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None

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None

***** SMALL ENTITY *****

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TITLE INTERACTIVE MULTIPLE PLAYER GAME SYSTEM AND METHOD OF PLAYING A GAME BETWEEN AT LEAST TWO PLAYERS

U.S. DEPT. of COMM.-Pat. & TM Office-PTO-43

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PATENT APPLICATION



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08 385485
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<div style="display: flex;"> <div style="writing-mode: vertical-rl; transform: rotate(180deg); padding-right: 10px;">TITLE</div> <div> <p>INTERACTIVE MULTIPLE PLAYER GAME SYSTEM AND METHOD OF PLAYING A GAME BETWEEN AT LEAST TWO PLAYERS</p> </div> </div>					
<p>This is to certify that annexed hereto is a true copy from the records of the United States Patent and Trademark Office of the application which is identified above.</p> <p>By authority of the COMMISSIONER OF PATENTS AND TRADEMARKS</p> <div style="display: flex; justify-content: space-between; margin-top: 10px;"> Date Certifying Officer </div>					



THE COMMISSIONER OF PATENTS AND TRADEMARKS
WASHINGTON, D.C. 20231

Case Docket No.: 252/1

08 385485

Sir:

Transmitted herewith for filing is the patent application of

Inventors : MICHAEL KAGAN AND IAN SOLOMON

For : INTERACTIVE MULTIPLE PLAYER GAME SYSTEM AND METHOD OF PLAYING A GAME BETWEEN AT LEAST TWO PLAYERS

Enclosed are:

- ☒ 4 sheets of informal drawings.
- ☐ An assignment of a portion of the invention to _____
- ☐ A certified copy of a _____ application.
- ☐ An associate power of attorney.
- ☒ A verified statement to establish small entity status under 37 CFR 1.9 and 37 CFR 1.27.
- ☐ Other - _____

The filing fee has been calculated as shown below:

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☐ The issue fee set in 37 CFR 1.18 at or before mailing of the Notice of allowance, pursuant to 37 CFR 1.311(b).

☒ Any filing fees under 37 CFR 1.16 for presentation of extra claims.

Respectfully,

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APPLICATION FOR PATENT

08 385485 A

Inventors: Michael Kagan and Ian Solomon

Title: INTERACTIVE MULTIPLE PLAYER GAME SYSTEM
AND METHOD OF PLAYING A GAME BETWEEN AT
5 LEAST TWO PLAYERS

FIELD AND BACKGROUND OF THE INVENTION

The present invention relates to electronic games in general and in particular to interactive multiple player game systems which are designed to be played by two or more players.

10 The art of electronic game systems is well developed. Several recent notable developments include the development of multiple player game systems, enabling two players to play against each other on hand-held game devices by physically connecting the two game devices, and the like.

15 In particular, US Patent 5,159,549 to Hallman et al, entitled "Multiple Player Game Data Processing System with Wager Accounting" describes a multiple player betting system in which a central processing unit controls a number of player stations to which it is connected by wires. The CPU receives data on an interrupt basis from each of the player
20 stations and regulates the ordered play among competitors. The CPU is responsive to the data for indicating a winner, calculating the accumulated point total or wealth of each of the players and the like.

Also, US Patent 5,136,644 to Audebert et al., entitled "Portable Electronic Device For Use in Conjunction with a Screen", describes a

portable device for enabling player interaction with a program on a screen, typically a television screen. The program can be a televised broadcast, provided by a computer terminal, a telecommunication terminal, or other similar terminal.

- 5 There remains a need for an interactive multiple player game system designed to be played by two or more players each playing on a playing device in wireless communication with other playing devices.

SUMMARY OF THE INVENTION

The object of the present invention is to provide an interactive
10 multiple player game system and a method therefore in which two or more players, each playing on their own playing device in wireless communication with the other playing devices, can participate in a game scenario common to all the playing devices.

Hence, there is provided according to the teachings of the present
15 invention, an interactive multiple player game system comprising at least two playing devices communicating over an ad-hoc, wireless, all-to-all broadcast network, a playing device including: (a) a processor for running a game scenario common to all of the at least two playing devices; (b) a player controlled interface for enabling a player action within the game
20 scenario; (c) a transmitter connected to the player controlled interface, the transmitter transmitting the player action over the network; (d) a receiver

connected to the processor, the receiver receiving player actions from the at least one other playing device transmitting over the network; and (e) a display for displaying at least a portion of the game scenario.

According to a further feature of the present invention, a playing
5 device further includes a clock, the clock of a second playing device being synchronized with the clock of a first playing device.

According to a still further feature of the present invention, a playing device transmits the player action at a pre-determined interval within a transmission cycle of the system.

10 According to a yet still further feature of the present invention, the display of each of the at least two playing devices displays a different portion of the game scenario.

There is also provided according to the teachings of the present invention, an interactive multiple player game system comprising: (a) a
15 play station device including an interface apparatus; and (b) at least one playing device communicating with the interface apparatus over an ad-hoc, wireless, all-to-all broadcast network, a playing device including: (i) a processor for running a game scenario common to the at least one playing device and the play station device; (ii) a player controlled interface for
20 enabling a player action within the game scenario; (iii) a transmitter connected to the player controlled interface, the transmitter transmitting the player action over the network; (iv) a receiver connected to the processor,

the receiver receiving instructions from at least the play station device transmitting over the network; and (v) a display for displaying at least a portion of the game scenario.

According to a further feature of the present invention, the playing
5. device includes a clock and the play station device includes a clock, the clock of the play station device being synchronized with the clock of the playing device.

According to a still further feature of the present invention, the
playing device transmits the player action at a pre-determined interval
10 within a transmission cycle of the system.

According to a yet still further feature of the present invention, the display of the at least one playing device displays a portion of the game scenario associated with the playing device.

There is also provided according to the teachings of the present
15 invention, a method for playing an interactive multiple player game between at least two players, comprising the steps of: (a) establishing an ad-hoc, wireless, all-to-all broadcast network between at least two playing devices; (b) providing a game scenario common to all of the at least two playing devices; (c) enabling a player action by each player within the
20 game scenario; (d) transmitting player actions over the network; (e) receiving player actions transmitted over the network; and (f) displaying at least a portion of the game scenario.

BRIEF DESCRIPTION OF THE DRAWINGS

The invention is herein described, by way of example only, with reference to the accompanying drawings, in which similar reference numbers have been employed throughout to designate corresponding parts,

5 wherein:

FIG. 1 shows a schematic view of an interactive multiple player game system constructed and operative according to the teachings of the present invention;

FIG. 2 shows a block diagram of one of the playing devices of the
10 interactive multiple player game system of Figure 1;

FIG. 3 shows a schematic view of an interactive multiple player game system including a play station device and at least one of the playing devices constructed and operative according to the teachings of the present invention; and

15 FIGS. 4a-4d show exemplary transmission packets transmitted by playing devices of the system during a playing session.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

The present invention is for an interactive multiple player game system for two or more players and a method for playing an interactive
20 multiple game between at least two players.

The principles of the system and method of the present invention may be better understood with reference to the drawings and the accompanying description.

Briefly stated, the interactive multiple player game system of the present invention involves dynamically establishing an ad-hoc wireless local area network (LAN) between a group of playing devices. Each playing device includes a player controlled interface for enabling a player action within a game scenario common to all the playing devices. Each playing device also includes a display for the displaying at least a portion of the game scenario. In other words, notwithstanding that the game scenario is common to all the playing devices, the image on the displays of different playing devices may differ.

It is a particular feature of the present invention that the ad-hoc wireless LAN establishes an "all-to-all" broadcast network such that all the playing devices have full information regarding the player actions of the other playing devices participating in the broadcast network. Therefore, in summary, the broadcast network enables an information transfer protocol satisfying the following conditions: First, that each playing device participating in the broadcast network transmits transmission packets receivable by all the other playing devices participating in the network. Second, that each playing device participating in the broadcast network receives the transmission packets issued by the other playing devices

participating in the network. Third, that each playing device can identify the transmission packets of the playing devices participating in the network. And lastly, that the rate of information transfer is such that a player perceives a real-time game scenario. Typically, a minimum display refresh
5 rate of 10 screens per second is required to ensure that a player perceives a real-time game scenario.

Referring now to the drawings, Figure 1 depicts an interactive multiple player game system, generally designated 10, constructed and operative according to the teachings of the present invention. In this case,
10 multiple player game system 10 includes three playing devices 12, 14 and 16 implemented as either hand-held, head-mounted or table-top devices. Each of playing devices 12, 14 and 16 communicates with the other playing devices over a temporary or ad-hoc wireless Local Area Network (LAN) initiated by one of playing devices 12, 14 and 16. The
15 communication can be achieved by either short-range radio communication, infrared communication, ultra-sonic communication, and the like, as known in the art.

With reference now to Figure 2, each playing device, in this case, playing device 12 includes the following units: First, a processor 18 for
20 running a game scenario. Second, a player controlled interface 20 for enabling a player action within the game scenario. Third, a transmitter 22 for transmitting transmission packets to the other playing devices, in this

case, playing devices 14 and 16, participating in the network. Fourth, a receiver 24 for receiving transmission packets transmitted by other playing devices, in this case, playing devices 14 and 16, participating in the network. And lastly, a display 26 for displaying at least a portion of the
5 game scenario.

Processor 18 includes software for running at least one game scenario suitable to be played on interactive multiple player game system 10. It should be readily understood that processor 18 of each playing device 12, 14 and 16 runs the same game scenario within a game session.
10 Typical games include, but are not limited to, sport games, management simulation games, psychological group games/tests, and the like.

The "player action" as effected by player controlled interface 20 is determined by the type of game scenario being run by processor 18. Hence, a player action can be the manipulation of a playing piece in a
15 sport game. Alternatively, a player action can be a business decision, for example, purchasing and selling stock, allocating resources to projects, and the like in a management simulation game.

Player controlled interface 20 is implemented to enable a player action suitable for the type of game scenario being run by processor 18.
20 Hence, in the case of sports and the like, player controlled interface 20 includes either a joystick or buttons enabling movement of a playing piece within a game scenario. In the case of management simulation games,

player controlled interface 20 can include a numeric keypad, selection buttons for selecting one option from a number of options and the like.

Furthermore, player controlled interface 20 preferably includes a JOIN button for either initiating an ad-hoc LAN or issuing a request to join
5 an ad-hoc LAN in the process of being formed, a GAME selection button for issuing a vote as to which game should be played by players participating in a game session, a TEAM selection button for issuing a request as to which team a player would like to play on and a FIRE button for issuing a command to fire, kick a ball, and the like.

10 Display 26 displays at least a portion of the game scenario being run by processor 18. The game scenario can be a playing area in the event that the game scenario is a sport, charts and figures in the event that the game scenario is a management simulation game, and the like. In all cases, a player can identify his "playing piece" in the team game scenario where his
15 playing piece be a basketball player, a profit and loss account, and the like. Furthermore, a player can identify which playing pieces are assigned to the same team in a game scenario.

In the present case, display 26 displays three playing pieces denoted A, B and C corresponding to playing pieces of playing devices 12, 14 and
20 16, respectively. It should be noted that although playing pieces A, B and C all participate in a game scenario common to all three playing devices 12, 14 and 16, the display 26 of each of playing devices 12, 14 and 16 can

display a different portion of the game scenario depending on the location or perspective of its playing piece within the game scenario.

For the sake of exposition, and without in any way limiting the scope of the present invention, a suitable game scenario is one in which
5 each player is playing alone or against other players, for example, in a multi-player PacMan game in which each player tries to acquire as many points as possible by eating food while avoiding being eaten by a monster. The monster is moved by processor 18 of each playing device 12, 14 and 16 in the same fashion while each player moves his own playing piece
10 about the maze using player controlled interface 20. Extra rules relating to the multi-player aspect of interactive multiple player game system 10 include enabling two or more players to kill the monster if the players are located within a pre-determined distance from the monster and the players press their FIRE buttons, enabling playing pieces to freely cross each other,
15 and the like.

Alternatively, another suitable game scenario is one in which players play in teams, for example, in five-a-side basketball. The players participating in a game session can play against a team generated by interactive multiple player game system 10, a team automatically selected
20 from the pool of available players by interactive multiple player game system 10, a team selected by the players themselves. In the instance that an odd number of players have selected to play a two team game scenario,

interactive multiple player game system 10 can provide an additional player so as to balance the numbers of players in each team. Still again, in the event that there are not enough players to man two five-a-side teams, interactive multiple player game system 10 can provide additional players 5 as required.

With reference now to Figure 3, interactive multiple player game system 10 can also include other devices participating in the network set up between playing devices 12, 14 and 16. Such devices can include a large display, TV interface, PC interface, and the like. In particular, 10 interactive multiple player game system 10 can include a play station device 28, for example, as commercially available from Sega, enabling a game scenario to be displayed on a TV screen 30. In this case, system 10 requires an interface apparatus 32 for interfacing between play station device 28 and one or more of playing devices 12, 14 and 16. Interface 15 apparatus 32 typically includes processor 18, transmitter 20 and receiver 24 as described hereinabove with reference to playing device 12. Preferably, play station device 28 can perform other functions, for example, as an umpire in a game scenario being played between playing devices 12, 14 and 16.

20 The preferred data transfer protocol of interactive multiple player game system 10 is now described with reference to Figure 4. It should be noted that the following description is limited to the setting up of an ad-

hoc LAN between playing devices 12, 14 and 16, commencing a game session, playing a game scenario, and terminating a game session. The following description does not include more advanced features of interactive multiple player game system 10 such as selecting a game to be played during a game session, assigning players to a team, and other features.

