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Kirmse et al.

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(45) **Date of Patent:** **Mar. 2, 2004**

(54) **GAME SERVER FOR USE IN CONNECTION WITH A MESSENGER SERVER**

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(75) Inventors: **Chris Kirmse**, Sunnyvale, CA (US);
Brian Gottlieb, Palo Alto, CA (US)

* cited by examiner

(73) Assignee: **Yahoo! Inc.**, Sunnyvale, CA (US)

Primary Examiner—Andrew M. Dolinar

(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 149 days.

(74) *Attorney, Agent, or Firm*—Townsend and Townsend and Crew, LLP; Philip H. Albert

(57) **ABSTRACT**

(21) Appl. No.: **09/898,746**

A game and messenger client-server system is provided including a plurality of game clients, a game server, a plurality of messenger clients, and a messenger server. The game server includes logic to operate a multiplayer game using inputs from and outputs to an active game set of game clients, wherein game clients other than those in the active game set can join an active game by supplying the game server with a reference to the active game. Additionally, logic is included for coupling a game client to a messenger client to allow the game client to send the messenger client data used to initiate joining a game, whereby a message sent by the messenger client includes the data used to initiate joining a game. Also, logic is included for initiating a join of a game at an invitee client, using data received in a message to the invitee.

(22) Filed: **Jul. 2, 2001**

(65) **Prior Publication Data**

US 2002/0086732 A1 Jul. 4, 2002

Related U.S. Application Data

(60) Provisional application No. 60/215,710, filed on Jul. 3, 2000.

(51) **Int. Cl.**⁷ **A63F 13/12**

(52) **U.S. Cl.** **463/42; 709/203**

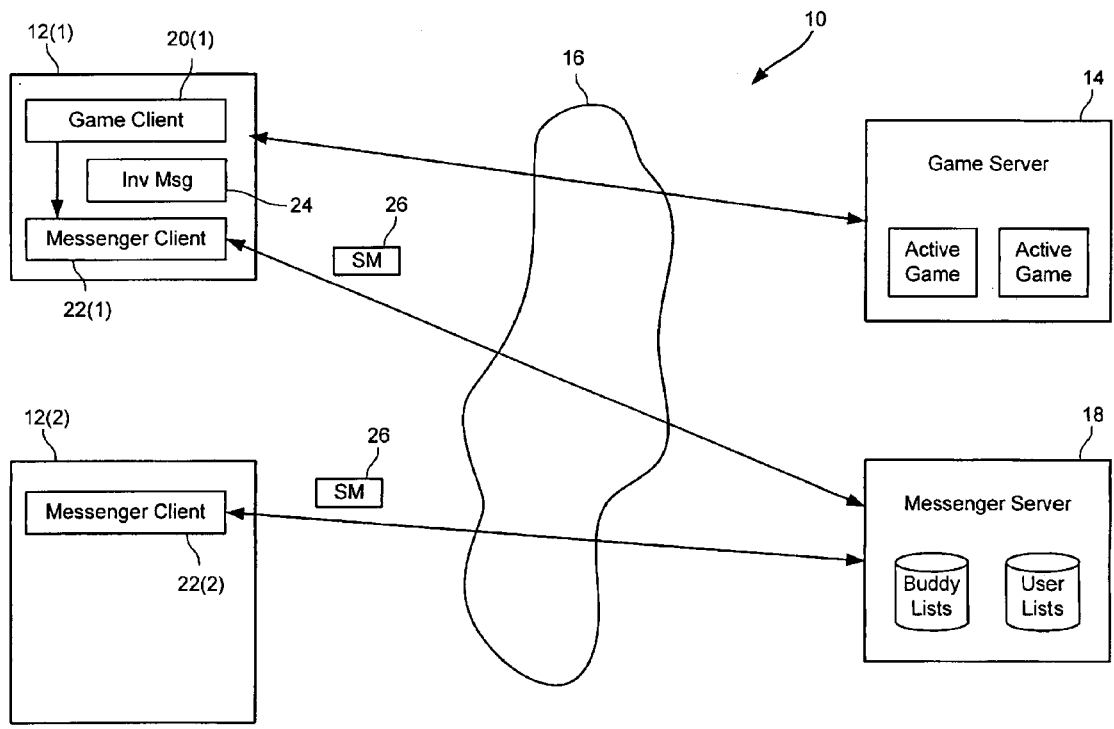
(58) **Field of Search** **463/42; 709/203-205; 345/758, 759**

