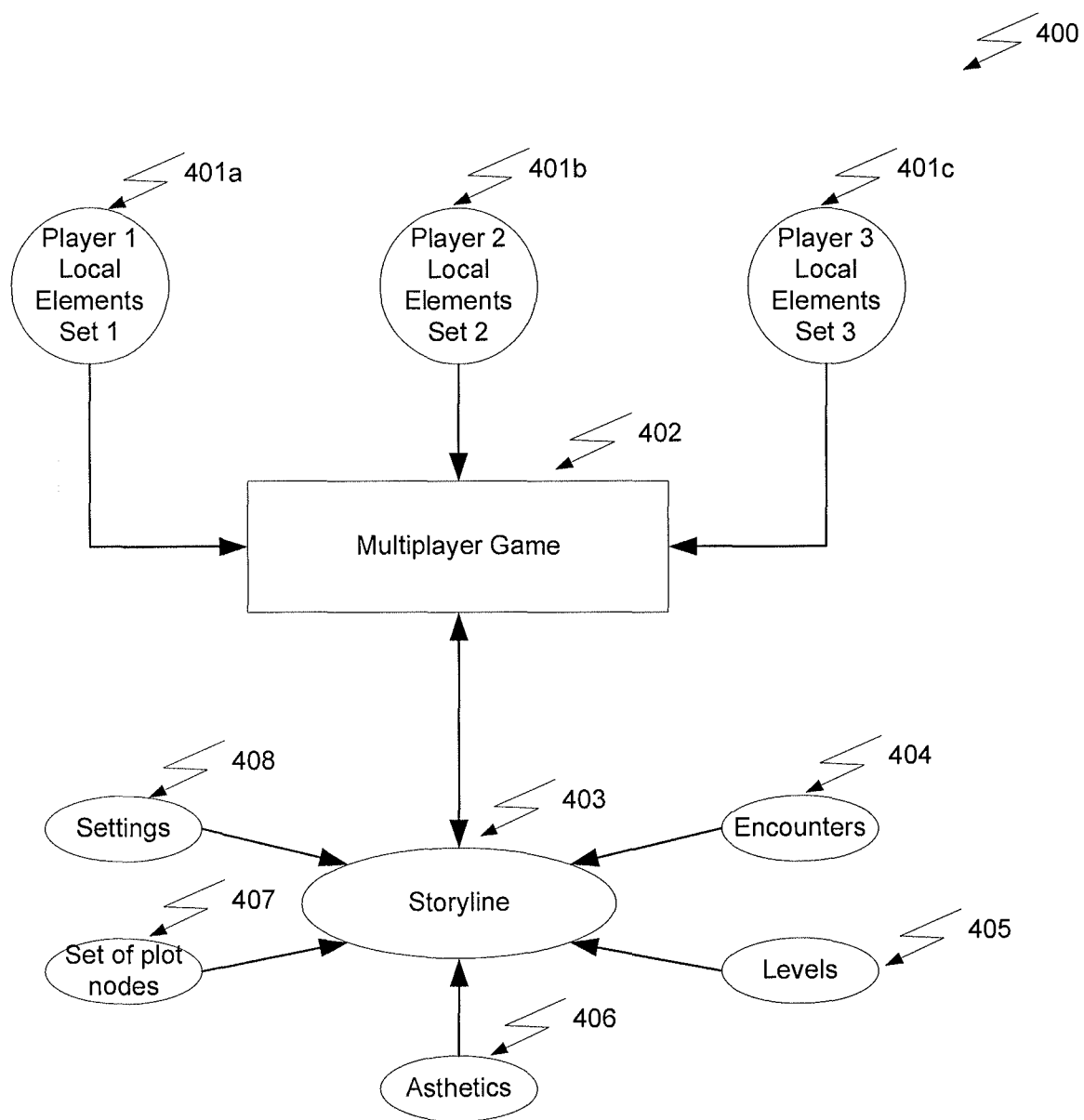


FIG. 4

Electronic Patent Application Fee Transmittal				
Application Number:				
Filing Date:				
Title of Invention:		Systems and Methods for Capture and Use of Local Elements in Gameplay		
First Named Inventor/Applicant Name:		Yousuf Chowdhary		
Filer:		Ari S. Indik/Tracie Hibbits		
Attorney Docket Number:		0033632-00013		
Filed as Small Entity				
Utility under 35 USC 111(a) Filing Fees				
Description	Fee Code	Quantity	Amount	Sub-Total in USD(\$)
Basic Filing:				
Utility filing Fee (Electronic filing)	4011	1	70	70
Utility Search Fee	2111	1	300	300
Utility Examination Fee	2311	1	360	360
Pages:				
Claims:				
Claims in excess of 20	2202	9	40	360
Miscellaneous-Filing:				
Petition:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD(\$)
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				
Miscellaneous:				
Total in USD (\$)				1090

Electronic Acknowledgement Receipt

EFS ID:	17445269
Application Number:	14084113
International Application Number:	
Confirmation Number:	2378
Title of Invention:	Systems and Methods for Capture and Use of Local Elements in Gameplay
First Named Inventor/Applicant Name:	Yousuf Chowdhary
Customer Number:	112301
Filer:	Ari S. Indik/Tracie Hibbits
Filer Authorized By:	Ari S. Indik
Attorney Docket Number:	0033632-00013
Receipt Date:	19-NOV-2013
Filing Date:	
Time Stamp:	16:22:17
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	Deposit Account
Payment was successfully received in RAM	\$ 1090
RAM confirmation Number	3481
Deposit Account	506044
Authorized User	

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File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Application Data Sheet	15ADS.pdf	1234280	no	7
			5ad1c4f1583b0b79620f8523042d8915dd7e8836		

Warnings:

Information:

2	Power of Attorney	15POA.pdf	62240	no	1
			9dad4fd9e0bd189095e675359a1bf9b2f5f2493		

Warnings:

Information:

3	Oath or Declaration filed	15Dec.pdf	193573	no	3
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4	Assignee showing of ownership per 37 CFR 3.73.	15373.pdf	133927	no	6
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5		15App.pdf	334543	yes	27
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Multipart Description/PDF files in .zip description

	Document Description	Start	End
	Specification	1	23
	Claims	24	26
	Abstract	27	27

Warnings:

Information:

6	Drawings-only black and white line drawings	15Figs.pdf	30421	no	4
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Warnings:

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7	Fee Worksheet (SB06)	fee-info.pdf	36314 9f233f5292ad19f4e77dbcfe02c5b7c5ee97f db0	no	2
Warnings:					
Information:					
Total Files Size (in bytes):			2025298		
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Application Data Sheet 37 CFR 1.76		Attorney Docket Number	0033632-00015
		Application Number	
Title of Invention	Systems and Methods for Capture and Use of Local Elements in Gameplay		
The application data sheet is part of the provisional or nonprovisional application for which it is being submitted. The following form contains the bibliographic data arranged in a format specified by the United States Patent and Trademark Office as outlined in 37 CFR 1.76. This document may be completed electronically and submitted to the Office in electronic format using the Electronic Filing System (EFS) or the document may be printed and included in a paper filed application.			