For the sake of example, the following parameters of the data transfer protocol of interactive multiple player game session 10 are employed: First, that the refresh rate of system 10 is 10 frames per second. In other words, interactive multiple player game system 10 has a "transmission cycle" of 0.10 second duration. Second, that the information transfer bit rate is 4,800 bits per second (bps) equivalent at 8 bits per byte to 600 bytes per second. In other words, 60 bytes of information can be transmitted during each transmission cycle of interactive multiple player game system 10. Each playing device 12, 14 and 16 transmits a three byte transmission packet described hereinbelow and there is preferably a one byte gap between transmission packets such that, in the case of interactive multiple player game system 10, a maximum number of 15 players can participate in a game session.

As described hereinabove, each playing device is required to receive full information regarding the actions taken by all the other playing devices before refreshing its display. To ensure that there is no cross talk between

transmissions of different playing devices, the transmissions of the playing devices are preferably staggered along a transmission cycle at pre-determined intervals. This is achieved by synchronizing the transmissions between the playing devices such that each playing device transmits at a pre-determined time during the transmission cycle. Hence, as shown in Figure 4a, the data transfer protocol of interactive multiple player game system 10 preferably employs a 3-byte transmission packet in which the first byte is used as a synchronization byte (SYN), the second byte is used as a station number identifier byte (ID) and the third byte is used as a command byte (CMD).

Setting up the ad-hoc network of interactive multiple player game system 10 is as follows: A player presses the JOIN button on his playing device, say playing device 12, thereby initiating a transmission cycle of system 10. Playing device 12 listens during the period of the transmission cycle so as to determine whether any other playing device is currently transmitting a transmission packet. Assuming that no other playing devices are transmitting, playing device 12 determines that it is the first playing device of interactive multiple player game system 10.

Playing device 12 then transmits a transmission packet in the next transmission cycles in which the ID byte is assigned the value of 1 indicating that playing device 12 is the first playing device of system 10 and the CMD byte is assigned the value of 1 indicating that an ad-hoc

LAN is in the process of being formed. Hence, as shown in Figure 4b, playing device 12 transmits a SYN 1 1 transmission packet during each transmission cycle of system 10.

Playing device 12 continues to transmit the SYN 1 1 transmission 5 packet during each transmission cycle period for a pre-determined time period, say, 15 seconds. If no other playing devices join the ad-hoc network which playing device 12 is attempting to establish, then playing device 12 displays a NO PLAY message on its display to the player.

Assuming a second player playing on his playing device, say playing 10 device 14, wishes to play with the first player playing on playing device 12, he presses the JOIN button on playing device 14. Playing device 14 listens so as to determine whether any other playing device is transmitting. In this case, playing device 14 detects that playing device 12 has transmitted a SYN 1 1 transmission packet and therefore determines that 15 it is the second playing device of interactive multiple player game system 10.

Thereafter, playing device 14 synchronizes its clock by the SYN byte of the SYN 1 1 transmission packet of playing device 12 and transmits its transmission packet in the next transmission cycles in which 20 the ID byte is assigned the value of 2 indicating that playing device 14 is the second playing device of system 10 and the CMD byte is assigned the value of 1 indicating that an ad-hoc LAN is in the process of being formed.

Hence, playing device 14 transmits a SYN 2 1 transmission packet. As can be readily seen in Figure 4c, playing device 14 transmits its SYN 2 1 transmission packet after the 1 byte inter transmission packet gap left after the SYN 1 1 transmission packet transmitted by playing device 12.

5 The above process occurs for as many playing devices as wishing to participate in a playing session up to a maximum of 15 playing devices. For the set-up of interactive multiple player game system 10 shown in Figure 1, each transmission cycle of system 10 includes three transmission packets: SYN 1 1, SYN 2 1 and SYN 3 1.

10 After a pre-determined period of time, playing device 12 initiates a game session by changing the CMD byte to 0 from 1 so as to indicate to playing devices 14 and 16 that a game is about to start in the next transmission cycle of interactive multiple player game system 10. It should be noted that after establishment of the transmission sequence of playing
15 devices 12, 14 and 16, each transmission packet may include just the CMD byte as will become apparent hereinbelow.

Thereafter, each playing device 12, 14 and 16 transmits a transmission packet in turn during the next transmission cycles of interactive multiple player game system 10 in which the CMD byte reflects
20 the moves of their respective playing pieces A, B and C taken by each of the players. Assuming that codes of the CMD byte include instructions such as UP (2), DOWN (3), LEFT (4) and RIGHT (5), typical transmission

packets from playing devices 12, 14 and 16 can be as shown in Figure 4d, namely: SYN 1 2, SYN 2 2, SYN 3 3; SYN 1 2, SYN 2 3, SYN 3 3; SYN 1 5, SYN 2 3, SYN 3 1 and so on.

Processor 18 of each of playing devices 12, 14 and 16 terminates the
5 game session according to a pre-determined set of rules according to the game scenario in question.

While the invention has been described with respect to a limited number of embodiments, it will be appreciated that many variations, modifications and other applications of the invention may be made.

WHAT IS CLAIMED IS:

Sub A17 1. An interactive multiple player game system comprising at least two playing devices communicating over an ad-hoc, wireless, all-to-all broadcast network, a playing device including:

- (a) a processor for running a game scenario common to all of said at least two playing devices;
- (b) a player controlled interface for enabling a player action within said game scenario;
- (c) a transmitter connected to said player controlled interface, said transmitter transmitting said player action over said network;
- (d) a receiver connected to said processor, said receiver receiving player actions from said at least one other playing device transmitting over said network; and
- (e) a display for displaying at least a portion of said game scenario.

2. The system as in claim 1 wherein a playing device includes a clock, said clock of a second playing device being synchronized with said clock of a first playing device.

Sub A 27 3. The system as in claim 1 wherein a playing device transmits said player action at a pre-determined interval within a transmission cycle of the system.

3 *A*. The system as in claim 1 wherein said display of each of said at least two playing devices displays a different portion of said game scenario.

4 *A*. The system as in claim 1 further comprising a play station device and an interface apparatus for interfacing between said play station device and said at least two playing devices.

- Sub A 37* 6. An interactive multiple player game system comprising:
- (a) a play station device including an interface apparatus; and
 - (b) at least one playing device communicating with said interface apparatus over an ad-hoc, wireless, all-to-all broadcast network, a playing device including:
 - (i) a processor for running a game scenario common to said at least one playing device and said play station device;
 - (ii) a player controlled interface for enabling a player action within said game scenario;

- (iii) a transmitter connected to said player controlled interface, said transmitter transmitting said player action over said network;
- (iv) a receiver connected to said processor, said receiver receiving instructions from at least said play station device transmitting over said network; and
- (v) a display for displaying at least a portion of said game scenario.

7. The system as in claim 6 wherein a playing device includes a clock and said play station device includes a clock, said clock of a play station device being synchronized with said clock of said playing device.

Sub A47 8. The system as in claim 6 wherein a playing device transmits said player action at a pre-determined interval within a transmission cycle of the system.

7 9. The system as in claim ⁵ wherein said display of said at least one playing device displays a portion of said game scenario associated with said playing device.

Sub 05 10. A method for playing an interactive multiple player game between at least two players, comprising the steps of:

- (a) establishing an ad-hoc, wireless, all-to-all broadcast network between at least two playing devices;
- (b) providing a game scenario common to all of the at least two playing devices;
- (c) enabling a player action by each player within the game scenario;
- (d) transmitting player actions over the network;
- (e) receiving player actions transmitted over the network; and
- (f) displaying at least a portion of the game scenario.

11. The method as in claim 10 wherein a playing device includes a clock, the method further comprising the step of synchronizing the clock of a second playing device to the clock of a first playing device.

⁹/₁₂ 12. The method as in claim ⁸/₁₀ wherein a playing device transmits the player action at a pre-determined interval within a transmission cycle of the system.

¹⁰
~~13.~~ The method as in claim ~~10~~⁸ wherein the display of each of the
at least two playing devices displays a different portion of the game
scenario.

3854 85

ABSTRACT OF THE DISCLOSURE

An interactive multiple player game system including at least two playing devices communicating over an ad-hoc, wireless, all-to-all broadcast network. A playing device includes a processor for running a game scenario common to all of the playing devices within the network, a player controlled interface for enabling a player action within the game scenario, a transmitter for transmitting the player action over the network, a receiver for receiving player actions from other playing devices transmitting over the network, and a display for displaying at least a portion of the game scenario. The interactive multiple player game system can further include a play station device and an interface apparatus for interfacing between the play station device and the playing devices.



INDEPENDENT INVENTOR - NEW APPLICATION

Attorney Docket No.: 252/1

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In RE Application of: MICHAEL KAGAN ET AL.

Filed Concurrently Herewith

For: INTERACTIVE MULTIPLE PLAYER GAME SYSTEM AND METHOD OF PLAYING A GAME BETWEEN AT LEAST TWO PLAYERS

VERIFIED STATEMENT UNDER 37 CFR 1.27
CLAIMING STATUS AS A SMALL ENTITY

To The Commissioner of Patents and Trademarks:

As a below named Inventor, I hereby declare that:

I qualify as an independent inventor as defined in 37 CFR 1.9(c) for purposes of paying reduced fees under 35 USC § 41(a) and § 41(b) to the Patent and Trademark Office with regard to the above-entitled invention described in the specification filed herewith.

I have not assigned, granted, conveyed or licensed and am under no obligation under contract or law to assign, grant, convey or license, any rights in the invention to any party who could not qualify as a small entity under 37 CFR 1.9(f), namely any person who could not be classified as an independent inventor under 37 CFR 1.9(c) if that person had made the invention, or any concern which would not qualify as a small business concern under 37 CFR 1.9(d) or a nonprofit organization under 37 CFR 1.9(e).

Each party, if any, who could qualify as a small entity under 37 CFR 1.9(f) and to whom I have assigned, granted, conveyed or licensed or am under an obligation under contract or law to assign, grant, convey or license, any rights in the invention is listed below:

Full Name (Party 1): NONE

Address :

Status : ☐ Individual ☐ Small Business Concern ☐ Nonprofit Organization

Full Name (Party 2): NONE

Address :

Status : ☐ Individual ☐ Small Business Concern ☐ Nonprofit Organization

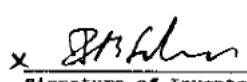
I acknowledge the duty under 37 CFR 1.28(b) to file, in this application, notification of any change in status resulting in loss of entitlement to small entity status prior to paying, or at the time of paying, the issue fee due after the date on which status as a small entity is no longer appropriate.

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code, and that such willful false statements may jeopardize the validity of the application and any patent issuing thereon.

MICHAEL KAGAN
Name of Inventor 1

x 
Signature of Inventor

IAN SOLOMON
Name of Inventor 2

x 
Signature of Inventor

Name of Inventor 3

Signature of Inventor

x Date: 2/11/95

Attorney Docket: 252/1 Combined Declaration For Patent Application and Power of Attorney

As a below named inventor, I hereby declare that:

My residence, post office address and citizenship are as stated below next to my name.
I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled INTERACTIVE MULTIPLE PLAYER GAME SYSTEM AND METHOD OF PLAYING A GAME BETWEEN AT LEAST TWO PLAYERS, the specification of which (check one) X is attached hereto.

 was filed on as Application Serial No. and was amended on .
I hereby state that I have reviewed and understand the contents of the above identified specification, including the claims, as amended by any amendment referred to above.

I acknowledge the duty to disclose information which is material to the examination of this application in accordance with Title 37, Code of Federal Regulations, § 1.56(a).

I hereby claim foreign priority benefits under Title 35, United States Code, § 119 of any foreign application(s) for patent or inventor's certificate listed below and have also identified below any foreign application for patent or inventor's certificate having filing date before that of the application on which priority is claimed:

Prior Foreign Application(s)			Priority Claimed	
NONE			Yes	X No
(number)	(Country)	(Day, Month, Year Filed)		
(number)	(Country)	(Day, Month, Year Filed)	Yes	No
(number)	(Country)	(Day, Month, Year Filed)	Yes	No

I hereby claim the benefit under Title 35, United States Code, § 120 of any United States Application(s) listed below and, insofar as the subject matter of each of the claims of this application is not disclosed in the prior United States application in the manner provided by the first paragraph of Title 35, United States Code, § 112, I acknowledge the duty to disclose material information as defined in Title 37, Code of Federal Regulations, § 1.56(a) which occurred between the filing date of the prior application and the national or PCT international filing date of this application:

NONE		
(Application Serial No.)	(Filing Date)	Status (patented, pending, abandoned)
(Application Serial No.)	(Filing Date)	Status (patented, pending, abandoned)

I hereby appoint the following attorneys, with full power of substitution, association, and revocation, to prosecute this application and to transact all business in the Patent and Trademark Office connected therewith.

Mark M. Friedman Registration No. 33,883

Address all Correspondence to:

MARK FRIEDMAN c/o ROBERT SHEINBEIN 2940 BIRCHTREE LANE SILVER SPRING, MARYLAND 20906	Direct all telephone calls & faxes to: ROBERT SHEINBEIN Phone (301) 460-3558 Fax (301) 871-1631
---	--

I hereby further declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statement may jeopardize the validity of the application of any patent issued thereon.

