



United States Patent [19]
Perlman

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 [45] **Date of Patent:** Sep. 24, 1996

[54] **NETWORK ARCHITECTURE TO SUPPORT RECORDING AND PLAYBACK OF REAL-TIME VIDEO GAMES**

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[21] Appl. No.: **238,303**

[22] Filed: **May 5, 1994**

[51] **Int. Cl.**⁶ **A63F 9/24**

[52] **U.S. Cl.** **463/42; 463/41; 463/23**

[58] **Field of Search** 273/433, 434, 273/435, 436, 437, 438, 439, 85 G, DIG. 28, 460; 434/118, 43, 236; 364/410

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Attorney, Agent, or Firm—Blakely, Sokoloff, Taylor & Zafman

[57] **ABSTRACT**

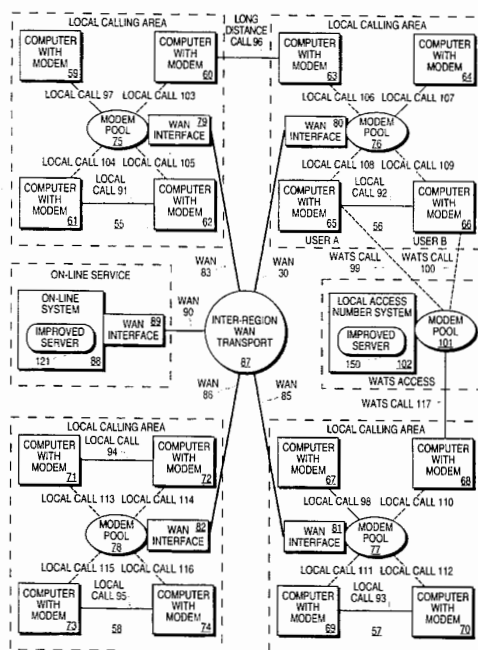
An apparatus and system for recording and replaying the interaction between a plurality of players of a video game is disclosed. The system of the present invention includes a computer for recording and replaying the interaction between a plurality of players of a video game, the computer comprises: 1) a network interface coupled to a network; 2) client application software executing in the computer, the client application software includes: a) processing logic for saving game information indicative of the interaction between a player of the plurality of players and a video game executing on the computer; b) processing logic for connecting the first computer to a server coupled to the network; and c) processing logic for uploading the game information to a server memory coupled to the server. The computer of the present invention also includes: a) processing logic for downloading the game information from a server memory coupled to the server; and b) processing logic for executing the video game on the computer using the game information in place of input from the player.

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22 Claims, 22 Drawing Sheets