Secrecy Order 37 CFR 5.2

☐ Portions or all of the application associated with this Application Data Sheet may fall under a Secrecy Order pursuant to 37 CFR 5.2 (Paper filers only. Applications that fall under Secrecy Order may not be filed electronically.)
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Inventor Information:

Inventor 1					Remove
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	Yousuf		Chowdhary		
Residence Information (Select One) ☐ US Residency ☒ Non US Residency ☐ Active US Military Service					
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Postal Code	L6A 3R9	Country i	CA		
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Inventor 3					Remove
Legal Name					

Application Data Sheet 37 CFR 1.76		Attorney Docket Number	0033632-00015
		Application Number	
Title of Invention	Systems and Methods for Capture and Use of Local Elements in Gameplay		

Prefix	Given Name	Middle Name	Family Name	Suffix
	Ravinder ("Ray")		Sharma	
Residence Information (Select One) ☐ US Residency ☒ Non US Residency ☐ Active US Military Service				
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Mailing Address of Inventor:				
Address 1	7 Tudor Gate			
Address 2				
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Postal Code	M2L 1N3	Country i	CA	
All Inventors Must Be Listed - Additional Inventor Information blocks may be generated within this form by selecting the Add button. Add				

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☐ An Address is being provided for the correspondence information of this application.			
Customer Number	112301		
Email Address	ipdocket@whiteandwilliams.com	Add Email	Remove Email

Application Information:

Title of the Invention	Systems and Methods for Capture and Use of Local Elements in Gameplay		
Attorney Docket Number	0033632-00015	Small Entity Status Claimed	☒
Application Type	Nonprovisional		
Subject Matter	Utility		
Total Number of Drawing Sheets (if any)	4	Suggested Figure for Publication (if any)	

Publication Information:

☐ Request Early Publication (Fee required at time of Request 37 CFR 1.219)
☐ Request Not to Publish. I hereby request that the attached application not be published under 35 U.S.C. 122(b) and certify that the invention disclosed in the attached application has not and will not be the subject of an application filed in another country, or under a multilateral international agreement, that requires publication at eighteen months after filing.

Representative Information:

Application Data Sheet 37 CFR 1.76		Attorney Docket Number	0033632-00015
		Application Number	
Title of Invention	Systems and Methods for Capture and Use of Local Elements in Gameplay		

Representative information should be provided for all practitioners having a power of attorney in the application. Providing this information in the Application Data Sheet does not constitute a power of attorney in the application (see 37 CFR 1.32). Either enter Customer Number or complete the Representative Name section below. If both sections are completed the customer Number will be used for the Representative Information during processing.

Please Select One:	☒ Customer Number	☐ US Patent Practitioner	☐ Limited Recognition (37 CFR 11.9)
Customer Number	112301		

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This section allows for the applicant to either claim benefit under 35 U.S.C. 119(e), 120, 121, or 365(c) or indicate National Stage entry from a PCT application. Providing this information in the application data sheet constitutes the specific reference required by 35 U.S.C. 119(e) or 120, and 37 CFR 1.78.

Prior Application Status	Pending	Remove	
Application Number	Continuity Type	Prior Application Number	Filing Date (YYYY-MM-DD)
	non provisional of	61796715	2012-11-19
Additional Domestic Benefit/National Stage Data may be generated within this form by selecting the Add button.			Add

Foreign Priority Information:

This section allows for the applicant to claim priority to a foreign application. Providing this information in the application data sheet constitutes the claim for priority as required by 35 U.S.C. 119(b) and 37 CFR 1.55(d). When priority is claimed to a foreign application that is eligible for retrieval under the priority document exchange program (PDX) ⁱthe information will be used by the Office to automatically attempt retrieval pursuant to 37 CFR 1.55(h)(1) and (2). Under the PDX program, applicant bears the ultimate responsibility for ensuring that a copy of the foreign application is received by the Office from the participating foreign intellectual property office, or a certified copy of the foreign priority application is filed, within the time period specified in 37 CFR 1.55(g)(1).

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Application Number	Country ⁱ	Filing Date (YYYY-MM-DD)	Access Code ^j (if applicable)
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Application Data Sheet 37 CFR 1.76		Attorney Docket Number	0033632-00015
		Application Number	
Title of Invention	Systems and Methods for Capture and Use of Local Elements in Gameplay		

Statement under 37 CFR 1.55 or 1.78 for AIA (First Inventor to File) Transition Applications

☐	This application (1) claims priority to or the benefit of an application filed before March 16, 2013 and (2) also contains, or contained at any time, a claim to a claimed invention that has an effective filing date on or after March 16, 2013.
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		Clear
☒ Assignee	☐ Legal Representative under 35 U.S.C. 117	☐ Joint Inventor
☐ Person to whom the inventor is obligated to assign.	☐ Person who shows sufficient proprietary interest	

Application Data Sheet 37 CFR 1.76		Attorney Docket Number	0033632-00015
		Application Number	
Title of Invention	Systems and Methods for Capture and Use of Local Elements in Gameplay		

If applicant is the legal representative, indicate the authority to file the patent application, the inventor is:

--	--

Name of the Deceased or Legally Incapacitated Inventor :

--

If the Applicant is an Organization check here. ☒

Organization Name	2343127 Ontario Inc.
-------------------	----------------------

Mailing Address Information:

Address 1	67 Yonge Street		
Address 2	Suite 1600		
City	Toronto	State/Province	ON
Country i	CA	Postal Code	M5E 1J8
Phone Number		Fax Number	
Email Address			

Additional Applicant Data may be generated within this form by selecting the Add button.