1-00	FULL NAME OF SOLE OR FIRST INVENTOR <u>MICHAEL KAGAN</u>	INVENTOR'S SIGNATURE <u>X</u>	DATE <u>X 2/1/95</u>
	RESIDENCE <u>22 BRURIA ST., JERUSALEM 93184, ISRAEL</u>	CITIZENSHIP <u>ILX</u> BRITISH	
	POST OFFICE ADDRESS <u>22 BRURIA ST., JERUSALEM 93184, ISRAEL</u>		
2-00	FULL NAME OF SECOND INVENTOR <u>IAN SOLOMON</u>	INVENTOR'S SIGNATURE <u>X</u>	DATE <u>X 2/1/95</u>
	RESIDENCE <u>10 SHLOMO ZEMACH, YAFE NOF, JERUSALEM 96190, ISRAEL</u>	CITIZENSHIP <u>ILX</u> BRITISH	
	POST OFFICE ADDRESS <u>10 SHLOMO ZEMACH, YAFE NOF, JERUSALEM 96190, ISRAEL</u>		
	FULL NAME OF THIRD INVENTOR	INVENTOR'S SIGNATURE	DATE
	RESIDENCE	CITIZENSHIP	
	POST OFFICE ADDRESS		

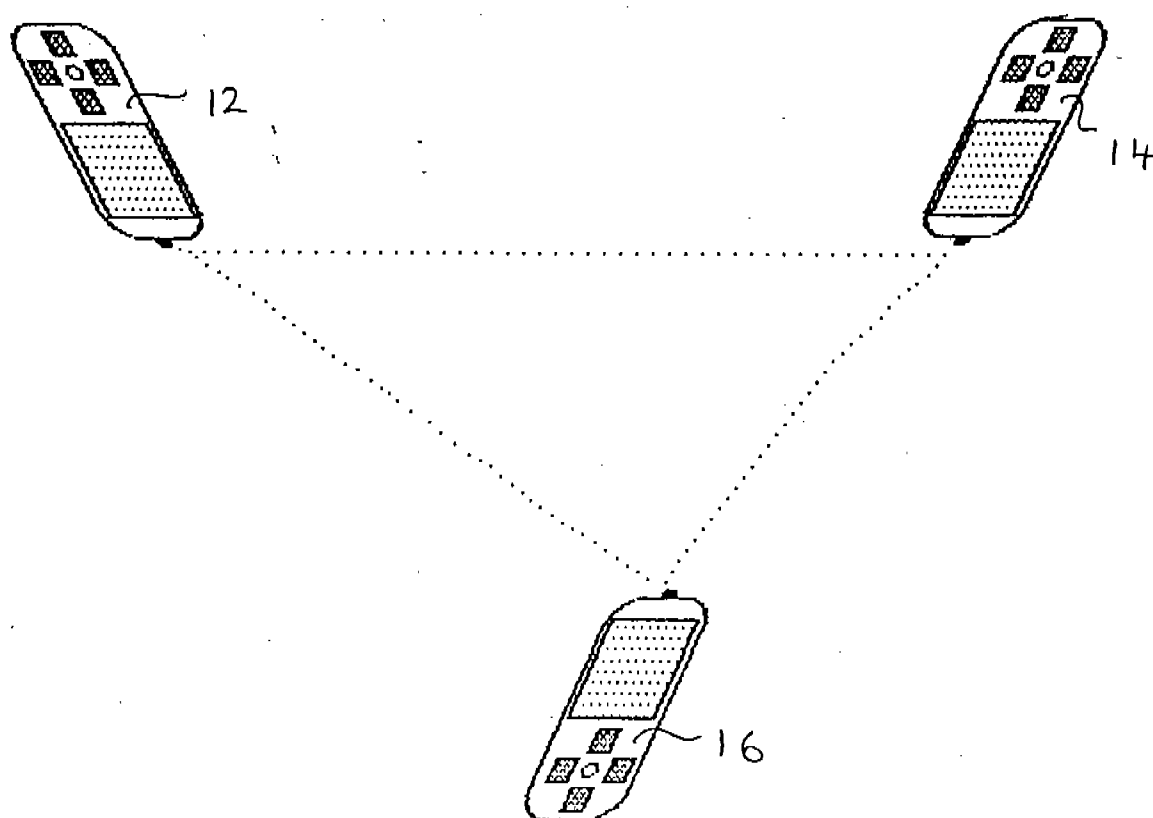


FIG. 1

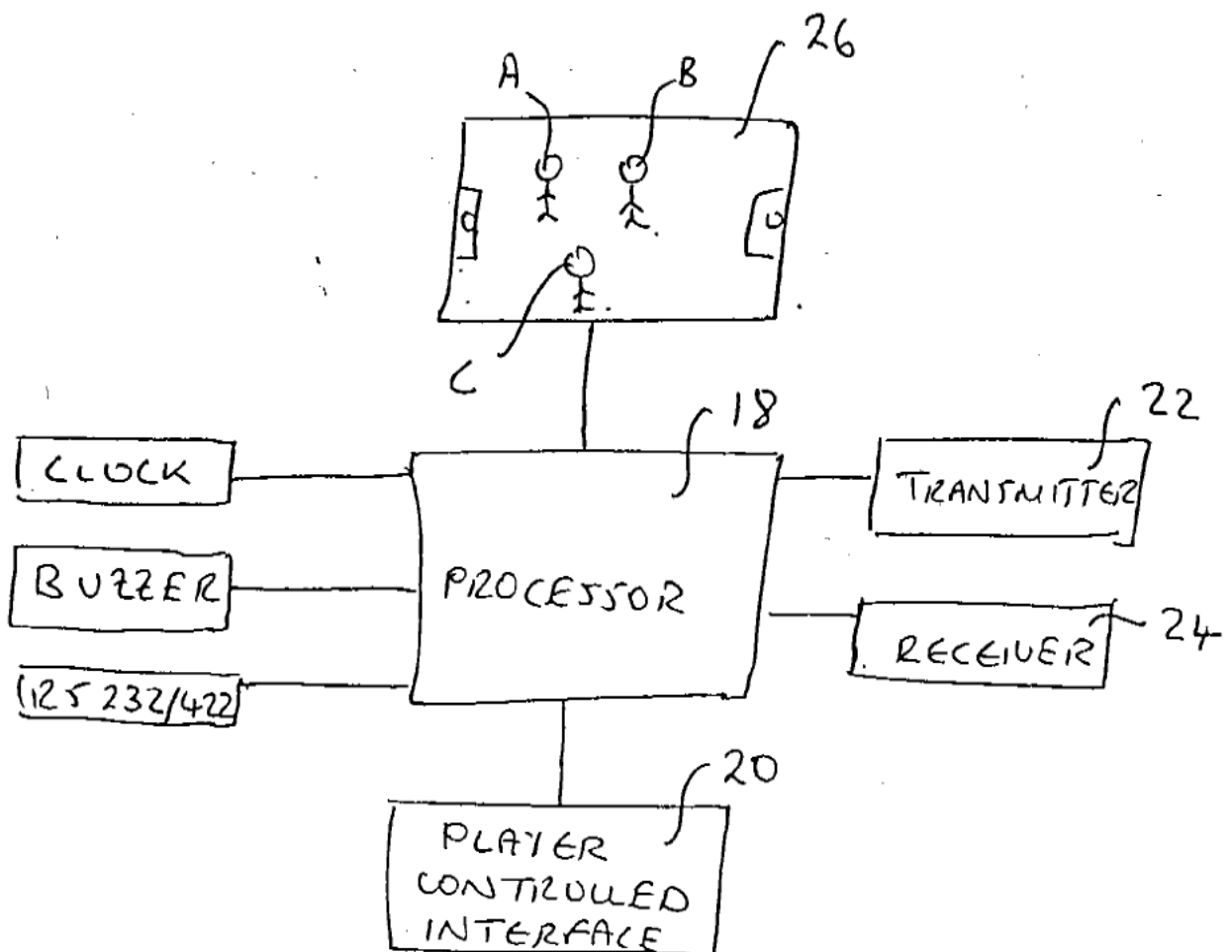


FIG. 2

08 385485

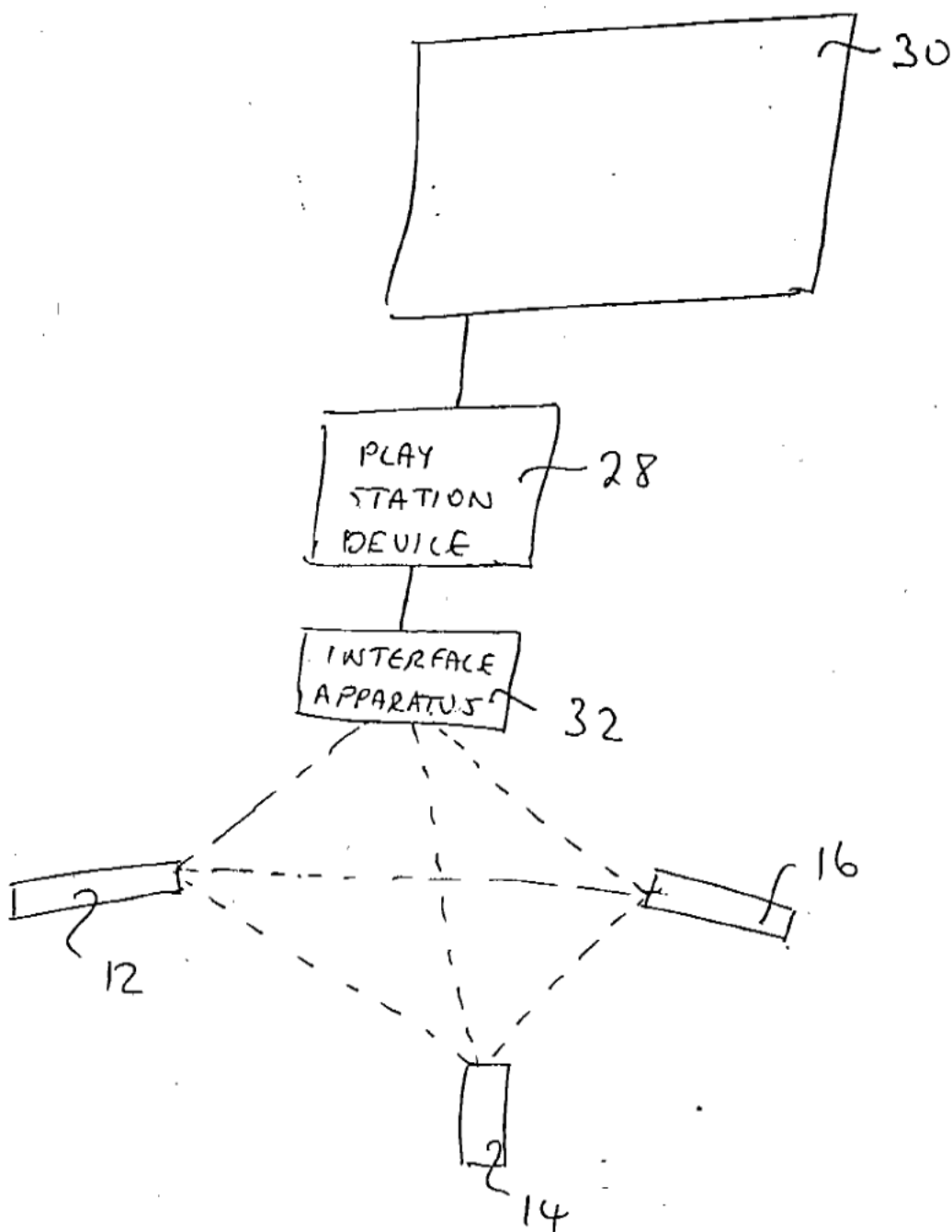


FIG. 3

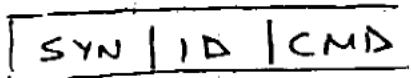


FIG. 4a

08 385485

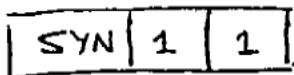


FIG. 4b

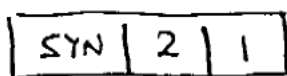
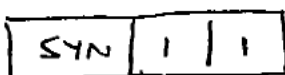


FIG. 4c

↑ 1 byte long inter packet gap

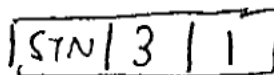
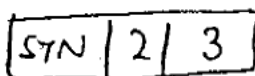
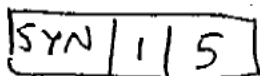
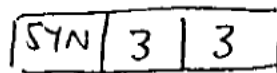
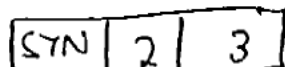
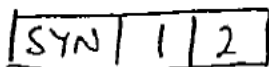
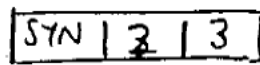
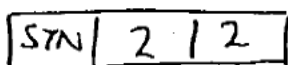
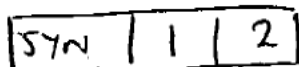
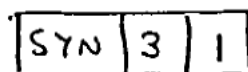
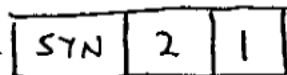
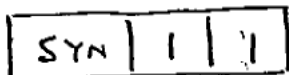