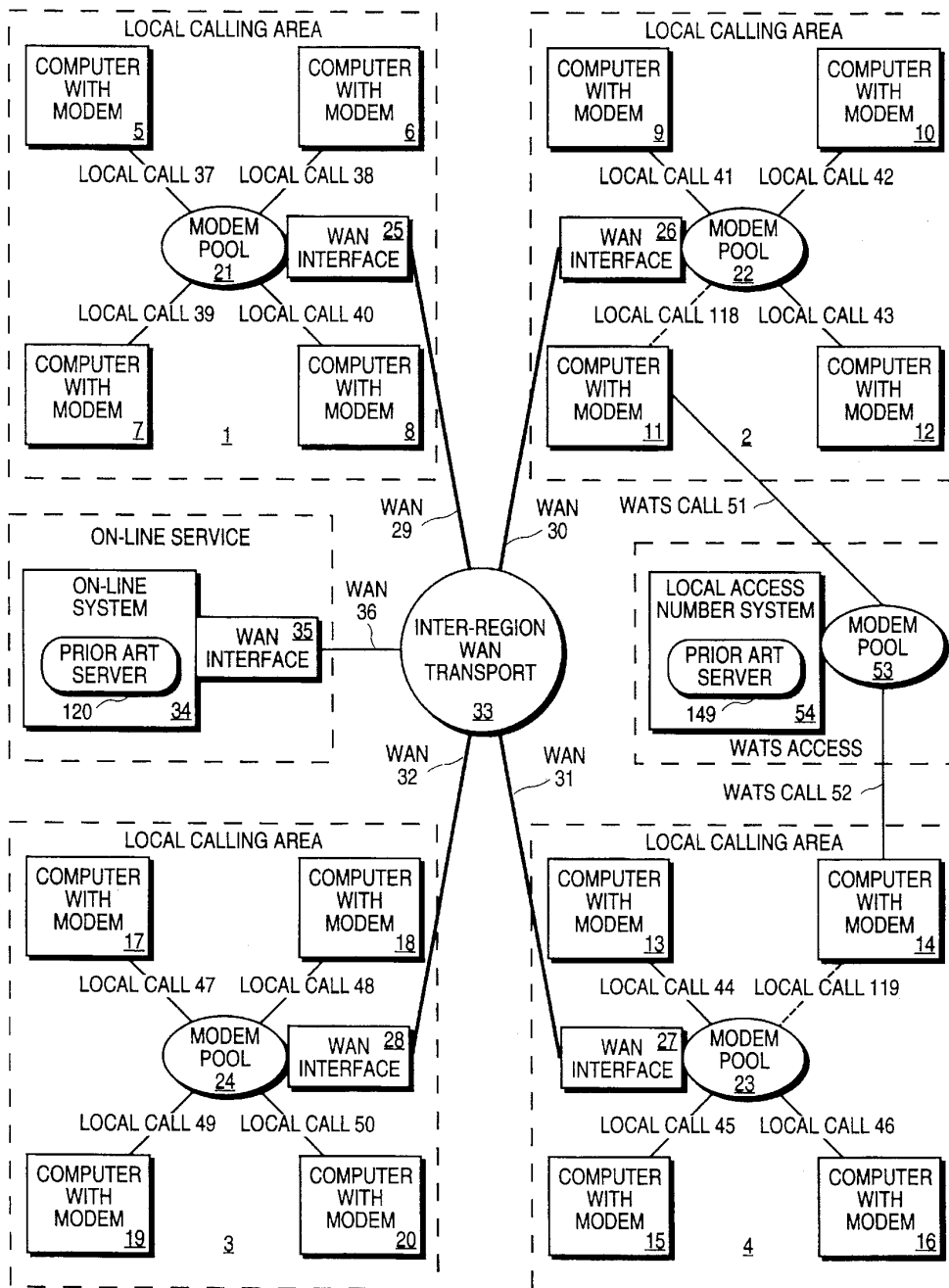


FIG. 1 (PRIOR ART)