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Application Data Sheet 37 CFR 1.76		Attorney Docket Number	0033632-00015
		Application Number	
Title of Invention	Systems and Methods for Capture and Use of Local Elements in Gameplay		

Mailing Address Information:			
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Signature	/Ari S. Indik/			Date (YYYY-MM-DD)	2013-11-19
First Name	Ari	Last Name	Indik	Registration Number	55293
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5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.
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7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.
8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.
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APPLICATION NUMBER	FILING or 371(c) DATE	GRP ART UNIT	FIL FEE REC'D	ATTY. DOCKET NO	TOT CLAIMS	IND CLAIMS
14/084,113	11/19/2013	3714	1090	0033632-00015	29	1

CONFIRMATION NO. 2378

112301

Patent Docket Administrator (Attn: T. Hibbits)
White and Williams LLP
1650 Market Street, One Liberty Place, Suite 1800
Philadelphia, PA 19103-7395

FILING RECEIPT



OC000000065303343

Date Mailed: 12/10/2013

Receipt is acknowledged of this non-provisional patent application. The application will be taken up for examination in due course. Applicant will be notified as to the results of the examination. Any correspondence concerning the application must include the following identification information: the U.S. APPLICATION NUMBER, FILING DATE, NAME OF APPLICANT, and TITLE OF INVENTION. Fees transmitted by check or draft are subject to collection. Please verify the accuracy of the data presented on this receipt. **If an error is noted on this Filing Receipt, please submit a written request for a Filing Receipt Correction. Please provide a copy of this Filing Receipt with the changes noted thereon. If you received a "Notice to File Missing Parts" for this application, please submit any corrections to this Filing Receipt with your reply to the Notice. When the USPTO processes the reply to the Notice, the USPTO will generate another Filing Receipt incorporating the requested corrections**

Inventor(s)

Yousuf Chowdhary, Maple, CANADA;
Jeffrey Brunet, Aurora, CANADA;
Ravinder ("Ray") Sharma, Toronto, CANADA;

Applicant(s)

2343127 Ontario Inc., Toronto, CANADA

Assignment For Published Patent Application

2343127 Ontario Inc., Toronto, CANADA

Power of Attorney: The patent practitioners associated with Customer Number 112301

Domestic Priority data as claimed by applicant

This appln claims benefit of 61/796,715 11/19/2012

Foreign Applications for which priority is claimed (You may be eligible to benefit from the **Patent Prosecution Highway** program at the USPTO. Please see <http://www.uspto.gov> for more information.) - None.

Foreign application information must be provided in an Application Data Sheet in order to constitute a claim to foreign priority. See 37 CFR 1.55 and 1.76.

Permission to Access - A proper **Authorization to Permit Access to Application by Participating Offices** (PTO/SB/39 or its equivalent) has been received by the USPTO.

If Required, Foreign Filing License Granted: 12/02/2013

The country code and number of your priority application, to be used for filing abroad under the Paris Convention, is **US 14/084,113**

Projected Publication Date: 05/22/2014

Non-Publication Request: No

Early Publication Request: No

**** SMALL ENTITY ****

Title

Systems and Methods for Capture and Use of Local Elements in Gameplay

Preliminary Class

463

Statement under 37 CFR 1.55 or 1.78 for AIA (First Inventor to File) Transition Applications: No

PROTECTING YOUR INVENTION OUTSIDE THE UNITED STATES

Since the rights granted by a U.S. patent extend only throughout the territory of the United States and have no effect in a foreign country, an inventor who wishes patent protection in another country must apply for a patent in a specific country or in regional patent offices. Applicants may wish to consider the filing of an international application under the Patent Cooperation Treaty (PCT). An international (PCT) application generally has the same effect as a regular national patent application in each PCT-member country. The PCT process **simplifies** the filing of patent applications on the same invention in member countries, but **does not result** in a grant of "an international patent" and does not eliminate the need of applicants to file additional documents and fees in countries where patent protection is desired.

Almost every country has its own patent law, and a person desiring a patent in a particular country must make an application for patent in that country in accordance with its particular laws. Since the laws of many countries differ in various respects from the patent law of the United States, applicants are advised to seek guidance from specific foreign countries to ensure that patent rights are not lost prematurely.

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Applicants may wish to consult the USPTO booklet, "General Information Concerning Patents" (specifically, the section entitled "Treaties and Foreign Patents") for more information on timeframes and deadlines for filing foreign patent applications. The guide is available either by contacting the USPTO Contact Center at 800-786-9199, or it can be viewed on the USPTO website at <http://www.uspto.gov/web/offices/pac/doc/general/index.html>.

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LICENSE FOR FOREIGN FILING UNDER
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Title 37, Code of Federal Regulations, 5.11 & 5.15

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PATENT APPLICATION FEE DETERMINATION RECORD Substitute for Form PTO-875						Application or Docket Number 14/084,113			
APPLICATION AS FILED - PART I									
(Column 1)		(Column 2)		SMALL ENTITY		OR OTHER THAN SMALL ENTITY			
FOR	NUMBER FILED	NUMBER EXTRA	RATE(\$)	FEE(\$)		RATE(\$)	FEE(\$)		
BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A	70		N/A			
SEARCH FEE (37 CFR 1.16(k), (l), or (m))	N/A	N/A	N/A	300		N/A			
EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A	360		N/A			
TOTAL CLAIMS (37 CFR 1.16(j))	29	minus 20 = * 9	x 40 =	360	OR				
INDEPENDENT CLAIMS (37 CFR 1.16(h))	1	minus 3 = *	x 210 =	0.00					
APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is \$310 (\$155 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR 1.16(s).			0.00					
MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))				0.00					
* If the difference in column 1 is less than zero, enter "0" in column 2.			TOTAL	1090		TOTAL			
APPLICATION AS AMENDED - PART II									
(Column 1)		(Column 2)		(Column 3)		SMALL ENTITY		OR OTHER THAN SMALL ENTITY	
AMENDMENT A	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE(\$)	ADDITIONAL FEE(\$)		RATE(\$)	ADDITIONAL FEE(\$)	
	Total (37 CFR 1.16(i))	*	Minus **	=	x =	OR	x =		
	Independent (37 CFR 1.16(h))	*	Minus ***	=	x =	OR	x =		
	Application Size Fee (37 CFR 1.16(s))					OR			
	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))					OR			
			TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE			
(Column 1)		(Column 2)		(Column 3)		SMALL ENTITY		OR OTHER THAN SMALL ENTITY	
AMENDMENT B	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE(\$)	ADDITIONAL FEE(\$)		RATE(\$)	ADDITIONAL FEE(\$)	
	Total (37 CFR 1.16(i))	*	Minus **	=	x =	OR	x =		
	Independent (37 CFR 1.16(h))	*	Minus ***	=	x =	OR	x =		
	Application Size Fee (37 CFR 1.16(s))					OR			
	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))					OR			
			TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE			
* If the entry in column 1 is less than the entry in column 2, write "0" in column 3. ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20". *** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3". The "Highest Number Previously Paid For" (Total or Independent) is the highest found in the appropriate box in column 1.									



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APPLICATION NUMBER	FILING OR 371(C) DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
14/084,113	11/19/2013	Yousuf Chowdhary	0033632-00015

CONFIRMATION NO. 2378

POA ACCEPTANCE LETTER



OC000000065303351

112301
Patent Docket Administrator (Attn: T. Hibbits)
White and Williams LLP
1650 Market Street, One Liberty Place, Suite 1800
Philadelphia, PA 19103-7395

Date Mailed: 12/10/2013

NOTICE OF ACCEPTANCE OF POWER OF ATTORNEY

This is in response to the Power of Attorney filed 11/19/2013.