FIG. 4d

1-4
330

273/453

10

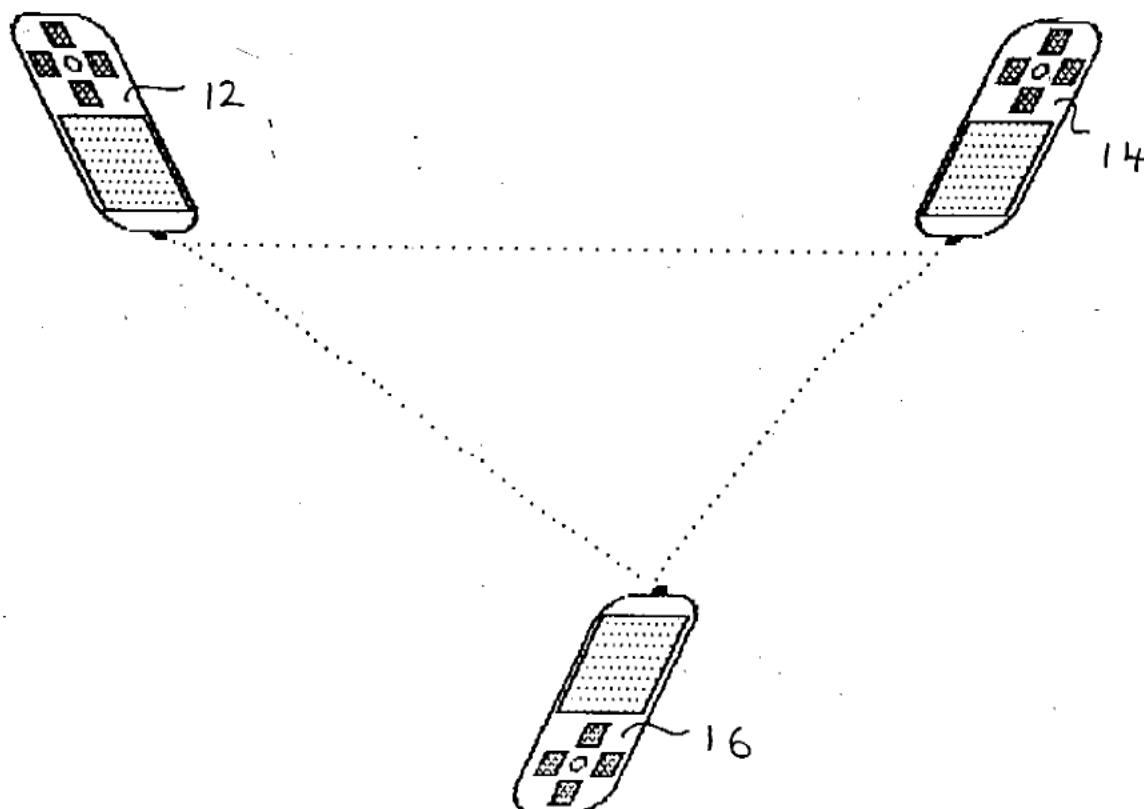


FIG. 1

12

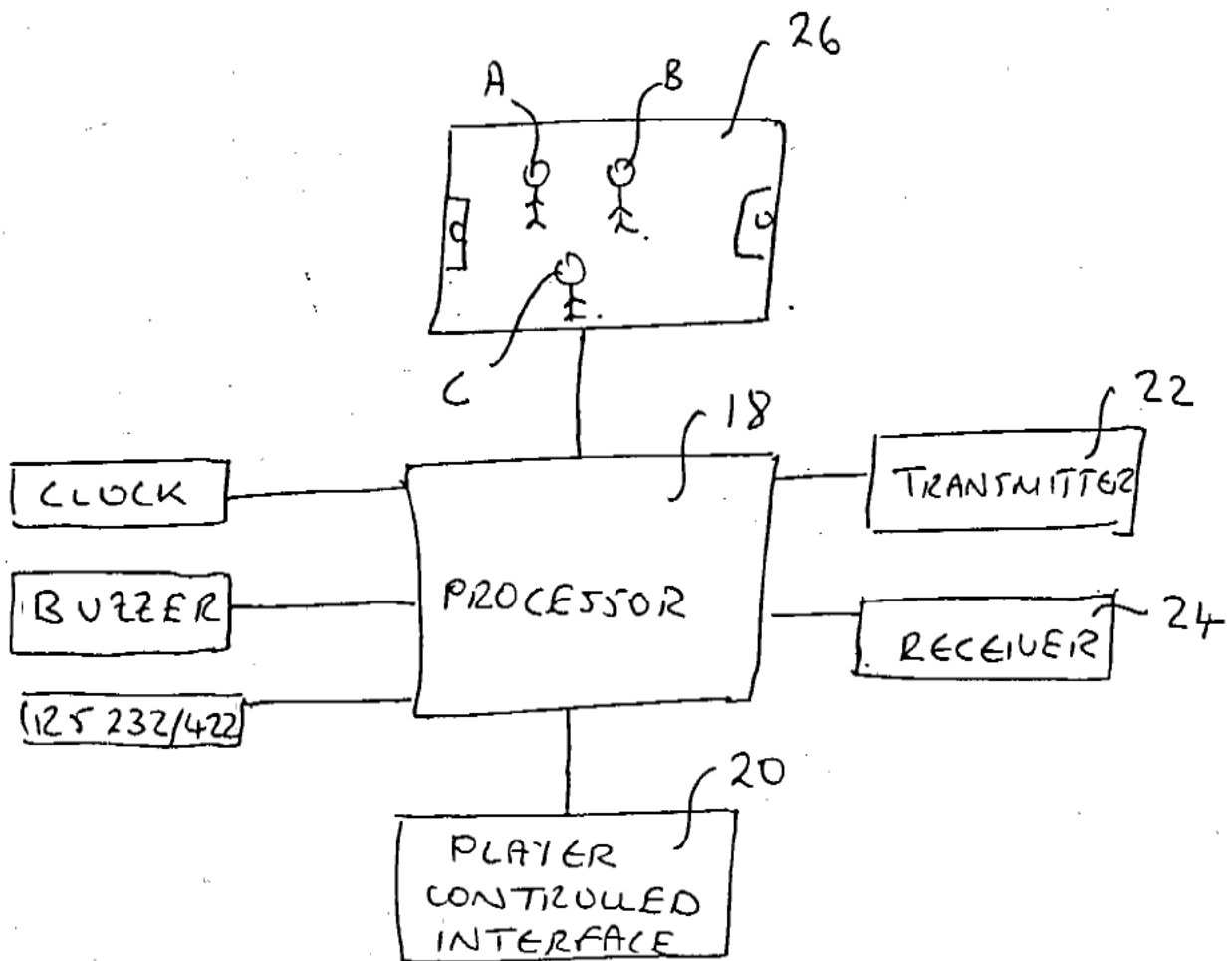


FIG. 2

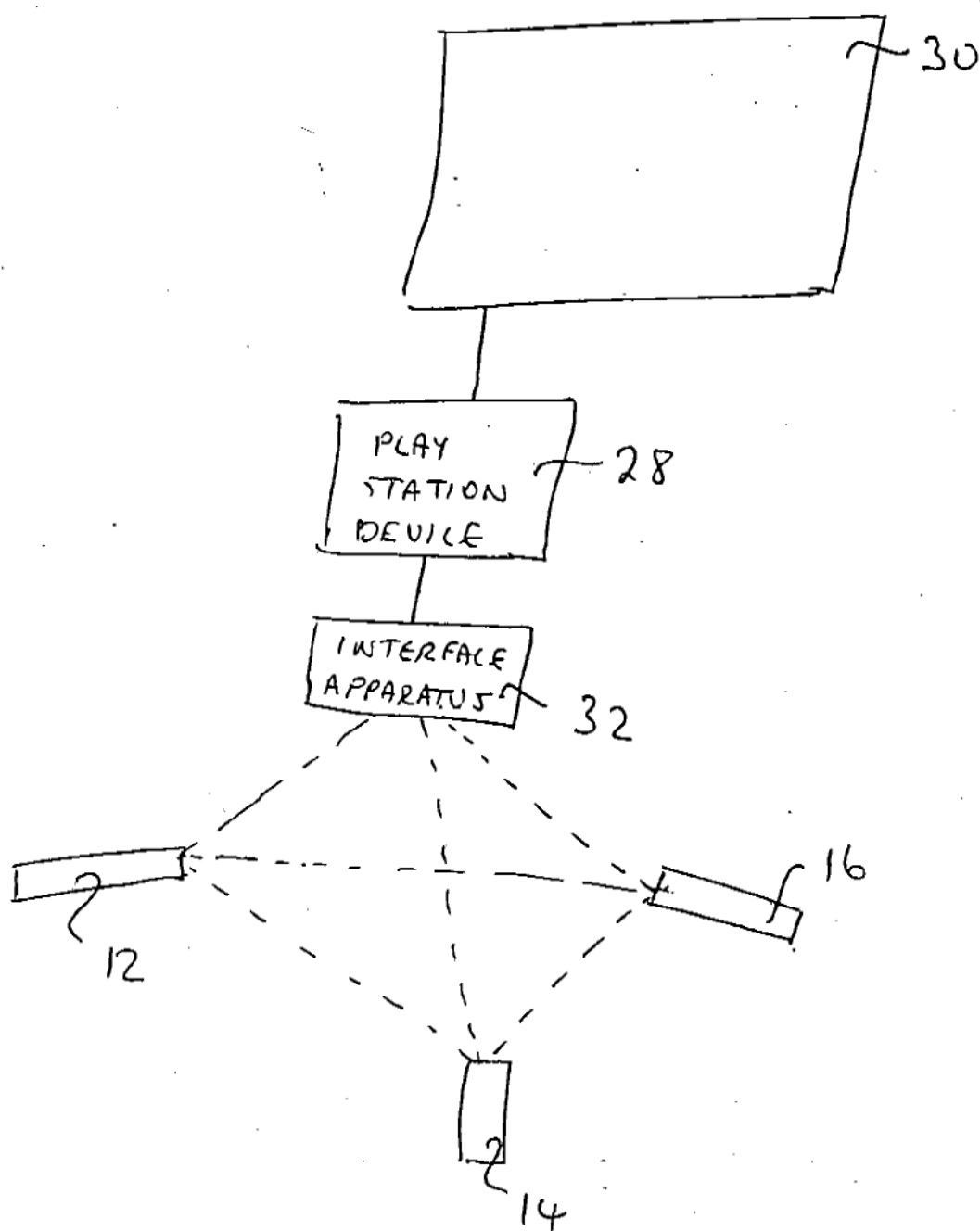


FIG. 3

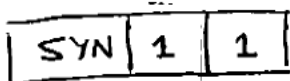


FIG. 4b

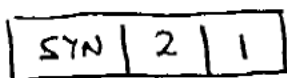
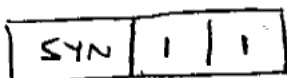


FIG. 4c

1 byte long inter packet gap

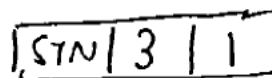
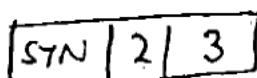
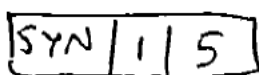
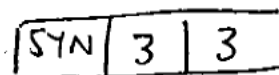
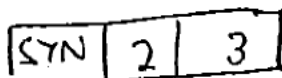
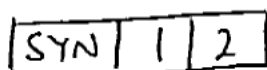
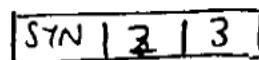
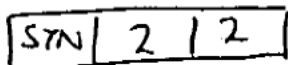
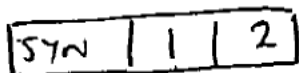
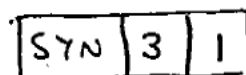
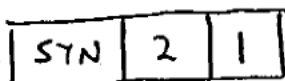
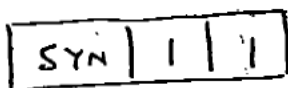


FIG. 4d



321 500

GP 3304

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Applicant:

MICHAEL KAGAN et al.

Serial No.: 08/385,485

Filed: February 8, 1995

For: INTERACTIVE MULTIPLE PLAYER
GAME SYSTEM AND METHOD OF PLAYING A
GAME BETWEEN AT LEAST TWO PLAYERS

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§
§
§
§
§

2/ Status Ltr

Group Art Unit:

Attorney
Docket: 252/1

Commissioner of Patents and Trademarks
Washington, D.C. 20231

RECEIVED

JAN 23 1996

STATUS INQUIRY

Sir:

GROUP 1

This is to inquire as to the current status of the above-referenced application. The application was filed on February 8, 1995 (approximately 11 months ago) and to date no communication of any kind (except for a Filing Receipt) has been received from the Patent and Trademark Office.

We would appreciate it if you would advise us of the status of this application and indicate when we may expect the next official communication.

A duplicate copy of this letter is enclosed for this purpose.

This application is currently awaiting examination on the merits. Applicant may expect the next official communication by April, 1996.
Paul E. Shapiro
Paul E. Shapiro
Primary Examiner
Art Unit 334

Date: Jan. 11, 1996

Respectfully submitted,

Mark M. Friedman
Attorney for Applicant
Registration No. 33,883



**UNITED STATES DEPARTMENT OF COMMERCE
Patent and Trademark Office**

Address: COMMISSIONER OF PATENTS AND TRADEMARKS
Washington, D.C. 20231

SERIAL NUMBER	FILING DATE	FIRST NAMED APPLICANT	ATTORNEY DOCKET NO.
08/385,185	02/03/95	KAGAN	133

MARK FRIEDMAN
ROBERT SHEINBEIN
2940 BIRCHTREE LANE
SILVER SPRING, MD 20906

FSM1/0401

GROUP EXAMINER	
#3	
ART UNIT	PAPER NUMBER
2204	

DATE MAILED:

04/01/96

Please find below a communication from the EXAMINER in charge of this application.

Commissioner of Patents

Office Action Summary

Application No.
08/385,485

Applicant(s)
Kagan et al, Michael

Examiner
Paul E. Shapiro

Group Art Unit
3304



- ☐ Responsive to communication(s) filed on _____
- ☐ This action is **FINAL**.
- ☐ 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.

A shortened statutory period for response to this action is set to expire three month(s), or thirty days, whichever is longer, from the mailing date of this communication. Failure to respond within the period for response will cause the application to become abandoned. (35 U.S.C. § 133). Extensions of time may be obtained under the provisions of 37 CFR 1.136(a).

Disposition of Claims

- ☒ Claim(s) 1-13 is/are pending in the application.
- Of the above, claim(s) _____ is/are withdrawn from consideration.
- ☐ Claim(s) _____ is/are allowed.
- ☒ Claim(s) 1, 3-6, 8-10, and 13 is/are rejected.
- ☒ Claim(s) 2, 7, 11, and 12 is/are objected to.
- ☐ Claims _____ are subject to restriction or election requirement.