(56) **References Cited**

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18 Claims, 13 Drawing Sheets



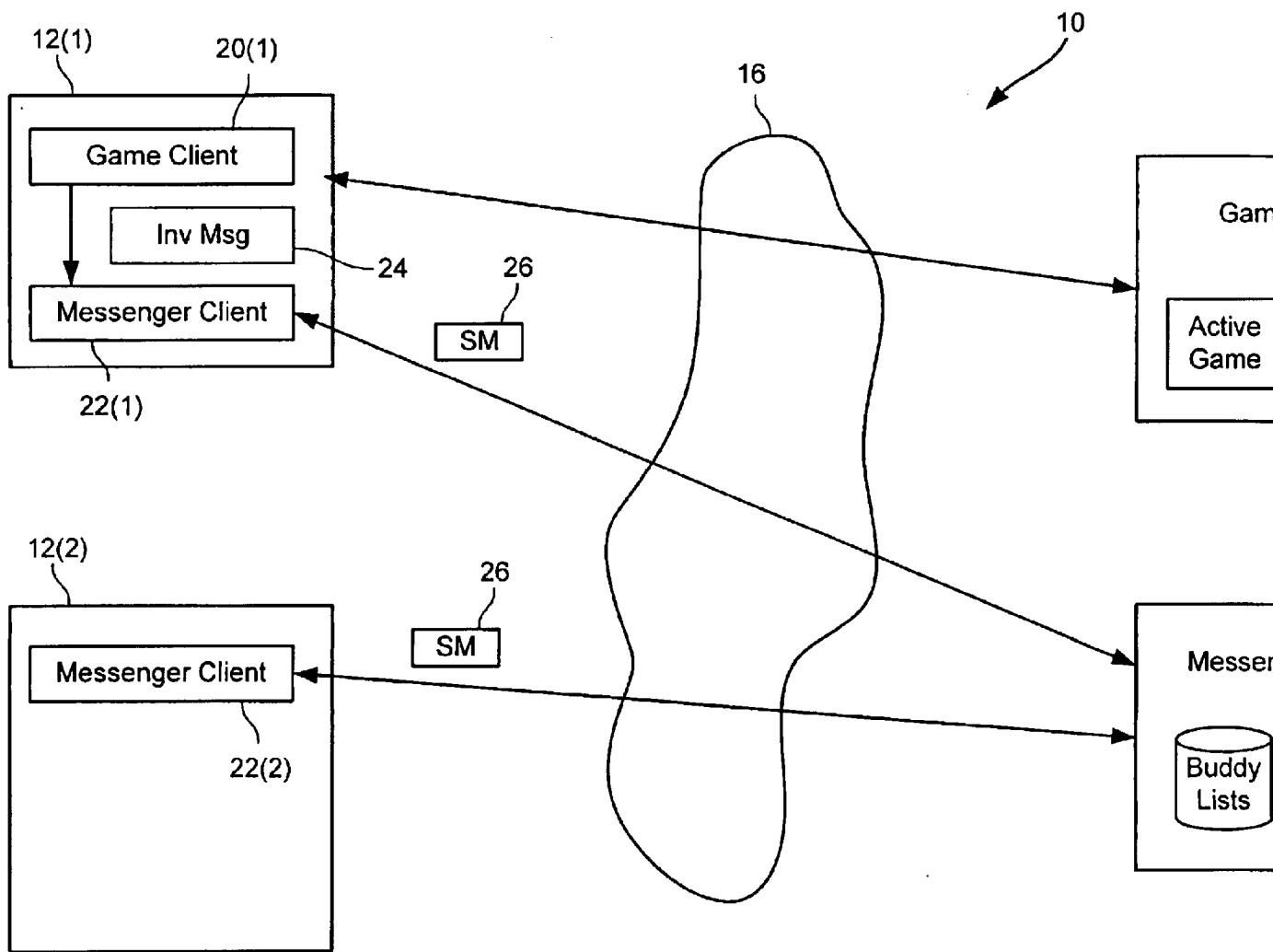


FIG. 1

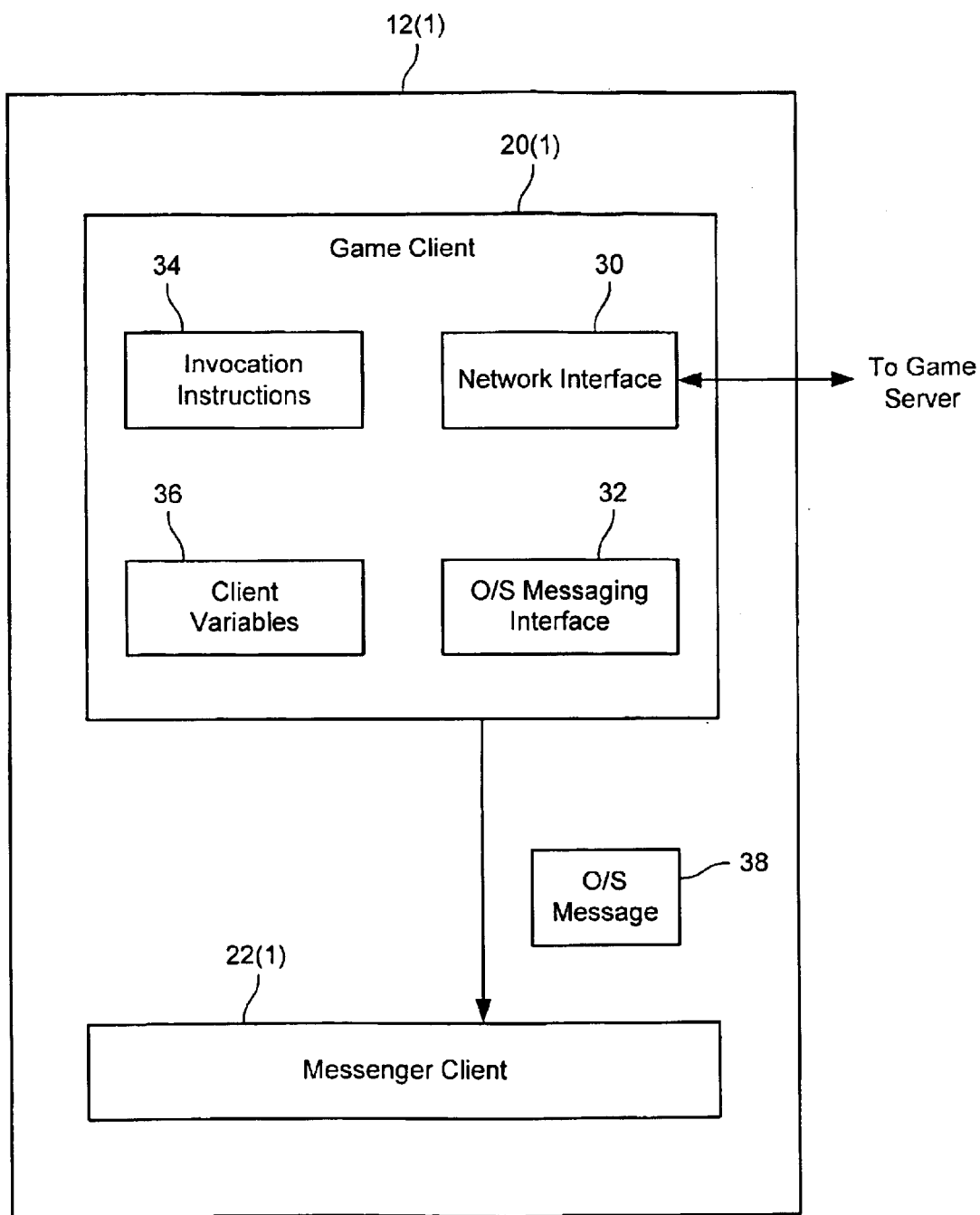