The Power of Attorney in this application is accepted. Correspondence in this application will be mailed to the above address as provided by 37 CFR 1.33.

/tnguyen/

Office of Data Management, Application Assistance Unit (571) 272-4000, or (571) 272-4200, or 1-888-786-0101



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APPLICATION NUMBER	FILING OR 371(C) DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
14/084,113	11/19/2013	Yousuf Chowdhary	0033632-00015

CONFIRMATION NO. 2378

PUBLICATION NOTICE



OC000000068595640

112301

Patent Docket Administrator (Attn: T. Hibbits)
White and Williams LLP
1650 Market Street, One Liberty Place, Suite 1800
Philadelphia, PA 19103-7395

Title: Systems and Methods for Capture and Use of Local Elements in Gameplay

Publication No. US-2014-0141889-A1

Publication Date: 05/22/2014

NOTICE OF PUBLICATION OF APPLICATION

The above-identified application will be electronically published as a patent application publication pursuant to 37 CFR 1.211, et seq. The patent application publication number and publication date are set forth above.

The publication may be accessed through the USPTO's publically available Searchable Databases via the Internet at www.uspto.gov. The direct link to access the publication is currently <http://www.uspto.gov/patft/>.

The publication process established by the Office does not provide for mailing a copy of the publication to applicant. A copy of the publication may be obtained from the Office upon payment of the appropriate fee set forth in 37 CFR 1.19(a)(1). Orders for copies of patent application publications are handled by the USPTO's Office of Public Records. The Office of Public Records can be reached by telephone at (703) 308-9726 or (800) 972-6382, by facsimile at (703) 305-8759, by mail addressed to the United States Patent and Trademark Office, Office of Public Records, Alexandria, VA 22313-1450 or via the Internet.

In addition, information on the status of the application, including the mailing date of Office actions and the dates of receipt of correspondence filed in the Office, may also be accessed via the Internet through the Patent Electronic Business Center at www.uspto.gov using the public side of the Patent Application Information and Retrieval (PAIR) system. The direct link to access this status information is currently <http://pair.uspto.gov/>. Prior to publication, such status information is confidential and may only be obtained by applicant using the private side of PAIR.

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Office of Data Management, Application Assistance Unit (571) 272-4000, or (571) 272-4200, or 1-888-786-0101



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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
14/084,113	11/19/2013	Yousuf Chowdhary	0033632-00015	2378

112301 7590 01/20/2016
Patent Docket Administrator (Attn: T. Hibbits)
White and Williams LLP
1650 Market Street, One Liberty Place, Suite 1800
Philadelphia, PA 19103-7395

EXAMINER

HENRY, THOMAS HAYNES

ART UNIT	PAPER NUMBER
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3717

NOTIFICATION DATE	DELIVERY MODE
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01/20/2016

ELECTRONIC

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

ipdocket@whiteandwilliams.com

Office Action Summary	Application No. 14/084,113	Applicant(s) CHOWDHARY ET AL.	
	Examiner THOMAS H. HENRY	Art Unit 3717	AIA (First Inventor to File) Status No

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTHS FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 11/19/15.
☐ A declaration(s)/affidavit(s) under **37 CFR 1.130(b)** was/were filed on ____.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ An election was made by the applicant in response to a restriction requirement set forth during the interview on ____; the restriction requirement and election have been incorporated into this action.
- 4) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims*

- 5) ☒ Claim(s) 1-29 is/are pending in the application.
5a) Of the above claim(s) ____ is/are withdrawn from consideration.
- 6) ☐ Claim(s) ____ is/are allowed.
- 7) ☒ Claim(s) 1-29 is/are rejected.
- 8) ☐ Claim(s) ____ is/are objected to.
- 9) ☐ Claim(s) ____ are subject to restriction and/or election requirement.

* If any claims have been determined allowable, you may be eligible to benefit from the **Patent Prosecution Highway** program at a participating intellectual property office for the corresponding application. For more information, please see http://www.uspto.gov/patents/init_events/pph/index.jsp or send an inquiry to PPHfeedback@uspto.gov.

Application Papers

- 10) ☐ The specification is objected to by the Examiner.
- 11) ☒ The drawing(s) filed on 11/19/13 is/are: a) ☒ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

Certified copies:

- a) ☐ All b) ☐ Some** c) ☐ None of the:
1. ☐ Certified copies of the priority documents have been received.
 2. ☐ Certified copies of the priority documents have been received in Application No. ____.
 3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

** See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- | | |
|---|---|
| 1) ☒ Notice of References Cited (PTO-892) | 3) ☐ Interview Summary (PTO-413)
Paper No(s)/Mail Date. ____. |
| 2) ☐ Information Disclosure Statement(s) (PTO/SB/08a and/or PTO/SB/08b)
Paper No(s)/Mail Date ____. | 4) ☐ Other: ____. |

1. The present application is being examined under the pre-AIA first to invent provisions.

DETAILED ACTION

Claim Rejections - 35 USC § 101

2. 35 U.S.C. 101 reads as follows:

Whoever invents or discovers any new and useful process, machine, manufacture, or composition of matter, or any new and useful improvement thereof, may obtain a patent therefor, subject to the conditions and requirements of this title.

3. Claims 1-29 are rejected under 35 U.S.C. 101 because the claimed invention is directed to a judicial exception (i.e., a law of nature, a natural phenomenon, or an abstract idea) without significantly more according to the guidance of the July 2015 Update to Subject Matter eligibility.
4. Claims 1-29 pass step 1 of the test for eligibility.
5. Claims 1-29 fails step 2A. The invention is directed to the abstract idea(s) of supplementing or replacing a storyline with a local element script based on the location of the player in a game. This is an idea of itself, as it can be performed merely mentally or with a pen and paper, such as in a tabletop style RPG game, wherein a first user sets a scenario for a second user, and the first user can supplant the storyline with a storyline related to a local event.
6. With respect to step 2B, claims 1-29 do not include additional elements that are sufficient to amount to significantly more than the judicial exception identified in step 2A because generically recited computer elements do not add a meaningful limitation to the abstract idea because they would be routine in any computer implementation. In particular the steps of "providing access to at least one video game", "detecting at the computer device a player location and storing the location on the storage means" and "retrieving from a

database” are all generically recited computer elements, which generically recite accessing, storing and retrieving of information.

7. Dependent claims merely set forth additional elements of the abstract idea and do incorporate the significantly more required to overcome the 35 U.S.C. 101 hurdle.

Claim Rejections - 35 USC § 102

8. In the event the determination of the status of the application as subject to AIA 35 U.S.C. 102 and 103 (or as subject to pre-AIA 35 U.S.C. 102 and 103) is incorrect, any correction of the statutory basis for the rejection will not be considered a new ground of rejection if the prior art relied upon, and the rationale supporting the rejection, would be the same under either status.