Application Papers

- ☒ See the attached Notice of Draftsperson's Patent Drawing Review, PTO-948.
- ☐ The drawing(s) filed on _____ is/are objected to by the Examiner.
- ☐ The proposed drawing correction, filed on _____ is ☐ approved ☐ disapproved.
- ☐ The specification is objected to by the Examiner.
- ☐ The oath or declaration is objected to by the Examiner.

Priority under 35 U.S.C. § 119

- ☐ Acknowledgement is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d).
- ☐ All ☐ Some* ☐ None of the CERTIFIED copies of the priority documents have been
- ☐ received.
- ☐ received in Application No. (Series Code/Serial Number) _____.
- ☐ received in this national stage application from the International Bureau (PCT Rule 17.2(a)).

*Certified copies not received: _____

- ☐ Acknowledgement is made of a claim for domestic priority under 35 U.S.C. § 119(e).

Attachment(s)

- ☒ Notice of References Cited, PTO-892
- ☐ Information Disclosure Statement(s), PTO-1449, Paper No(s). _____
- ☐ Interview Summary, PTO-413
- ☒ Notice of Draftsperson's Patent Drawing Review, PTO-948
- ☐ Notice of Informal Patent Application, PTO-152

--- SEE OFFICE ACTION ON THE FOLLOWING PAGES ---

Serial Number: 08/385,485
Art Unit: 3304

-2-

Part III DETAILED ACTION

Claim Rejections - 35 USC § 112

1. Claims 3 and 8 are rejected under 35 U.S.C. § 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which applicant regards as the invention. The functional recitation in each of these claims that "a playing device transmits said player action at a pre-determined interval within a transmission cycle of the system" is indefinite because it is not supported by recitation in the claim of sufficient structure to accomplish the function.

Claim Rejections - 35 USC § 102

(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.

2. Claims 1, 4, 5, 6, 9, 10 and 13 are rejected under 35 U.S.C. § 102(b) as being anticipated by Sitrick. Note in general that Sitrick discloses both direct peer to peer communication and peer to master to peer communication schemes. Also note specifically Sitrick's disclosure of wireless communication between the peers and/ or master units as an alternative hard wired (cable) communication.

Allowable Subject Matter

3. Claims 2, 7, 11 and 12 are objected to as being dependent upon a rejected base claim, but would be allowable if rewritten in independent form including all of the limitations of the base claim and any intervening claims.

Serial Number: 08/385,485
Art Unit: 3304

-3-

Conclusion

4. The prior art made of record and not relied upon is considered pertinent to applicant's disclosure. Leung and Yang disclose techniques for infra-red data transmission between game playing units. Eiba discloses the equivalence of a wired network and radio, UV an IR data links between game playing units for synchronizing their displays. Sides shows a variety of techniques for communication between interactive networked game modules, including wired and wireless communication.

5. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Paul E. Shapiro, whose telephone number is (703) 308-1816. The examiner can normally be reached on Monday to Thursday from 6:30 AM to 5:00 PM.

If attempts to reach the examiner are unsuccessful, the examiner's supervisor, Vincent Millin, can be reached on (703) 308-1065. The fax phone number for this Group is (703) 305-3590.

Any inquiry of a general nature or relating to the status of this application should be directed to the Group receptionist whose telephone number is (703) 308-0858.



Paul E. Shapiro
Primary Examiner
Art Unit 334

PES
March 27, 1996

385485

NOTICE OF DRAFTSPERSON'S PATENT DRAWING REVIEW

PTO Draftpersons review all originally filed drawings regardless of whether they are designated as formal or informal. Additionally, patent Examiners will review the drawings for compliance with the regulations. Direct telephone inquiries concerning this review to the Drawing Review Branch, 703-305-8404.

The drawings filed (insert date) 2/8/95, are

- A. ☐ not objected to by the Draftsperson under 37 CFR 1.84 or 1.152.
 B. ☒ objected to by the Draftsperson under 37 CFR 1.84 or 1.152 as indicated below. The Examiner will require submission of new, corrected drawings when necessary. Corrected drawings must be submitted according to the instructions on the back of this Notice.

1. DRAWINGS. 37 CFR 1.84(a): Acceptable categories of drawings:
 Black ink. Color.

- ☐ Not black solid lines. Fig(s) _____
☐ Color drawings are not acceptable until petition is granted.
 Fig(s) _____

2. PHOTOGRAPHS. 37 CFR 1.84(b)

- ☐ Photographs are not acceptable until petition is granted.
 Fig(s) _____
☐ Photographs not properly mounted (must use crystal board or photographic double-weight paper). Fig(s) _____
☐ Poor quality (half-tone). Fig(s) _____

3. GRAPHIC FORMS. 37 CFR 1.84(d)

- ☐ Chemical or mathematical formula not labeled as separate figure.
 Fig(s) _____
☐ Group of waveforms not presented as a single figure, using common vertical axis with time extending along horizontal axis.
 Fig(s) _____
☐ Individual waveforms not identified with a separate letter designation adjacent to the vertical axis. Fig(s) _____

4. TYPE OF PAPER. 37 CFR 1.84(e)

- ☒ Paper not flexible, strong, white, smooth, nonshiny, and durable.
 Sheet(s) 1-4 **COPY MACHINE MARKS**
☐ Erasures, alterations, overwritings, interlineations, cracks, creases, and folds copy machine marks not accepted. Fig(s) _____
☐ Mylar, vellum paper is not acceptable (too thin). Fig(s) _____

5. SIZE OF PAPER. 37 CFR 1.84(f): Acceptable sizes:

- 21.6 cm. by 35.6 cm. (8 1/2 by 14 inches)
 21.6 cm. by 33.1 cm. (8 1/2 by 13 inches)
 21.6 cm. by 27.9 cm. (8 1/2 by 11 inches)
 21.0 cm. by 29.7 cm. (DIN size A4)

- ☐ All drawing sheets not the same size. Sheet(s) _____
☐ Drawing sheet not an acceptable size. Sheet(s) _____

6. MARGINS. 37 CFR 1.84(g): Acceptable margins:

Paper size

21.6 cm. X 35.6 cm. (8 1/2 X 14 inches)	21.6 cm. X 33.1 cm. (8 1/2 X 13 inches)	21.6 cm. X 27.9 cm. (8 1/2 X 11 inches)	21.0 cm. X 29.7 cm. (DIN Size A4)
T 5.1 cm. (2")	2.5 cm. (1")	2.5 cm. (1")	2.5 cm.
L .64 cm. (1/4")	.64 cm. (1/4")	.64 cm. (1/4")	2.5 cm.
R .64 cm. (1/4")	.64 cm. (1/4")	.64 cm. (1/4")	1.5 cm.
B .64 cm. (1/4")	.64 cm. (1/4")	.64 cm. (1/4")	1.0 cm.

Margins do not conform to chart above.

Sheet(s) 1-4

Top (T) ✓ Left (L) ✓ Right (R) ✓ Bottom (B) ✓

7. VIEWS. 37 CFR 1.84(h)

REMINDER: Specification may require revision to correspond to drawing changes.

- ☐ All views not grouped together. Fig(s) _____
☐ Views connected by projection lines or lead lines.
 Fig(s) _____
☐ Partial views. 37 CFR 1.84(h) 2

- ☐ View and enlarged view not labeled separately or properly.
 Fig(s) _____

Sectional views. 37 CFR 1.84 (h) 3

- ☐ Hatching not indicated for sectional portions of an object.
 Fig(s) _____

- ☐ Cross section not drawn same as view with parts in cross section with regularly spaced parallel oblique strokes. Fig(s) _____

8. ARRANGEMENT OF VIEWS. 37 CFR 1.84(i)

- ☐ Words do not appear on a horizontal, left-to-right fashion when page is either upright or turned so that the top becomes the right side, except for graphs. Fig(s) _____

9. SCALE. 37 CFR 1.84(k)

- ☐ Scale not large enough to show mechanism with crowding when drawing is reduced in size to two-thirds in reproduction.
 Fig(s) _____
☐ Indication such as "actual size" or scale 1/2" not permitted.
 Fig(s) _____

10. CHARACTER OF LINES, NUMBERS, & LETTERS. 37 CFR 1.84(j)

- ☒ Lines, numbers & letters not uniformly thick and well-defined, clean, durable, and black (except for color marking).
 Fig(s) 1-4

11. SHADING. 37 CFR 1.84(m)

- ☐ Solid black shading areas not permitted.
 Fig(s) _____
☐ Shade lines, pale, rough and blurred. Fig(s) _____

12. NUMBERS, LETTERS, & REFERENCE CHARACTERS. 37 CFR 1.84(n)

- ☒ Numbers and reference characters not plain and legible. 37 CFR 1.84(p)(1) Fig(s) 1-4
☐ Numbers and reference characters not oriented in same direction as the view. 37 CFR 1.84(p)(1) Fig(s) _____
☐ English alphabet not used. 37 CFR 1.84(p)(2) Fig(s) _____
☐ Numbers, letters, and reference characters do not measure at least .32 cm. (1/8 inch) in height. 37 CFR(p)(3) Fig(s) _____

13. LEAD LINES. 37 CFR 1.84(q)

- ☐ Lead lines cross each other. Fig(s) _____
☐ Lead lines missing. Fig(s) _____

14. NUMBERING OF SHEETS OF DRAWINGS. 37 CFR 1.84(t)

- ☐ Sheets not numbered consecutively, and in Arabic numerals, beginning with number 1. Sheet(s) _____

15. NUMBER OF VIEWS. 37 CFR 1.84(u)

- ☐ Views not numbered consecutively, and in Arabic numerals, beginning with number 1. Fig(s) _____
☐ View numbers not preceded by the abbreviation Fig.
 Fig(s) _____

16. CORRECTIONS. 37 CFR 1.84(w)

- ☐ Corrections not made from prior PTO-948.
 Fig(s) _____

17. DESIGN DRAWING. 37 CFR 1.152

- ☐ Surface shading shown not appropriate. Fig(s) _____
☐ Solid black shading not used for color contrast.
 Fig(s) _____

COMMENTS:

Notice of References Cited			Application No. 08/385,485	Applicant(s) Kagan et al, Michael		
			Examiner Paul E. Shapiro	Group Art Unit 3304	Page 1 of 1	
U.S. PATENT DOCUMENTS						
		DOCUMENT NO.	DATE	NAME	CLASS	SUBCLASS
	A	4,521,014	6-1985	Sitrick	273	439
	B	4,924,216	5-1990	Leung	273	438 xr
	C	5,048,831	9-1991	Sides	273	85G
	D	5,098,110	3-1992	Yang	273	438
	E					
	F					
	G					
	H					
	I					
	J					
	K					
	L					
	M					
FOREIGN PATENT DOCUMENTS						
		DOCUMENT NO.	DATE	COUNTRY	NAME	CLASS
	N	4,237,603	5-1994	Germany	Eiba	273
	O					
	P					
	Q					
	R					
	S					
	T					
NON-PATENT DOCUMENTS						
		DOCUMENT (Including Author, Title, Source, and Pertinent Pages)				DATE
	U					
	V					
	W					
	X					



IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant:

MICHAEL KAGAN ET AL.

Serial No.: 08/385,485

Filed: February 8, 1995

For: INTERACTIVE MULTIPLE PLAYER
GAME SYSTEM AND METHOD OF
PLAYING A GAME BETWEEN
AT LEAST TWO PLAYERS

Examiner: Paul E. Shapiro

Commissioner of Patents and Trademarks
Washington, D.C. 20231

Free
O.K

Group Art Unit: 3304

Attorney
Docket: 252/1

RECEIVED

APR 30 1996

GROUP 330

RESPONSE

Sir:

This is in response to the United States Patent and Trademark Office Action mailed April 1, 1996, which response is being made on or before July 1, 1996, and for which no extension fees are due. Please amend the above-identified application as follows:

In the Claims:

Please cancel claims 2, 7 and 11.

Please amend claims 1, 3, 6, 8 and 10 as follows:

1. (Amended) An interactive multiple player game system comprising at least two playing devices communicating over an ad-hoc, wireless, all-to-all broadcast network, a playing device including:

(a) a processor for running a game scenario common to all of said at least two playing devices;

a1
Cont.

- (b) a player controlled interface for enabling a player action within said game scenario;
- (c) a transmitter connected to said player controlled interface, said transmitter transmitting said player action over said network;
- (d) a receiver connected to said processor, said receiver receiving player actions from said at least one other playing device transmitting over said network;
[and]
- (e) a display for displaying at least a portion of said game scenario[.]; and
- (f) a clock, said clock of a second playing device being synchronized with said clock of a first playing device.

a2

2p. (Amended) The system as in claim 1 wherein **[a playing device]** said transmitter transmits said player action at a pre-determined interval within a transmission cycle of the system.

a3

- 5p. (Amended) An interactive multiple player game system comprising:
- (a) a play station device including an interface apparatus and a play station clock;
and
 - (b) at least one playing device communicating with said interface apparatus over an ad-hoc, wireless, all-to-all broadcast network, a playing device including:
 - (i) a processor for running a game scenario common to said at least one playing device and said play station device;
 - (ii) a player controlled interface for enabling a player action within said game scenario;

a3
Cont.

- (iii) a transmitter connected to said player controlled interface, said transmitter transmitting said player action over said network;
- (iv) a receiver connected to said processor, said receiver receiving instructions from at least said play station device transmitting over said network; [and]
- (v) a display for displaying at least a portion of said game scenario[.]; and
- (vi) a playing device clock, said play station clock being synchronized with said playing device clock.

a4

6/8. (Amended) The system as in claim ⁵ wherein [a playing device] said transmitter transmits said player action at a pre-determined interval within a transmission cycle of the system.

a5

8/10. (Amended) A method for playing an interactive multiple player game between at least two players, comprising the steps of:

- (a) establishing an ad-hoc, wireless, all-to-all broadcast network between at least two playing devices;
- (b) providing a game scenario common to all of the at least two playing devices;
- (c) enabling a player action by each player within the game scenario;
- (d) transmitting player actions over the network;
- (e) receiving player actions transmitted over the network; [and]
- (f) displaying at least a portion of the game scenario[.]; and
- (g) synchronizing a clock of a second playing device to a clock of a first playing device.