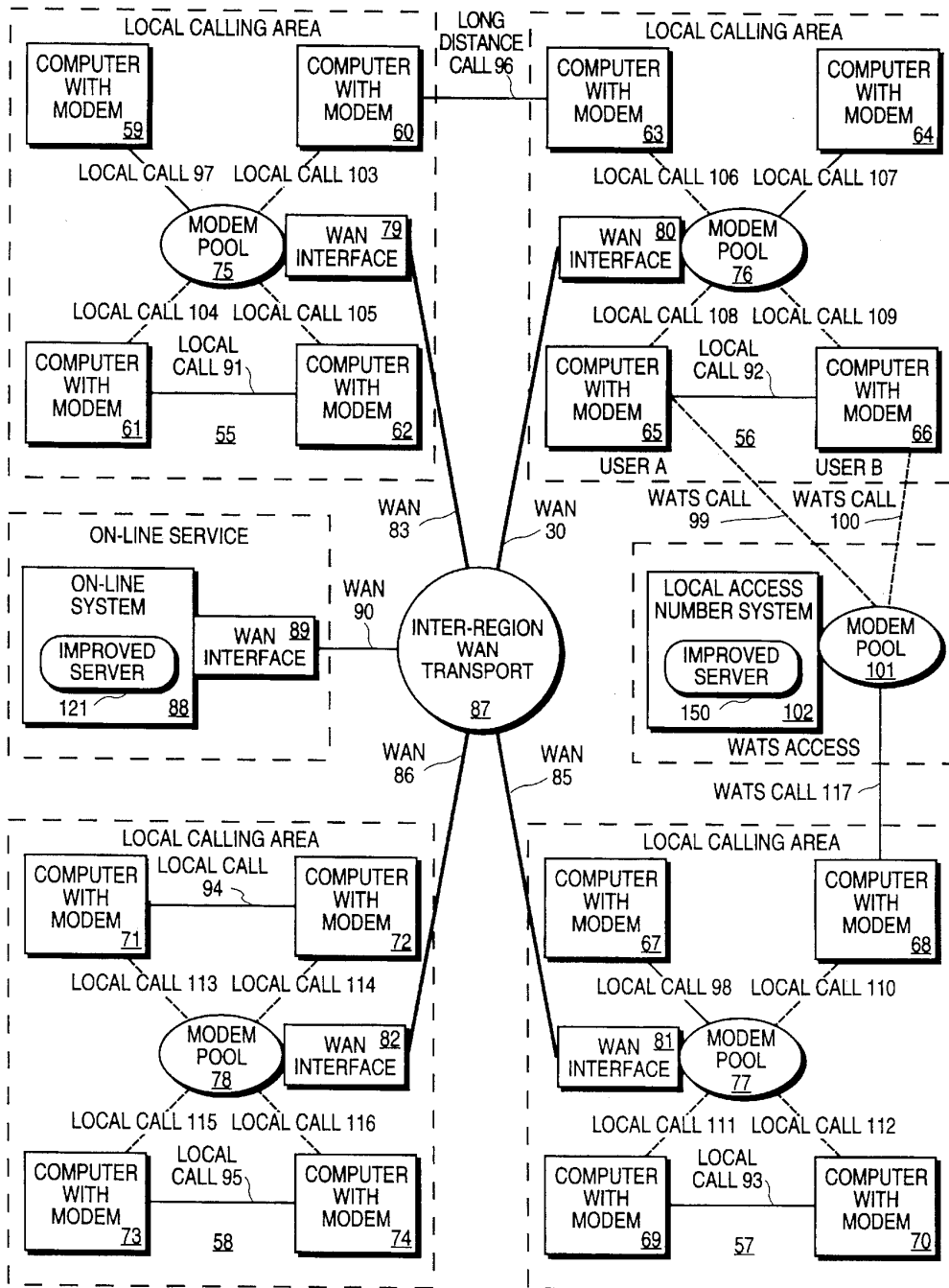


FIG. 2

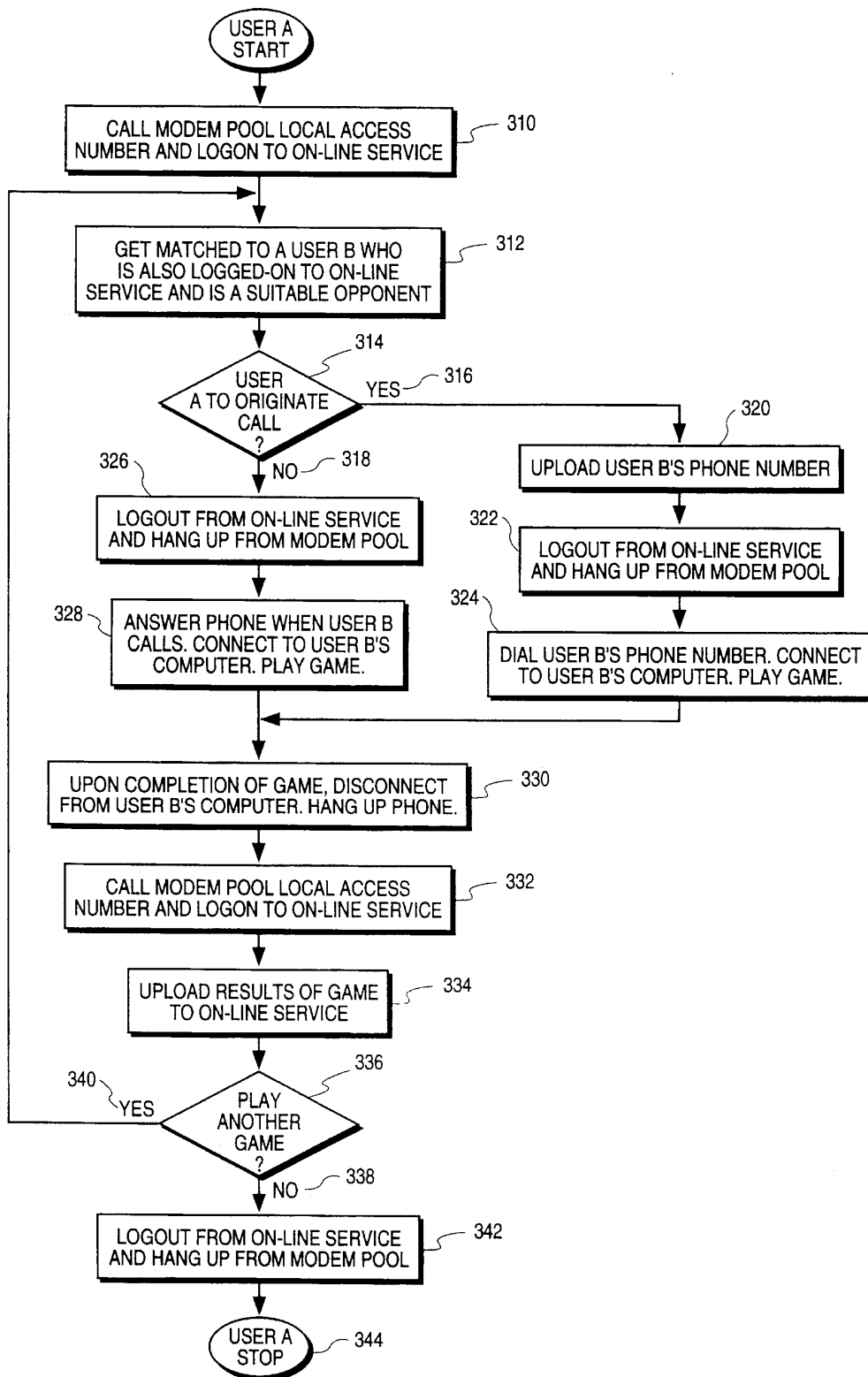


FIG. 3