9. The following is a quotation of the appropriate paragraphs of pre-AIA 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

(e) the invention was described in (1) an application for patent, published under section 122(b), by another filed in the United States before the invention by the applicant for patent or (2) a patent granted on an application for patent by another filed in the United States before the invention by the applicant for patent, except that an international application filed under the treaty defined in section 351(a) shall have the effects for purposes of this subsection of an application filed in the United States only if the international application designated the United States and was published under Article 21(2) of such treaty in the English language.

10. Claims 1-14, and 16-29 are rejected under pre-AIA 35 U.S.C. 102(b) as being anticipated by Alghamdi (US 20110183754).

11. In re claim 1, Alghamdi discloses

- Providing access to at least one video game in which a player is able to interact with the video game according to a storyline (paragraph 7)

Art Unit: 3717

- Detecting at the computing device a player location and storing the location on the storage means (paragraph 8)
- Retrieving from a database using the computing device a local element based on the player location and correlating the local element to a local element script actuatable in the video game (paragraph 36)
- Using the computing device to retrieve and actuate the local element script in the video game, the local element script supplementing or replacing the storyline (paragraph 36)

12. In re claim 2 Alghamdi detecting a second or subsequent location in the course of gameplay and retrieving a second or further local element script, the second or further local element script being related to the second or subsequent location and its element (paragraph 8)

13. In re claim 3, Alghamdi discloses the correlating of the local element takes account of an operating context within the game (paragraph 36)

14. In re claim 4, Alghamdi discloses the video game includes at least one virtual character and the local element script modifies the virtual character's appearance, facial or body expression or health (paragraph 34)

15. In re claim 5, Alghamdi discloses the local element script modifies the tools, weapons, equipment or clothing of the virtual character (paragraphs 34)

16. In re claim 6, Alghamdi discloses the local element script modifies character statistics of a virtual character (paragraph 36)

Art Unit: 3717

17. In re claim 7, Alghamdi discloses the local element is used to determine overall mood or tension of a location and the local element script modifies character statistics representing mood or aggression in the virtual character (paragraph 36)
18. In re claim 8, Alghamdi discloses one or a combination of plot, plot nodes, character interactions, encounters, scene, setting, aesthetics, levels, premise or theme (paragraph 36)
19. In re claim 9, Alghamdi discloses modifying the scene or setting of the storyline (paragraph 36)
20. In re claim 10, Alghamdi discloses modifying or introducing non player characters, game monsters, enemies, traps, or puzzles corresponding to the local element (paragraph 36. The cooking game provides different food to cook depending on location which is interpreted as a puzzle)
21. In re claim 11, Alghamdi discloses a combination of local events, indicators, and celebrities or news figures (paragraph 36)
22. In re claim 12, Alghamdi discloses a local news item and modifying the storyline to reflect that news item (paragraph 36)
23. In re claim 13, Alghamdi discloses a crowd of non player characters (paragraph 36)
24. In re claim 14, Alghamdi discloses a social indicator (paragraph 36, religion)
25. In re claim 16, Alghamdi discloses a key word extracted from the news stream of local news items (paragraph 36)
26. In re claim 17, Alghamdi discloses a change based on a change of location (paragraph 8 discloses real time location determination)
27. In re claim 18, Alghamdi discloses a default location if the location is unsupported (paragraph 16 discloses that the default is that a player may manually input a location)

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28. In re claim 19, Alghamdi discloses that an approximate match is determined (paragraph 16 discloses that either approximate or more specific information can be used)
29. In re claims 20 and 21, Alghamdi discloses the storage means being local storage, and inbuilt memory (paragraph 39)
30. In re claims 22 and 23, Alghamdi discloses retrieving player location from a sensor (paragraph 3)
31. In re claim 24, Alghamdi discloses a mobile device (paragraph 10)
32. In re claim 25, Alghamdi discloses GPS (paragraph 3)
33. In re claim 26, Alghamdi a fantasy location (paragraph 45)
34. In re claim 27, Alghamdi discloses retrieval of a map location from a map (paragraph 3)
35. In re claims 28 and 29, Alghamdi discloses the location is detected at login or during gameplay (paragraph 34)
36. Claims 1-12, 14, and 16-29 are rejected under pre-AIA 35 U.S.C. 102(e) as being anticipated by Watkins (US 20120157197).
37. The applied reference has a common inventor with the instant application. Based upon the earlier effective U.S. filing date of the reference, it constitutes prior art under pre-AIA 35 U.S.C. 102(e). This rejection under pre-AIA 35 U.S.C. 102(e) might be overcome either by a showing under 37 CFR 1.132 that any invention disclosed but not claimed in the reference was derived from the inventor (i.e., the inventive entity) of this application and is thus not the invention "by another," or if the same invention is not being claimed, by an appropriate showing under 37 CFR 1.131(a).

38. In re claim 1, Watkins discloses

- Providing access to at least one video game in which a player is able to interact with the video game according to a storyline (figure 1 #101, 102, paragraph 7)
- Detecting at the computing device a player location and storing the location on the storage means (figure 1 #103, paragraph 13)
- Retrieving from a database using the computing device a local element based on the player location and correlating the local element to a local element script actuatable in the video game (figure 1 #104, paragraphs 13-14)
- Using the computing device to retrieve and actuate the local element script in the video game, the local element script supplementing or replacing the storyline (figure 1 #104, paragraphs 13-14)

39. In re claim 2 Watkins detecting a second or subsequent location in the course of gameplay and retrieving a second or further local element script, the second or further local element script being related to the second or subsequent location and its element (paragraph 15)

40. In re claim 3, Watkins discloses the correlating of the local element takes account of an operating context within the game (paragraph 20 and 21)

41. In re claim 4, Watkins discloses the video game includes at least one virtual character and the local element script modifies the virtual character's appearance, facial or body expression or health (paragraph 20 and 21)

42. In re claim 5, Watkins discloses the local element script modifies the tools, weapons, equipment or clothing of the virtual character (paragraphs 20 and 21)

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43. In re claim 6, Watkins discloses the local element script modifies character statistics of a virtual character (paragraph 19)
44. In re claim 7, Watkins discloses the local element is used to determine overall mood or tension of a location and the local element script modifies character statistics representing mood or aggression in the virtual character (paragraph 94)
45. In re claim 8, Watkins discloses one or a combination of plot, plot nodes, character interactions, encounters, scene, setting, aesthetics, levels, premise or theme (paragraphs 13-15)
46. In re claim 9, Watkins discloses modifying the scene or setting of the storyline (paragraphs 20 and 21)
47. In re claim 10, Watkins discloses modifying or introducing non player characters, game monsters, enemies, traps, or puzzles corresponding to the local element (paragraphs 20 and 21)
48. In re claim 11, Watkins discloses a combination of local events, indicators, and celebrities or news figures (paragraph 51)
49. In re claim 12, Watkins discloses a local news item and modifying the storyline to reflect that news item (paragraphs 80 and 81)
50. In re claim 14, Watkins discloses an economic indicator (paragraphs 20 and 21)
51. In re claim 16, Watkins discloses a key word extracted from the news stream of local news items (paragraph 80 and 81)
52. In re claim 17, Watkins discloses a change based on a change of location (paragraph 23)