REMARKS

Reconsideration of the above-identified application in view of the amendments above and the remarks following is respectfully requested.

Claims 1-13 are in this case. Claims 1, 3-6, 8-10 and 13 have been rejected. Claims 2, 7, 11 and 12 have been objected to. Claims 2, 7 and 11 have now been canceled. Claims 1, 3, 6, 8 and 10 have now been amended.

§ 112, Second Paragraph Rejections

The Examiner has rejected claims 3 and 8 under § 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which applicant regards as the invention.

Specifically, the Examiner has pointed out that the additional limitation recited in claims 3 and 8 is indefinite because it is not supported by recitation of sufficient structure to accomplish the function.

Claims 3 and 8 have now been amended to overcome the Examiner's rejections.

§ 102(b) Rejections - Sitrick

The Examiner has rejected claims 1, 4, 5, 6, 9, 10 and 13 under § 102(b) as being anticipated by Sitrick. The Examiner's rejections are respectfully traversed.

While continuing to traverse the Examiner's rejections, Applicant has, in order to expedite the prosecution, chosen to amend independent claims 1, 6 and 10 to include the additional limitations of claims 2, 7 and 11, respectively, as described below.

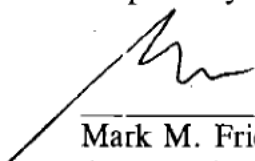
Objections

The Examiner has objected to claims 2, 7, 11 and 12 as being based on rejected base claims. The Examiner has noted that claims 2, 7, 11 and 12 would be allowable if rewritten in independent form including all the limitations of the base claim and any intervening claim.

Claims 2, 7 and 11 have now been canceled and their limitations have been incorporated into claims 1, 6 and 11, respectively, thereby rendering claims 1, 6 and 11, and all the claims which depend from one or the other of these claims (including claim 12) also allowable.

In view of the above amendments and remarks it is respectfully submitted that claims 1, 3-6, 8-10, 12 and 13 are now in condition for allowance. Prompt notice of allowance is respectfully and earnestly solicited.

Respectfully submitted,



Mark M. Friedman
Attorney for Applicant
Registration No. 33,883

Date: April 18, 1996

Notice of Allowability

Application No.
08/385,485

Applicant(s)
Kagan et al, Michael

Examiner
Paul E. Shapiro

Group Art Unit
3304



All claims being allowable, PROSECUTION ON THE MERITS IS (OR REMAINS) CLOSED in this application. If not included herewith (or previously mailed), a Notice of Allowance and Issue Fee Due or other appropriate communication will be mailed in due course.

☒ This communication is responsive to amendment filed Apr. 25, 1995

☒ The allowed claim(s) is/are 1, 3-6, 8-10, 12, and 13

☐ The drawings filed on _____ are acceptable.

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

☐ All ☐ Some* ☐ None of the CERTIFIED copies of the priority documents have been

☐ received.

☐ received in Application No. (Series Code/Serial Number) _____

☐ received in this national stage application from the International Bureau (PCT Rule 17.2(a)).

*Certified copies not received: _____

☐ Acknowledgement is made of a claim for domestic priority under 35 U.S.C. § 119(a).

A SHORTENED STATUTORY PERIOD FOR RESPONSE to comply with the requirements noted below is set to EXPIRE **THREE MONTHS** FROM THE "DATE MAILED" of this Office action. Failure to timely comply will result in ABANDONMENT of this application. Extensions of time may be obtained under the provisions of 37 CFR 1.136(a).

☐ Note the attached EXAMINER'S AMENDMENT or NOTICE OF INFORMAL APPLICATION, PTO-152, which discloses that the oath or declaration is deficient. A SUBSTITUTE OATH OR DECLARATION IS REQUIRED.

☒ Applicant MUST submit NEW FORMAL DRAWINGS

☐ because the originally filed drawings were declared by applicant to be Informal.

☒ including changes required by the Notice of Draftsperson's Patent Drawing Review, PTO-948, attached hereto or to Paper No. 3

☐ including changes required by the proposed drawing correction filed on _____, which has been approved by the examiner.

☐ Including changes required by the attached Examiner's Amendment/Comment.

Identifying indicia such as the application number (see 37 CFR 1.84(c)) should be written on the reverse side of the drawings. The drawings should be filed as a separate paper with a transmittal letter addressed to the Official Draftsperson.

☐ Note the attached Examiner's comment regarding REQUIREMENT FOR THE DEPOSIT OF BIOLOGICAL MATERIAL.

Any response to this letter should include, in the upper right hand corner, the APPLICATION NUMBER (SERIES CODE/SERIAL NUMBER). If applicant has received a Notice of Allowance and Issue Fee Due, the ISSUE BATCH NUMBER and DATE of the NOTICE OF ALLOWANCE should also be included.

Attachment(s)

☐ Notice of References Cited, PTO-892

☐ Information Disclosure Statement(s), PTO-1449, Paper No(s). _____

☐ Notice of Draftsperson's Patent Drawing Review, PTO-948

☐ Notice of Informal Patent Application, PTO-152

☐ Interview Summary, PTO-413

☐ Examiner's Amendment/Comment

☐ Examiner's Comment Regarding Requirement for Deposit of Biological Material

☐ Examiner's Statement of Reasons for Allowance

Paul E. Shapiro

PAUL E. SHAPIRO
PRIMARY EXAMINER
ART UNIT 3304



UNITED STATES DEPARTMENT OF COMMERCE
Patent and Trademark Office

Address: Box ISSUE FEE
COMMISSIONER OF PATENTS AND TRADEMARKS
Washington, D.C. 20231

MARK FREEDMAN
ROBERT CHANDLER
1210 BIRCHWOOD LANE
SILVER SPRING, MD 20906

NOTICE OF ALLOWANCE
AND ISSUE FEE DUE

☐ Note attached communication from the Examiner

☐ This notice is issued in view of applicant's communication filed _____

SERIES CODE/SERIAL NO.	FILING DATE	TOTAL CLAIMS	EXAMINER AND GROUP ART UNIT	DATE MAILED
08/25/88 450	07/09/88	010	CHANDLER, R.	08/20/88
First Named Applicant	FREEDMAN, MARK			

TITLE OF INVENTION

INTERACTIVE MULTIPLE PLAYER GAME SYSTEM AND METHOD OF PLAYING A GAME BETWEEN AT LEAST TWO PLAYERS

ATTY'S DOCKET NO.	CLASS-SUBCLASS	BATCH NO.	APPLN. TYPE	SMALL ENTITY	FEE DUE	DATE DUE
2000	7A-000000	010	UTILITY	YES	\$75.00	08/20/88

THE APPLICATION IDENTIFIES ABOVE HAS BEEN EXAMINED AND IS ALLOWED FOR ISSUANCE AS A PATENT. PROSECUTION ON THE MERITS IS CLOSED.

THE ISSUE FEE MUST BE PAID WITHIN THREE MONTHS FROM THE MAILING DATE OF THIS NOTICE OR THIS APPLICATION SHALL BE REGARDED AS ABANDONED. THIS STATUTORY PERIOD CANNOT BE EXTENDED.

HOW TO RESPOND TO THIS NOTICE:

I. Review the SMALL ENTITY Status shown above.

If the SMALL ENTITY is shown as YES, verify your current SMALL ENTITY status:

- If the status is changed, pay twice the amount of the FEE DUE shown above and notify the patent and Trademark Office of the change in status, or
- If the Status is the same, pay the FEE DUE shown above.

If the SMALL ENTITY is shown as NO:

- Pay FEE DUE shown above, or
- File verified statement of Small Entity Status before, or with, pay of 1/2 the FEE DUE shown above.

II. Part B of this notice should be completed and returned to the Patent and Trademark Office (PTO) with your ISSUE FEE. Even if the ISSUE FEE has already been paid by charge to deposit account, Part B should be completed and returned. If you are charging the ISSUE FEE to your deposit account, Part C of this notice should also be completed and returned.

III. All communications regarding this application must give series code (or filing date), serial number and batch number. Please direct all communication prior to issuance to Box ISSUE FEE unless advised to contrary.

IMPORTANT REMINDER: Patents issuing on applications filed on or after Dec. 12, 1980 may require payment of maintenance fees. It is patentee's responsibility to ensure timely payment of maintenance fees when due.

#6
π

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Applicant:

MICHAEL KAGAN ET AL.

Serial No.: 08/385,485

Filed: February 8, 1995

For: INTERACTIVE MULTIPLE PLAYER
GAME SYSTEM AND METHOD OF
PLAYING A GAME BETWEEN
AT LEAST TWO PLAYERS

§
§ Notice of Allowance
§ Dated: May 9, 1996
§
§ Issue Batch No.: W75
§
§ Group Art Unit: 3304
§
§ Attorney
§ Docket: 252/1
§
§
§
§

Commissioner of Patents and Trademarks
Washington, D.C. 20231

TRANSMITTAL OF ISSUE FEE AND FORMAL DRAWINGS

Sir:

In response to the Notice of Allowance dated May 9, 1996, we enclose herewith the following:


1. Issue fee transmittal form requesting that the issue fee (\$625) be charged to our deposit account No. 06-2140.
2. A new set of formal drawings (3 sheets).

Any additional charge or credit may be made to our deposit account No. 06-2140.

A duplicate copy of this letter is enclosed for this purpose.

Respectfully submitted,

Respectfully submitted,



Mark M. Friedman
Attorney for Applicant
Registration No. 33.883

Date: May 15, 1996

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Applicant:	§	
	§	Notice of Allowance
MICHAEL KAGAN ET AL.	§	Dated: May 9, 1996
	§	
Serial No.: 08/385,485	§	Issue Batch No.: W75
	§	
Filed: February 8, 1995	§	Group Art Unit: 3304
	§	
For: INTERACTIVE MULTIPLE PLAYER	§	Attorney
GAME SYSTEM AND METHOD OF	§	Docket: 252/1
PLAYING A GAME BETWEEN	§	
AT LEAST TWO PLAYERS	§	

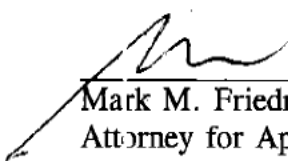
Commissioner of Patents and Trademarks
Washington, D.C. 20231

LETTER TO OFFICIAL DRAFTSMAN

Sir:

We enclose herewith a new set of formal drawings (3 sheets) for the above-identified patent application as required by the Examiner.

