

(12) United States Patent Hawkins, III

(54) NETWORKED COMPUTER GAME SYSTEMS AND METHODS WITH SOCIAL NETWORK FUNCTIONS

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patent is extended or adjusted under 35

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U.S. Cl. CPC A63F 13/30 (2014.09); G06Q 10/00 (2013.01)

(58) Field of Classification Search See application file for complete search history.

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(10) Patent No.: US 9,511,285 B2 (45) Date of Patent: Dec. 6, 2016

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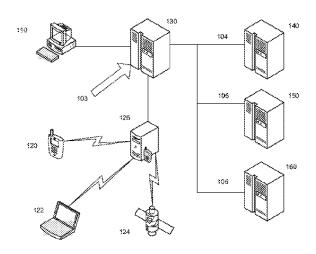
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(57) ABSTRACT

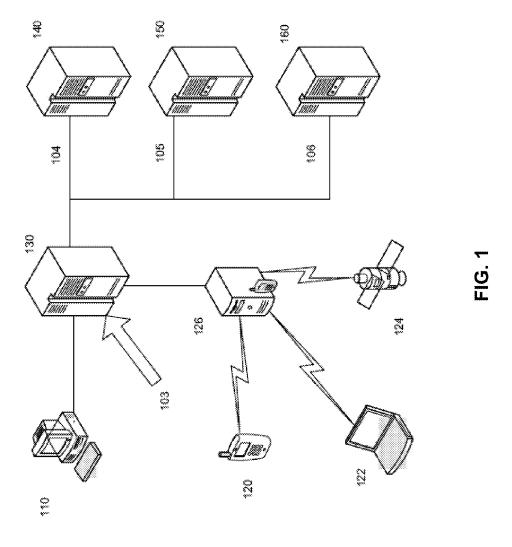
Systems and methods for providing online games, including various means of providing computer-implemented games using standard and non-standard tokens, and that operate in coordination with an online social network. Examples of standard tokens may include tokens associated with each card of a standard 52 card deck, units in a real-time strategy game, and the like. Non-standard tokens may represent digital tokens with specified attributes and associated digital rights management for use by specified users, such as users purchasing rights to a particular non-standard token. Nonstandard tokens may also include tokens with different functionality across a number of different computer-implemented games.

16 Claims, 9 Drawing Sheets

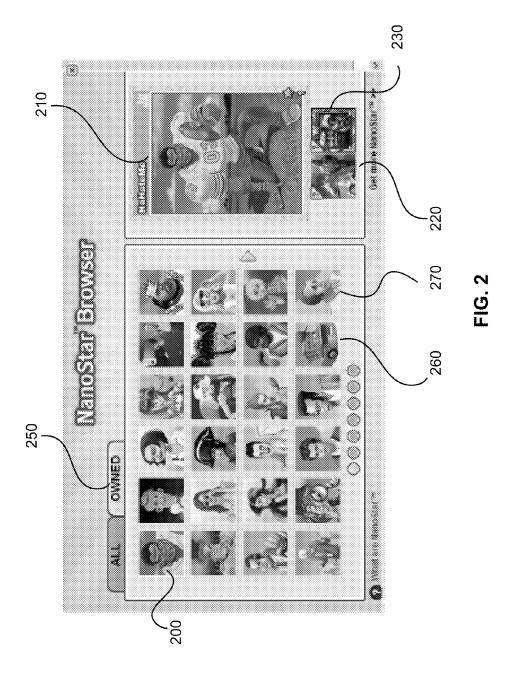




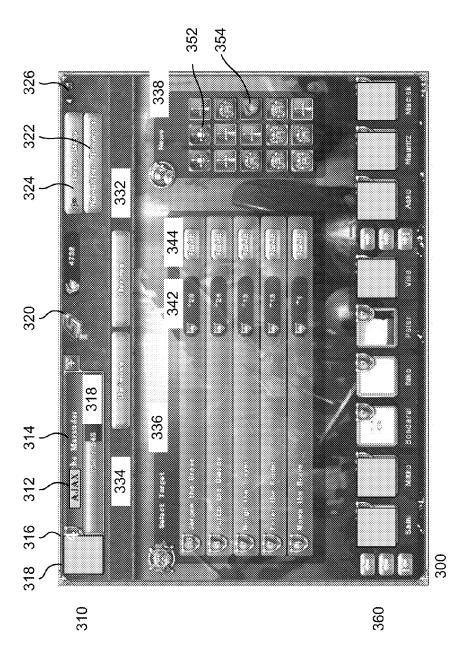
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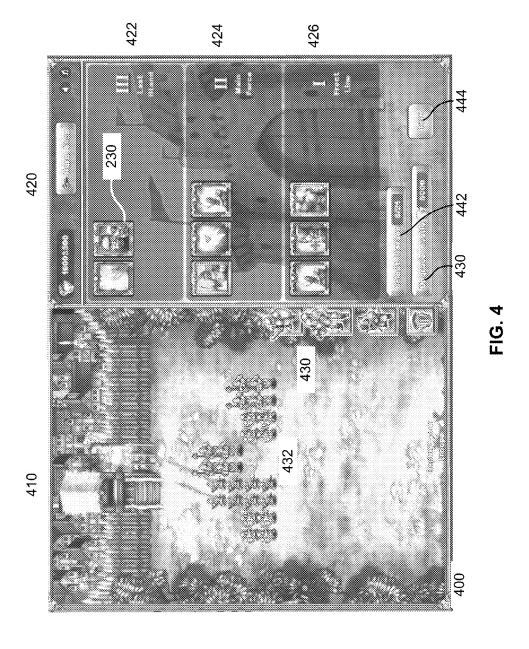






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