FIG. 2

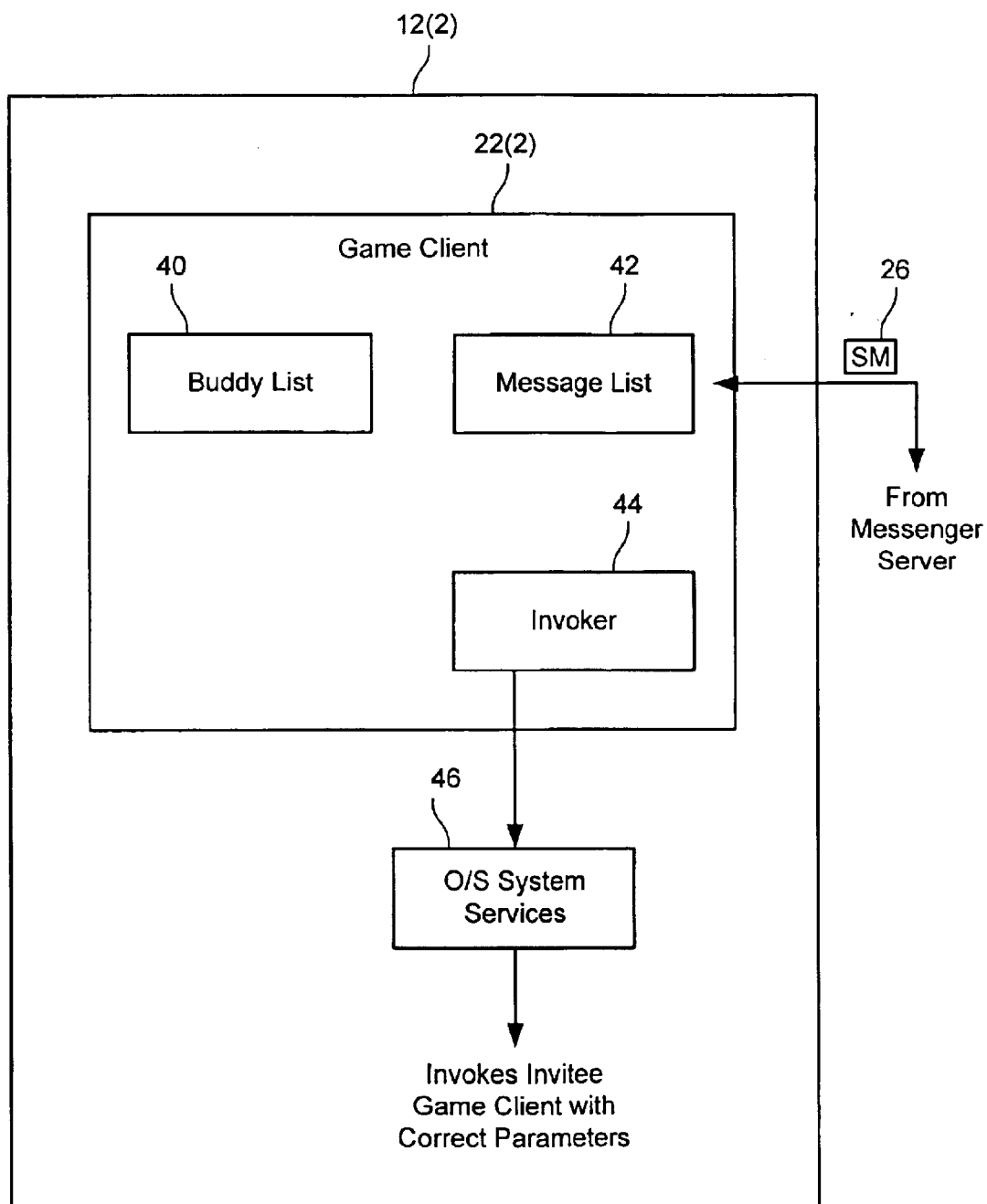


FIG. 3