Art Unit: 3717

53. In re claim 18, Watkins discloses a default location if the location is unsupported (paragraph 25)
54. In re claim 19, Watkins discloses that an approximate match is determined (paragraph 25)
55. In re claims 20 and 21, Watkins discloses the storage means being local storage, and inbuilt memory (paragraph 26)
56. In re claims 22 and 23, Watkins discloses retrieving player location from a sensor (paragraph 27)
57. In re claim 24, Watkins discloses a mobile device (paragraph 27)
58. In re claim 25, Watkins discloses GPS (paragraph 66)
59. In re claim 26, Watkins discloses a fantasy location (paragraph 45)
60. In re claim 27, Watkins discloses retrieval of a map location from a map (paragraph 66)
61. In re claims 28 and 29, Watkins discloses the location is detected at login or during gameplay (paragraph 25)

Claim Rejections - 35 USC § 103

62. The following is a quotation of pre-AIA 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

63. Claims 13 and 15 are rejected under pre-AIA 35 U.S.C. 103(a) as being unpatentable over Watkins.

64. In re claims 13 and 15, Watkins discloses the claimed invention except if the news item refers to a crowd of people, the local element script introduces a crowd of non player characters into the storyline, and introducing a local celebrity or news figure, however official notice is taken that these are notoriously well known news and location related information, as such it would have been obvious to one of ordinary skill in the art to incorporate this type of information into the storyline as taught by Watkins.

65. Claims 15 is rejected under pre-AIA 35 U.S.C. 103(a) as being unpatentable over Alghamdi.

66. In re claim 15, Alghamdi discloses the claimed invention except introducing a local celebrity or news figure, however official notice is taken that this is notoriously well known news and location related information, as such it would have been obvious to one of ordinary skill in the art to incorporate this type of information into the storyline as taught by Alghamdi.

Conclusion

Any inquiry concerning this communication or earlier communications from the examiner should be directed to THOMAS H. HENRY whose telephone number is (571)270-3905. The examiner can normally be reached on M-F 10 AM - 5 PM.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Kang Hu can be reached on 571-270-1344. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Art Unit: 3717

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/THOMAS H HENRY/
Examiner
Art Unit 3717

/MILAP SHAH/
Primary Examiner, Art Unit 3717

Notice of References Cited	Application/Control No. 14/084,113		Applicant(s)/Patent Under Reexamination CHOWDHARY ET AL.	
	Examiner THOMAS H. HENRY		Art Unit 3717	Page 1 of 1

U.S. PATENT DOCUMENTS

*		Document Number Country Code-Number-Kind Code	Date MM-YYYY	Name	CPC Classification	US Classification
*	A	US-2011/0183754 A1	07-2011	Alghamdi; Mansour Ali Saleh	A63F13/10	463/31
*	B	US-2012/0157197 A1	06-2012	Watkins, JR.; Oliver	A63F13/12	463/30
	C	US-				
	D	US-				
	E	US-				
	F	US-				
	G	US-				
	H	US-				
	I	US-				
	J	US-				
	K	US-				
	L	US-				
	M	US-				

FOREIGN PATENT DOCUMENTS

*		Document Number Country Code-Number-Kind Code	Date MM-YYYY	Country	Name	CPC Classification
	N					
	O					
	P					
	Q					
	R					
	S					
	T					

NON-PATENT DOCUMENTS

*		Include as applicable: Author, Title Date, Publisher, Edition or Volume, Pertinent Pages)
	U	
	V	
	W	
	X	

*A copy of this reference is not being furnished with this Office action. (See MPEP § 707.05(a).)
Dates in MM-YYYY format are publication dates. Classifications may be US or foreign.



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BIB DATA SHEET

CONFIRMATION NO. 2378

SERIAL NUMBER	FILING or 371(c) DATE	CLASS	GROUP ART UNIT	ATTORNEY DOCKET NO.	
14/084,113	11/19/2013	463	3717	0033632-00015	
RULE					
APPLICANTS 2343127 Ontario Inc., Toronto, CANADA;					
INVENTORS Yousuf Chowdhary, Maple, CANADA; Jeffrey Brunet, Aurora, CANADA; Ravinder ("Ray") Sharma, Toronto, CANADA;					
** CONTINUING DATA ***** This appln claims benefit of 61/796,715 11/19/2012					
** FOREIGN APPLICATIONS *****					
** IF REQUIRED, FOREIGN FILING LICENSE GRANTED *** SMALL ENTITY ** 12/02/2013					
Foreign Priority claimed ☐ Yes ☒ No 35 USC 119(a-d) conditions met ☐ Yes ☒ No Verified and /THOMAS HAYNES HENRY/ Acknowledged Examiner's Signature	☐ Met after Allowance Initials	STATE OR COUNTRY CANADA	SHEETS DRAWINGS 4	TOTAL CLAIMS 29	INDEPENDENT CLAIMS 1
ADDRESS Patent Docket Administrator (Attn: T. Hibbits) White and Williams LLP 1650 Market Street, One Liberty Place, Suite 1800 Philadelphia, PA 19103-7395 UNITED STATES					
TITLE Systems and Methods for Capture and Use of Local Elements in Gameplay					
FILING FEE RECEIVED 1090	FEES: Authority has been given in Paper No. _____ to charge/credit DEPOSIT ACCOUNT No. _____ for following:			☐ All Fees ☐ 1.16 Fees (Filing) ☐ 1.17 Fees (Processing Ext. of time) ☐ 1.18 Fees (Issue) ☐ Other _____ ☐ Credit	

EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L2	60	("463").clas. and (player with location) same (story storyline)	US-PGPUB; USPAT	OR	OFF	2016/01/11 16:12
L3	9	("463").clas. and (geographic with location) same (story storyline)	US-PGPUB; USPAT	OR	OFF	2016/01/11 16:12
S1	241	(A63F13/65).cpc.	US-PGPUB; USPAT	OR	OFF	2015/12/31 19:18
S2	119	(A63F13/60).cpc.	US-PGPUB; USPAT	OR	OFF	2015/12/31 19:19
S3	6605	(A63F13/10).cpc.	US-PGPUB; USPAT	OR	OFF	2015/12/31 19:19
S4	7979	(A63F13/12).cpc.	US-PGPUB; USPAT	OR	OFF	2015/12/31 19:19
S5	0	change with story with local with game	US-PGPUB; USPAT	OR	OFF	2016/01/06 18:57
S6	1	change with story with location with game	US-PGPUB; USPAT	OR	OFF	2016/01/06 18:57
S7	83	("463").clas. and (location with customize)	US-PGPUB; USPAT	OR	OFF	2016/01/06 18:58
S8	33	("20060189371" "7484176" "20080139306" "20080070669" "5941772" "20110190066" "20070077978" "20090156179" "20070259713" "20080026838" "6476830" "20070093299" "6887157" "7090576" "20050037845" "20080020788" "20090023489" "20110201414" "20030083943" "20080167106" "20030188306" "20050137015" "20060240894" "20070060330" "20120322550" "20090124384" "20050227811" "20030073494" "20090124386" "20020042740" "20070197296" "20080181535" "20100137067").PN.	US-PGPUB; USPAT	OR	OFF	2016/01/06 19:04
S9	23	S8 and location	US-PGPUB; USPAT	OR	OFF	2016/01/06 19:04
S10	1133	("463").clas. and (location with (item story storyline building))	US-PGPUB; USPAT	OR	OFF	2016/01/06 19:10

S11	15408	game and (location with (item story storyline building))	US-PGPUB; USPAT	OR	OFF	2016/01/06 19:10
S12	812	("463").clas. and (location with (item story storyline))	US-PGPUB; USPAT	OR	OFF	2016/01/06 19:11
S13	98	("463").clas. and (location with (story storyline))	US-PGPUB; USPAT	OR	OFF	2016/01/06 19:11
S14	1	"20070021203"	US-PGPUB; USPAT	OR	OFF	2016/01/06 19:13
S15	1	"20110319148"	US-PGPUB; USPAT	OR	OFF	2016/01/06 20:00

EAST Search History (Interference)

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1/ 11/ 2016 4:54:04 PM

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Search Notes 	Application/Control No. 14084113	Applicant(s)/Patent Under Reexamination CHOWDHARY ET AL.
	Examiner THOMAS H HENRY	Art Unit 3717

CPC- SEARCHED		
Symbol	Date	Examiner
A63F13/10, 12, 60, 65	12/31/15	TH

CPC COMBINATION SETS - SEARCHED		
Symbol	Date	Examiner

US CLASSIFICATION SEARCHED			
Class	Subclass	Date	Examiner

SEARCH NOTES		
Search Notes	Date	Examiner
inventor name search	12/31/15	TH
text search	12/31/15	TH

INTERFERENCE SEARCH			
US Class/ CPC Symbol	US Subclass / CPC Group	Date	Examiner

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PETITION FOR EXTENSION OF TIME UNDER 37 CFR 1.136(a)		Docket Number (Optional) 0033632-00015																														
Application Number 14/084,113	Filed November 19, 2013																															
For Systems and Methods for Capture and Use of Local Elements In Gameplay																																
Art Unit 3717	Examiner Thomas Haynes Henry																															
This is a request under the provisions of 37 CFR 1.136(a) to extend the period for filing a reply in the above-identified application. The requested extension and fee are as follows (check time period desired and enter the appropriate fee below): <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 40%;"></th> <th style="width: 15%; text-align: center;">Fee</th> <th style="width: 15%; text-align: center;">Small Entity Fee</th> <th style="width: 15%; text-align: center;">Micro Entity Fee</th> <th style="width: 15%;"></th> </tr> </thead> <tbody> <tr> <td>☐ One month (37 CFR 1.17(a)(1))</td> <td style="text-align: center;">\$200</td> <td style="text-align: center;">\$100</td> <td style="text-align: center;">\$50</td> <td style="text-align: center;">\$ _____</td> </tr> <tr> <td>☐ Two months (37 CFR 1.17(a)(2))</td> <td style="text-align: center;">\$600</td> <td style="text-align: center;">\$300</td> <td style="text-align: center;">\$150</td> <td style="text-align: center;">\$ _____</td> </tr> <tr> <td>☒ Three months (37 CFR 1.17(a)(3))</td> <td style="text-align: center;">\$1,400</td> <td style="text-align: center;">\$700</td> <td style="text-align: center;">\$350</td> <td style="text-align: center;">\$ 700.00</td> </tr> <tr> <td>☐ Four months (37 CFR 1.17(a)(4))</td> <td style="text-align: center;">\$2,200</td> <td style="text-align: center;">\$1,100</td> <td style="text-align: center;">\$550</td> <td style="text-align: center;">\$ _____</td> </tr> <tr> <td>☐ Five months (37 CFR 1.17(a)(5))</td> <td style="text-align: center;">\$3,000</td> <td style="text-align: center;">\$1,500</td> <td style="text-align: center;">\$750</td> <td style="text-align: center;">\$ _____</td> </tr> </tbody> </table> ☒ Applicant asserts small entity status. See 37 CFR 1.27. ☐ Applicant certifies micro entity status. See 37 CFR 1.29. Form PTO/SB/15A or B or equivalent must either be enclosed or have been submitted previously. ☐ A check in the amount of the fee is enclosed. ☐ Payment by credit card. Form PTO-2038 is attached. ☐ The Director has already been authorized to charge fees in this application to a Deposit Account. ☒ The Director is hereby authorized to charge any fees which may be required, or credit any overpayment, to Deposit Account Number <u>506044</u> ☒ Payment made via EFS-Web. WARNING: Information on this form may become public. Credit card information should not be included on this form. Provide credit card information and authorization on PTO-2038. I am the ☐ applicant. ☒ attorney or agent of record. Registration number <u>46,583</u> ☐ attorney or agent acting under 37 CFR 1.34. Registration number _____ _____ Signature _____ Date Frank A. Bruno Typed or printed name _____ Telephone Number NOTE: This form must be signed in accordance with 37 CFR 1.33. See 37 CFR 1.4 for signature requirements and certifications. Submit multiple forms if more than one signature is required, see below*.				Fee	Small Entity Fee	Micro Entity Fee		☐ One month (37 CFR 1.17(a)(1))	\$200	\$100	\$50	\$ _____	☐ Two months (37 CFR 1.17(a)(2))	\$600	\$300	\$150	\$ _____	☒ Three months (37 CFR 1.17(a)(3))	\$1,400	\$700	\$350	\$ 700.00	☐ Four months (37 CFR 1.17(a)(4))	\$2,200	\$1,100	\$550	\$ _____	☐ Five months (37 CFR 1.17(a)(5))	\$3,000	\$1,500	\$750	\$ _____
	Fee	Small Entity Fee	Micro Entity Fee																													
☐ One month (37 CFR 1.17(a)(1))	\$200	\$100	\$50	\$ _____																												
☐ Two months (37 CFR 1.17(a)(2))	\$600	\$300	\$150	\$ _____																												
☒ Three months (37 CFR 1.17(a)(3))	\$1,400	\$700	\$350	\$ 700.00																												
☐ Four months (37 CFR 1.17(a)(4))	\$2,200	\$1,100	\$550	\$ _____																												
☐ Five months (37 CFR 1.17(a)(5))	\$3,000	\$1,500	\$750	\$ _____																												

☐ * Total of _____ forms are submitted.