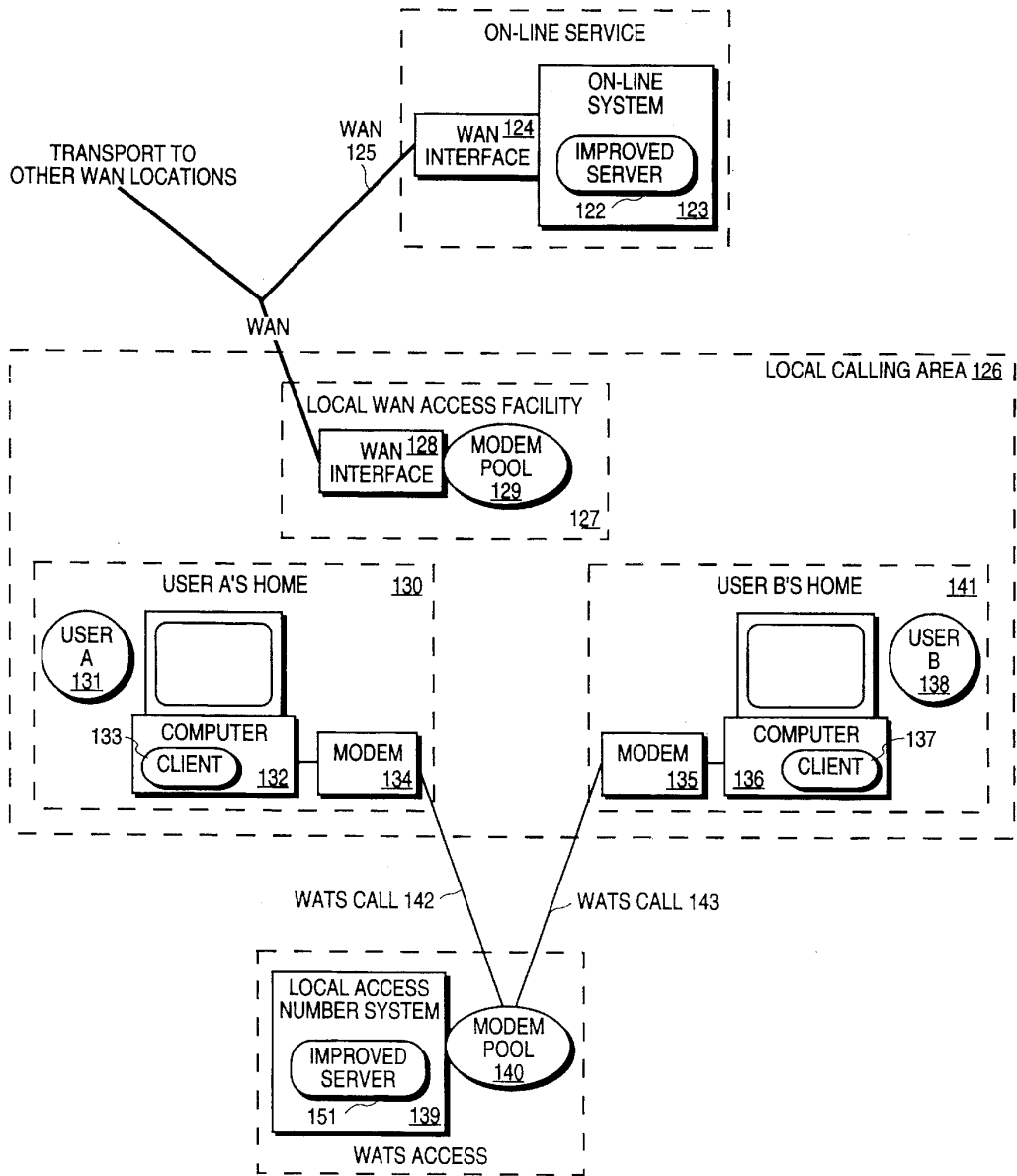


FIG. 4

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