Respectfully submitted,


Mark M. Friedman
Attorney for Applicant
Registration No. 33,883

Date: May 15, 1996

O.G. FIG. 1
 APPROVED BY
 DRAFTSMAN
 1/23/03
 1/23/03
 1/23/03

21385485
 5618045

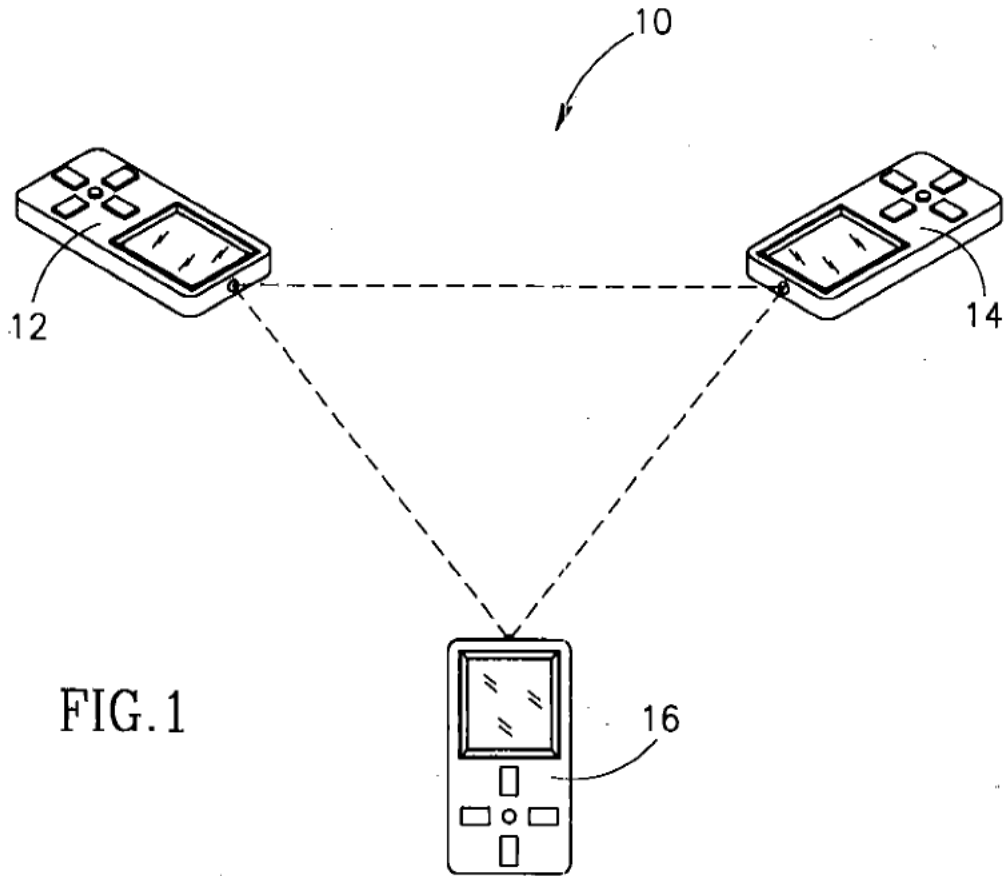


FIG. 1

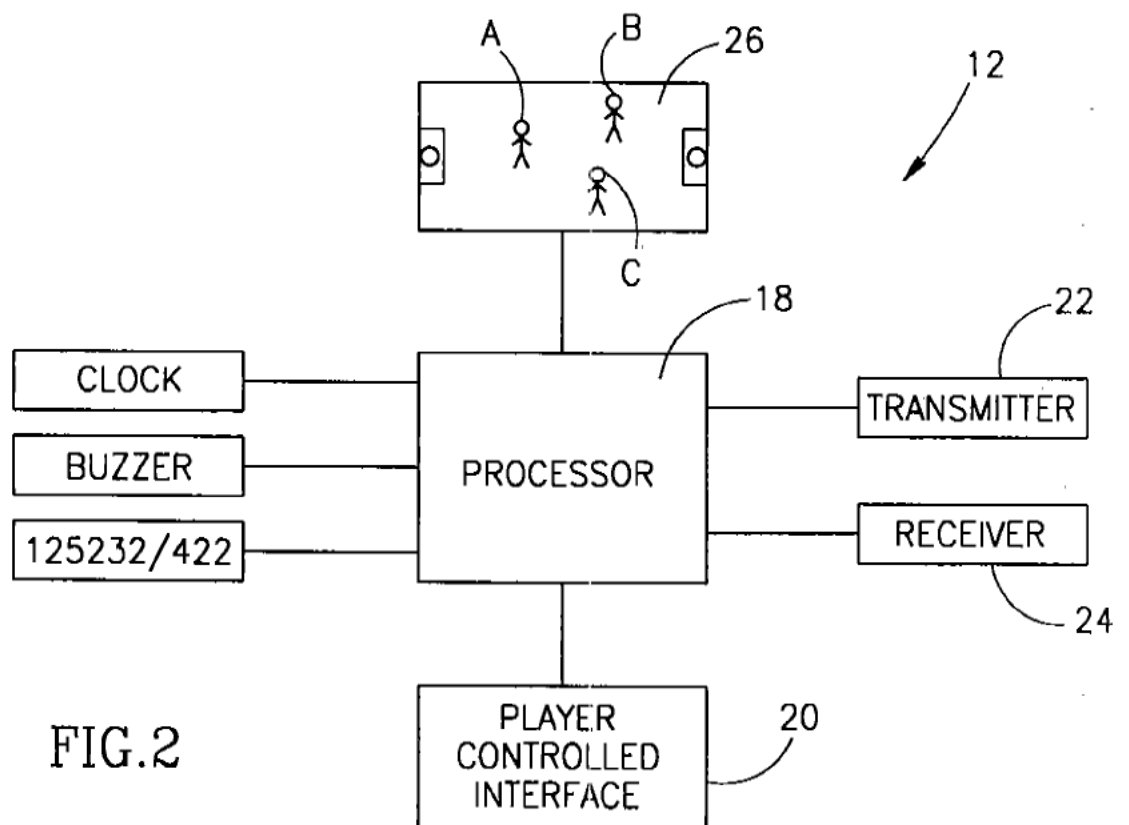


FIG. 2

APPROVED	O.G. FIG.	CLASS	SUBCLASS
BY			
DRAFTSMAN			

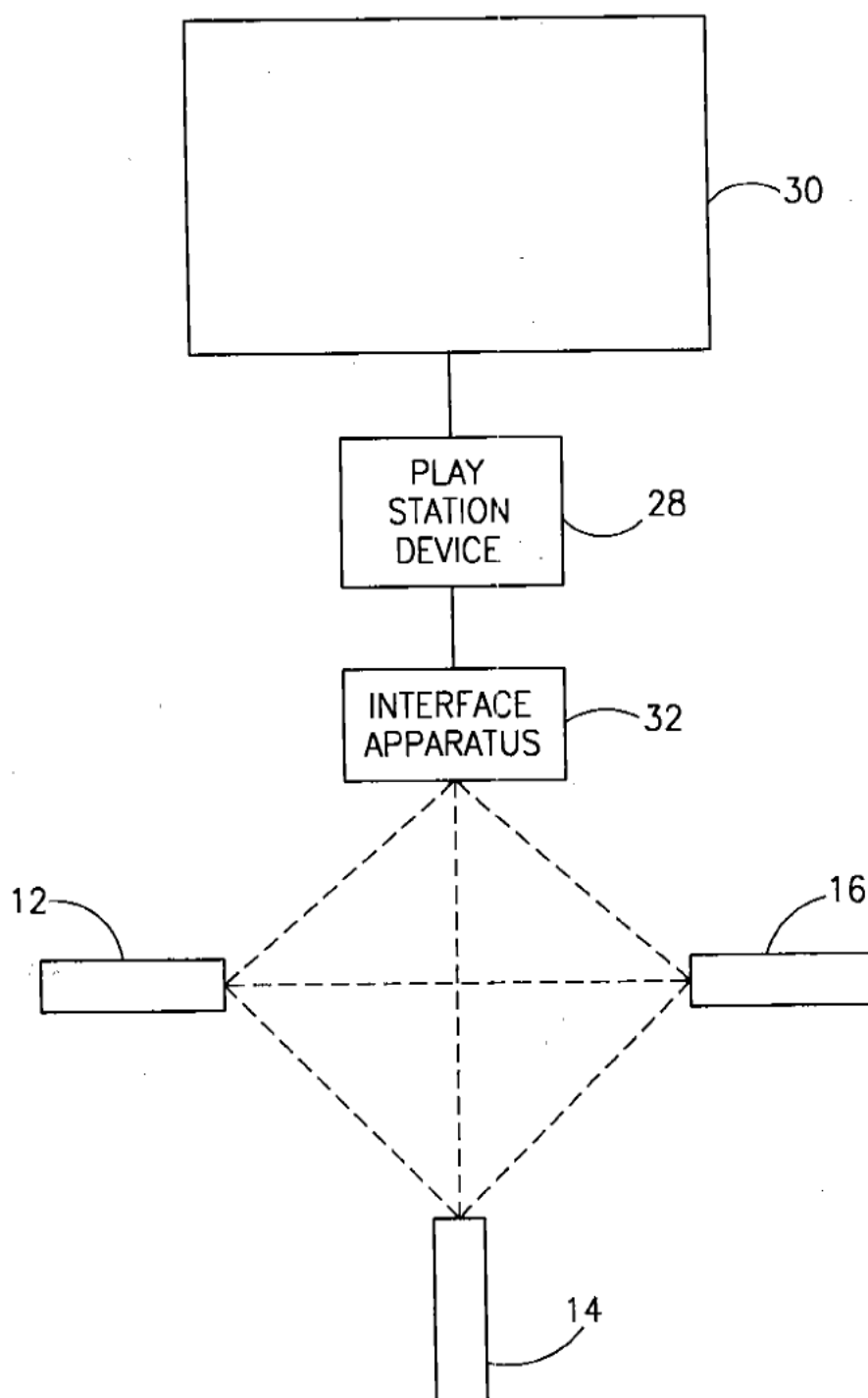


FIG.3

SYN	ID	CMD
-----	----	-----

FIG.4A

SYN	1	1
-----	---	---

FIG.4B

APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

SYN	1	1
-----	---	---

SYN	2	1
-----	---	---

FIG.4C

SYN	1	1
-----	---	---

SYN	2	1
-----	---	---

SYN	3	1
-----	---	---

SYN	1	2
-----	---	---

SYN	2	2
-----	---	---

SYN	2	3
-----	---	---

SYN	1	2
-----	---	---

SYN	2	3
-----	---	---

SYN	3	3
-----	---	---

SYN	1	5
-----	---	---

SYN	2	3
-----	---	---

SYN	3	1
-----	---	---

FIG.4D



UNITED STATES DEPARTMENT OF COMMERCE
Patent and Trademark Office

Address: COMMISSIONER OF PATENTS AND TRADEMARKS
Washington, D.C. 20231

SERIAL NUMBER	FILING DATE	FIRST NAMED APPLICANT	ATTORNEY DOCKET NO.
08/385,485	02/08/95	KAGAN	M 252/1

MARK FRIEDMAN
ROBERT SHEINBEIN
2940 BIRCHTREE LANE
SILVER SPRING, MD 20906

75F1/0927

EXAMINER	
SHAPIRO, P	
ART UNIT	PAPER NUMBER
3884	7

DATE MAILED:

09/27/96

NOTICE OF ABANDONMENT

This application is abandoned in view of:

- ☐ Applicant's failure to respond to the Office letter, mailed _____.
- ☐ Applicant's letter of express abandonment which is in compliance with 37 C.F.R. 1.138.
- ☐ Applicant's failure to timely file the response received _____ within the period set in the Office letter.
- ☒ Applicant's failure to pay the required issue fee within the statutory period of 3 months from the mailing date of 5-9-96 of the Notice of Allowance.
 - ☐ The issue fee was received on _____.
 - ☐ The issue fee has not been received in Allowed Files Branch as of _____.

In accordance with 35 U.S.C. 151, and under the provisions of 37 C.F.R. 1.316(b), applicant(s) may petition the Commissioner to accept the delayed payment of the issue fee if the delay in payment was unavoidable. The petition must be accompanied by the issue fee, unless it has been previously submitted, in the amount specified by 37 C.F.R. 1.17(l), and a verified showing as to the causes of the delay.

If applicant(s) never received the Notice of Allowance, a petition for a new Notice of Allowance and withdrawal of the holding of abandonment may be appropriate in view of *Delgar Inc. v. Schuyler*, 172 U.S.P.Q. 513.

- ☐ Applicant's failure to timely correct the drawings and/or submit new or substitute formal drawings by _____ as required in the last Office action.
 - ☐ The corrected and/or substitute drawings were received on _____.
- ☐ The reason(s) below.

DIRECT ANY INQUIRIES TO :
PUBLISHING DIVISION
MARCIA CAMPBELL-JONES
(703) 305-8190
OR
PRISCILLA FULLER
(703) 305-8203

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Applicant:

Michael KAGAN et al

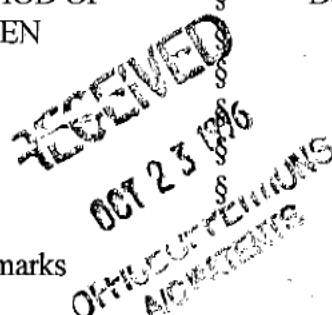
Serial No.: 08/385,485

Filed: February 8, 1985

For: INTERACTIVE MULTIPLE PLAYER
GAME SYSTEM AND METHOD OF
PLAYING A GAME BETWEEN
AT LEAST TWO PLAYERS

Examiner: Paul E. Shapiro

Commissioner of Patents and Trademarks
Washington, D.C. 20231



§
§ Notice of Allowance
§ Dated: May 9, 1996
§
§ Issue Batch No.: W75
§
§ Group Art Unit: 3304
§
§ Attorney
§ Docket: 252/1

DAC

8

PETITION FOR REVIVAL OF AN APPLICATION FOR PATENT
ABANDONED UNINTENTIONALLY UNDER 37 CFR 1.137(b)

1. This application became abandoned on September 27, 1996.
2. This petition is filed within one year of the date of abandonment.
3. This application became abandoned unintentionally. For the reasons stated below, it is believed that the application became abandoned through no fault of Applicants and that, as a result, NO PETITION FEE SHOULD BE CHARGED or alternatively that if a fee is charged, THE FEE SHOULD BE REFUNDED - in the latter event this is to be viewed as a Petition for Refund.
4. Applicants received a Notice of Allowance mailed May 9, 1996 and, on or about May 15, 1996 sent a Issue Fee transmittal form for payment (copy attached). As may be seen payment was to have been made by charging the same to Deposit Account No. 06-2140.

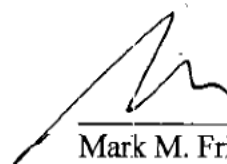
5. The Issue Fee transmittal form mentioned in Paragraph 4 above was duly received by the U.S. Patent and Trademark Office on June 11, 1996, well within the statutory period of three (3) months from the mailing date of May 9, 1996, as shown by the stamped receipt of the U.S. Patent and Trademark Office, a copy of which is attached hereto.
6. A Notice of Abandonment was mailed September 13, 1996 (copy enclosed) , the grounds being Applicant's failure to timely pay the issue fee.
7. Fee (37 CFR 1.17(m)) - NOT DEEMED TO BE NEEDED IN LIGHT OF THE ABOVE EXPLANATION!!

☒ small business entity - fee \$605
☐ verified statement attached
☒ verified statement previously filed
☐ other than small entity - fee \$1,210

8. Payment of fee (IF DEEMED TO BE NECESSARY - SEE ABOVE!!):

☒ Charge Deposit Account 06-2140 the sum of \$605 and any deficiencies.
A duplicate of this petition is attached.