This collection of information is required by 37 CFR 1.136(a). The information is required to obtain or retain a benefit by the public, which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 6 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Mail Stop PCT, Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.

Privacy Act Statement

The **Privacy Act of 1974 (P.L. 93-579)** requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C. 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether disclosure of these records is required by the Freedom of Information Act.
2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.
3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
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5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.
6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).
7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (*i.e.*, GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.
8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspection or an issued patent.
9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

Electronic Patent Application Fee Transmittal

Application Number:	14084113			
Filing Date:	19-Nov-2013			
Title of Invention:	Systems and Methods for Capture and Use of Local Elements in Gameplay			
First Named Inventor/Applicant Name:	Yousuf Chowdhary			
Filer:	Frank Anthony Bruno/Janice Rosier			
Attorney Docket Number:	0033632-00015			
Filed as Small Entity				
Filing Fees for Utility under 35 USC 111(a)				
Description	Fee Code	Quantity	Amount	Sub-Total in USD(\$)
Basic Filing:				
Pages:				
Claims:				
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD(\$)
Extension - 3 months with \$0 paid	2253	1	700	700
Miscellaneous:				
Total in USD (\$)				700

Electronic Acknowledgement Receipt

EFS ID:	26408181
Application Number:	14084113
International Application Number:	
Confirmation Number:	2378
Title of Invention:	Systems and Methods for Capture and Use of Local Elements in Gameplay
First Named Inventor/Applicant Name:	Yousuf Chowdhary
Customer Number:	112301
Filer:	Frank Anthony Bruno/Janice Rosier
Filer Authorized By:	Frank Anthony Bruno
Attorney Docket Number:	0033632-00015
Receipt Date:	20-JUL-2016
Filing Date:	19-NOV-2013
Time Stamp:	17:40:59
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	Deposit Account
Payment was successfully received in RAM	\$ 700
RAM confirmation Number	4432
Deposit Account	506044
Authorized User	BRUNO, FRANK

The Director of the USPTO is hereby authorized to charge indicated fees and credit any overpayment as follows:

Charge any Additional Fees required under 37 CFR 1.17 (Patent application and reexamination processing fees)

Charge any Additional Fees required under 37 CFR 1.19 (Document supply fees)

Charge any Additional Fees required under 37 CFR 1.21 (Miscellaneous fees and charges)

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Extension of Time	0033632-00015_Petition_for_Extension_of_time.pdf	130572	no	2
			0c9e60eac4cff3944d5b192a978ea2a866c16d1		

Warnings:

Information:

2	Fee Worksheet (SB06)	fee-info.pdf	30643	no	2
			23a3319502d81abad8ec6a87377238dd3c302be1		

Warnings:

Information:

Total Files Size (in bytes):			161215
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This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111

If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371

If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office

If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.



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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
14/084,113	11/19/2013	Yousuf Chowdhary	0033632-00015	2378

112301 7590 08/11/2016
Patent Docket Administrator (Attn: T. Hibbits)
White and Williams LLP
1650 Market Street, One Liberty Place, Suite 1800
Philadelphia, PA 19103-7395

EXAMINER

HENRY, THOMAS HAYNES

ART UNIT	PAPER NUMBER
----------	--------------

3717

NOTIFICATION DATE	DELIVERY MODE
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08/11/2016

ELECTRONIC

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

ipdocket@whiteandwilliams.com

Notice of Abandonment	Application No.	Applicant(s)
	14/084,113	CHOWDHARY ET AL.
	Examiner	Art Unit
	THOMAS H. HENRY	3717

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address--

This application is abandoned in view of:

1. ☒ Applicant's failure to timely file a proper reply to the Office letter mailed on 20 January 2016.
 - (a) ☐ A reply was received on _____ (with a Certificate of Mailing or Transmission dated _____), which is after the expiration of the period for reply (including a total extension of time of _____ month(s)) which expired on _____.
 - (b) ☐ A proposed reply was received on _____, but it does not constitute a proper reply under 37 CFR 1.113 to the final rejection. (A proper reply under 37 CFR 1.113 to a final rejection consists only of: (1) a timely filed amendment which places the application in condition for allowance; (2) a timely filed Notice of Appeal (with appeal fee); or (3) if this is utility or plant application, a timely filed Request for Continued Examination (RCE) in compliance with 37 CFR 1.114. Note that RCEs are not permitted in design applications.)
 - (c) ☐ A reply was received on _____ but it does not constitute a proper reply, or a bona fide attempt at a proper reply, to the non-final rejection. See 37 CFR 1.85(a) and 1.111. (See explanation in box 7 below).
 - (d) ☒ No reply has been received.
2. ☐ Applicant's failure to timely pay the required issue fee and publication fee, if applicable, within the statutory period of three months from the mailing date of the Notice of Allowance (PTOL-85).
 - (a) ☐ The issue fee and publication fee, if applicable, was received on _____ (with a Certificate of Mailing or Transmission dated _____), which is after the expiration of the statutory period for payment of the issue fee (and publication fee) set in the Notice of Allowance (PTOL-85).
 - (b) ☐ The submitted fee of \$_____ is insufficient. A balance of \$_____ is due.
The issue fee required by 37 CFR 1.18 is \$_____. The publication fee, if required by 37 CFR 1.18(d), is \$_____.
 - (c) ☐ The issue fee and publication fee, if applicable, has not been received.
3. ☐ Applicant's failure to timely file corrected drawings as required by, and within the three-month period set in, the Notice of Allowability (PTO-37).
 - (a) ☐ Proposed corrected drawings were received on _____ (with a Certificate of Mailing or Transmission dated _____), which is after the expiration of the period for reply.
 - (b) ☐ No corrected drawings have been received.
4. ☐ The letter of express abandonment which is signed by the attorney or agent of record or other party authorized under 37 CFR 1.33(b). See 37 CFR 1.138(b).
5. ☐ The letter of express abandonment which is signed by an attorney or agent (acting in a representative capacity under 37 CFR 1.34) upon the filing of a continuing application.
6. ☐ The decision by the Board of Patent Appeals and Interference rendered on _____ and because the period for seeking court review of the decision has expired and there are no allowed claims.
7. ☒ The reason(s) below:

Spoke to applicant, although extension of time was paid, no response was sent, and instead a continuation (#15/215406) was persued. As such the case is abandoned.

/MILAP SHAH/ Primary Examiner, Art Unit 3717	/THOMAS H HENRY/ Examiner, Art Unit 3717
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Petitions to revive under 37 CFR 1.137, or requests to withdraw the holding of abandonment under 37 CFR 1.181, should be promptly filed to minimize any negative effects on patent term.