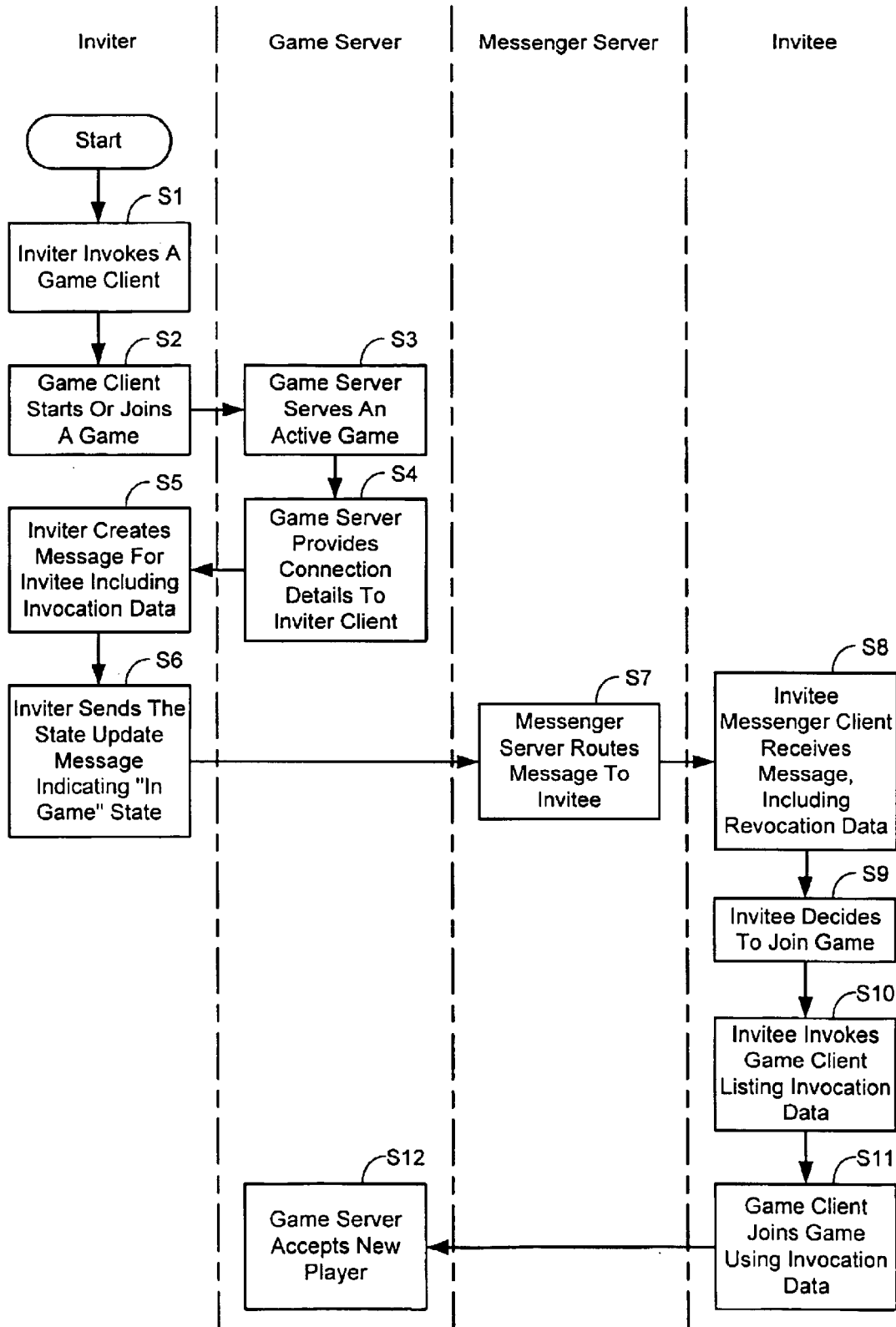


FIG. 4

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