Respectfully submitted,



Mark M. Friedman
Attorney for Applicant
Registration No. 33,883

Date: October 6, 1996

APPLICANT: Michael Kayan et al

INVENTOR: Interactive Multiple Player Game

FILED: February 8, 1995

SERIAL NO.: 08/385,485

DOCKET NO.: 252/1

System & Method of Playing Game
between 2 players



Receipt of the following application papers is evidenced hereon by the Official stamp of the U.S. Patent & Trademark Office:

Issue fee
3 sheets Formal Drawings

PART 2—ISSUE FEE TRANSMITTAL

MAILING INSTRUCTIONS: This form should be used for transmitting the ISSUE FEE. Blocks 2 through 6 should be completed where appropriate. All further correspondence including the Issue Fee Receipt, the Patent, advance orders and notification of maintenance fees will be mailed to addressee entered in Block 1 unless you direct otherwise, by: (a) specifying a new correspondence address in Block 3 below; or (b) providing the PTO with a separate "FEE ADDRESS" for maintenance fee notifications with the payment of Issue Fee or thereafter. **See reverse for Certificate of Mailing.**

1. CORRESPONDENCE ADDRESS	2. INVENTOR(S) ADDRESS CHANGE (Complete only if there is a change)
<p><i>Rec'd Rules on 6-11-96</i></p> <p>MARK FRIEDMAN ROBERT SHERNBERG 2940 BIRCHTREE LANE SILVER SPRING, MD 20906</p>	INVENTOR'S NAME
	Street Address
	City, State and ZIP Code
	CO-INVENTOR'S NAME
	Street Address
	City, State and ZIP Code
	<input type="checkbox"/> Check if additional changes are on reverse side

SERIES CODE/SERIAL NO.	FILING DATE	TOTAL CLAIMS	EXAMINER AND GROUP ART UNIT	DATE MAILED
08/09/95, 435	07/09/95	1	010	08/09/95
First Named Applicant: KACAN, MICHAEL				
TITLE OF INVENTION: INTERACTIVE MULTIPLE PLAYER GAME SYSTEM AND METHOD OF PLAYING A GAME BETWEEN AT LEAST TWO PLAYERS				

ATTY'S DOCKET NO.	CLASS-SUBCLASS	BATCH NO.	APPLN. TYPE	SMALL ENTITY	FEE DUE	DATE DUE
82241	01-02	001	UTILITY	YES	\$425.00	09/09/96

3. Correspondence address change (Complete only if there is a change)	4. For printing on the patent front page, list the names of not more than 3 registered patent attorneys or agents OR, alternatively, the name of a firm having as a member a registered attorney or agent. If no name is listed, no name will be printed.
	1. MARK M. FRIEDMAN
	2.
	3.

DO NOT USE THIS SPACE

E20 TL 06-2140 12/20/96 08305485
82241-242 \$25.00CH

5. ASSIGNMENT DATA TO BE PRINTED ON THE PATENT (print or type)	
(1) NAME OF ASSIGNEE:	6a. The following fees are enclosed: <input type="checkbox"/> Issue Fee <input type="checkbox"/> Advance Order - # of Copies
(2) ADDRESS: (CITY & STATE OR COUNTRY)	6b. The following fees should be charged to: DEPOSIT ACCOUNT NUMBER 06-2140 (ENCLOSE PART C) <input checked="" type="checkbox"/> Issue Fee <input type="checkbox"/> Advance Order - # of Copies <input checked="" type="checkbox"/> Any Deficiencies in Enclosed Fees
A. <input checked="" type="checkbox"/> This application is NOT assigned. <input type="checkbox"/> Assignment previously submitted to the Patent and Trademark Office. <input type="checkbox"/> Assignment is being submitted under separate cover. Assignments should be directed to Box ASSIGNMENTS. PLEASE NOTE: Unless an assignee is identified in Block 5, no assignee data will appear on the patent. Inclusion of assignee data is only appropriate when an assignment has been previously submitted to the PTO or is being submitted under separate cover. Completion of this form is NOT a substitute for filing an assignment.	The COMMISSIONER OF PATENTS AND TRADEMARKS is requested to apply the Issue Fee to the application identified above. (Authorized Signature) (Date) 15 MAY 96

NOTE: The Issue Fee will not be accepted from anyone other than the applicant, a registered attorney or agent, or the assignee or other party in interest as shown by the records of the Patent and Trademark Office.

1. TRANSMIT THIS FORM WITH FEE-CERTIFICATE OF MAILING ON REVERSE

RPX Ex. 1009, p. 61



UNITED STATES DEPARTMENT OF COMMERCE
Patent and Trademark Office

Address: COMMISSIONER OF PATENTS AND TRADEMARKS
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SERIAL NUMBER	FILING DATE	FIRST NAMED APPLICANT	ATTORNEY DOCKET NO.
00/365,485	02/08/95	KAGAN	M 252/1

MARK FRIEDMAN
ROBERT SHEINBEIN
2940 BIRCHTREE LANE
SILVER SPRING, MD 20906

73F1/0927

EXAMINER	
SHAPIRO, P.	
ART UNIT	PAPER NUMBER
3504	2

DATE MAILED:

09/27/96

NOTICE OF ABANDONMENT

This application is abandoned in view of:

- ☐ Applicant's failure to respond to the Office letter, mailed _____.
- ☐ Applicant's letter of express abandonment which is in compliance with 37 C.F.R. 1.138.
- ☐ Applicant's failure to timely file the response received _____ within the period set in the Office letter.
- ☒ Applicant's failure to pay the required issue fee within the statutory period of 3 months from the mailing date of 5-9-96 of the Notice of Allowance.

☐ The issue fee was received on _____.

☐ The issue fee has not been received in Allowed Files Branch as of _____.

In accordance with 35 U.S.C. 151, and under the provisions of 37 C.F.R. 1.316(b), applicant(s) may petition the Commissioner to accept the delayed payment of the issue fee if the delay in payment was unavoidable. The petition must be accompanied by the issue fee, unless it has been previously submitted, in the amount specified by 37 C.F.R. 1.17(l), and a verified showing as to the causes of the delay.

If applicant(s) never received the Notice of Allowance, a petition for a new Notice of Allowance and withdrawal of the holding of abandonment may be appropriate in view of *Delgar Inc. v. Schuyler*, 172 U.S.P.Q. 513.

- ☐ Applicant's failure to timely correct the drawings and/or submit new or substitute formal drawings by _____ as required in the last Office action.
☐ The corrected and/or substitute drawings were received on _____.
- ☐ The reason(s) below.

DIRECT ANY INQUIRIES TO :
PUBLISHING DIVISION
MARCIA CAMPBELL-JONES
(703) 305-8190
OR
PRISCILLA FULLER
(703) 305-8203



UNITED STATES DEPARTMENT OF COMMERCE
Patent and Trademark Office
ASSISTANT SECRETARY AND COMMISSIONER OF
PATENTS AND TRADEMARKS
Washington, D.C. 20231

FMH.12

Paper No. 10

MARK FRIEDMAN
c/o ROBERT SHEINBEIN
2940 BIRCHTREE LANE
SILVER SPRING, MARYLAND 20906

COPY MAILED

DEC - 4 1996

**OFFICE OF PETITIONS
A/C PATENTS**

ON PETITION

In re Application of
Michael Kagan et al
Application No. 08/385,485
Filed: February 8, 1995
Attorney Docket No. 252/1

This is a decision on the petition under 37 CFR 1.137(b), filed October 9, 1996, which is being treated solely as a petition requesting withdrawal of the holding of abandonment in the instant application.

The petition is GRANTED.

This application was held abandoned for failure to timely pay the issue fee on or before August 9, 1996.

The holding of abandonment is improper since the Issue Fee Transmittal Forms PTOL-85b and c with authorization to charge the issue fee to a deposit account were timely received in the Patent and Trademark Office on June 11, 1996. Unfortunately, the Issue Fee Transmittal Forms were placed in the file without charging the issue fee. Because the issue fee was not charged, Office PALM computer database finance records did not reflect receipt of the issue fee, which prompted the mailing of a Notice of Abandonment in this case.

In view of the above, the holding of abandonment is hereby withdrawn and the application restored to pending status.

As requested by the submission of June 11, 1996, the issue fee of \$625 will be charged to petitioner's Deposit Account No. 06-2140.

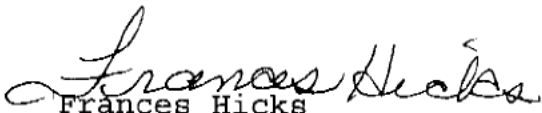
The Office sincerely apologizes for the inconvenience caused petitioner in this matter.

Application No. 08/385,485

Page 2

The drawings submitted on June 11, 1996 having been approved, this application will be forwarded to Publishing Division for processing into a patent.

Telephone inquiries concerning this matter may be directed to the undersigned at (703) 305-8680.



Frances Hicks
Petitions Examiner
Office of Petitions
Office of the Deputy Assistant Commissioner
for Patent Policy and Projects

The
United
States
of
America



PTO UTILITY GRANT

Paper Number 11

The Commissioner of Patents
and Trademarks

Has received an application for a patent for a new and useful invention. The title and description of the invention are enclosed. The requirements of law have been complied with, and it has been determined that a patent on the invention shall be granted under the law.

Therefore, this

United States Patent

Grants to the person(s) having title to this patent the right to exclude others from making, using, offering for sale, or selling the invention throughout the United States of America or importing the invention into the United States of America for the term set forth below, subject to the payment of maintenance fees as provided by law.

If this application was filed prior to June 8, 1995, the term of this patent is the longer of seventeen years from the date of grant of this patent or twenty years from the earliest effective U.S. filing date of the application, subject to any statutory extension.

If this application was filed on or after June 8, 1995, the term of this patent is twenty years from the earliest effective U.S. filing date of the application, subject to any statutory extension.

Bruce Lehman

Commissioner of Patents and Trademarks

Margaret V. Turner

Attest

Form PTO-1584 (Rev. 5/96)

5708195
3/3/98

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Applicant:
MICHAEL KAGAN ET AL.

Application No.: 08/385,485

Filing Date: 08-Feb-95

For: INTERACTIVE MULTIPLE PLAYER
GAME SYSTEM AND METHOD OF
PLAYING A GAME BETWEEN AT
LEAST TWO PLAYERS



RECEIVED

FEB 4 X 1998

Publishing Division
Corres/Allowed Files (01)

Attorney
Docket: 252/1

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Commissioner of Patents and Trademarks
Washington, D.C. 20231

CHANGE OF ADDRESS

Sir:

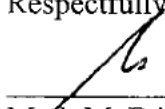
Please send all future correspondence for this application to:

Anthony Castorina
Mark Friedman Ltd.
2001 Jefferson Davis Highway
Suite 207
Arlington, VA 22202

Please direct all telephone calls to: (703) 415-1581.

Please direct all faxes to: (703) 415-4864.

Respectfully submitted,


Mark M. Friedman
Attorney for Applicant
Registration No. 33,883

PATENT APPLICATION FEE DETERMINATION RECORD

Effective October 1, 1994

Application or Docket Number

385485

CLAIMS AS FILED - PART I

(Column 1)

(Column 2)

FOR	NUMBER FILED	NUMBER EXTRA
BASIC FEE		
TOTAL CLAIMS	13 minus 20 = *	
INDEPENDENT CLAIMS	3 minus 3 = *	
MULTIPLE DEPENDENT CLAIM PRESENT		

* If the difference in column 1 is less than zero, enter "0" in column 2

SMALL ENTITY

OR

OTHER THAN
SMALL ENTITY

RATE	FEE
	365.00
x\$11=	
x38=	
+120=	
TOTAL	365.00

OR

OR

OR

OR

OR

RATE	FEE
	730.00
x\$22=	
x76=	
+240=	
TOTAL	

CLAIMS AS AMENDED - PART II

(Column 1)

(Column 2)

(Column 3)

AMENDMENT A

	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	*	Minus	**	=
Independent	*	Minus	***	=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				

SMALL ENTITY

OR

OTHER THAN
SMALL ENTITY

RATE	ADDI- TIONAL FEE
x\$11=	
x38=	
+120=	
TOTAL ADDIT. FEE	

OR

OR

OR

OR

OR

RATE	ADDI- TIONAL FEE
x\$22=	
x76=	
+240=	
TOTAL ADDIT. FEE	

(Column 1)

(Column 2)

(Column 3)

AMENDMENT B

	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	*	Minus	**	=
Independent	*	Minus	***	=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				

RATE	ADDI- TIONAL FEE
x\$11=	
x38=	
+120=	
TOTAL ADDIT. FEE	

OR

OR

OR

OR

OR

RATE	ADDI- TIONAL FEE
x\$22=	
x76=	
+240=	
TOTAL ADDIT. FEE	

(Column 1)

(Column 2)

(Column 3)

AMENDMENT C

	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	*	Minus	**	=
Independent	*	Minus	***	=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				

RATE	ADDI- TIONAL FEE
x\$11=	
x38=	
+120=	
TOTAL ADDIT. FEE	

OR

OR

OR

OR

OR

RATE	ADDI- TIONAL FEE
x\$22=	
x76=	
+240=	
TOTAL ADDIT. 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 number found in the appropriate box in column 1.

PATENT NUMBER

ORIGINAL CLASSIFICATION

CLASS

SUBCLASS

APPLICATION SERIAL NUMBER

APPLICANT'S NAME (PLEASE PRINT)

KAGAN ET AL, MICHAEL

IF REISSUE, ORIGINAL PATENT NUMBER

INTERNATIONAL CLASSIFICATION

A63F

9/24

GROUP ART UNIT

3304

ASSISTANT EXAMINER (PLEASE STAMP OR PRINT FULL NAME)

PRIMARY EXAMINER (PLEASE STAMP OR PRINT FULL NAME)

PAUL E. SHAPIRO

PTO 270 (REV. 6-91)

ISSUE CLASSIFICATION SLIP

U.S. DEPARTMENT OF COMMERCE
PATENT AND TRADEMARK OFFICE

Final	Original	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
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Final	Original	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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SYMBOLS

- ✓ Rejected
- Allowed
- (Through numeral) Canceled
- + Restricted
- N Non-elected
- I Interference
- A Appeal
- O Objected



SEARCHED			
Class	Sub.	Date	Exmr.
273	453 433-438 859 416	3/27/96	<i>[Signature]</i>
above update		5/9/96	<i>[Signature]</i>

INTERFERENCE SEARCHED			
Class	Sub.	Date	Exmr.
273	453 433-438 859 416	5/9/96	<i>[Signature]</i>

SEARCH NOTES		
	Date	Exmr.