



US009079105B2

(12) **United States Patent**  
**Kim et al.**

(10) **Patent No.:** **US 9,079,105 B2**  
(45) **Date of Patent:** **Jul. 14, 2015**

(54) **METHOD AND APPARATUS FOR MANAGING TEAM IN ONLINE GAME**

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(\* ) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

(21) Appl. No.: **13/988,086**

(22) PCT Filed: **May 22, 2012**

(86) PCT No.: **PCT/KR2012/004015**

§ 371 (c)(1),  
(2), (4) Date: **May 17, 2013**

(87) PCT Pub. No.: **WO2013/100277**

PCT Pub. Date: **Jul. 4, 2013**

(65) **Prior Publication Data**

US 2014/0329594 A1 Nov. 6, 2014

(30) **Foreign Application Priority Data**

Dec. 29, 2011 (KR) ..... 10-2011-0145977

(51) **Int. Cl.**  
**A63F 9/24** (2006.01)  
**A63F 13/30** (2014.01)  
(Continued)

(52) **U.S. Cl.**  
CPC ..... **A63F 13/12** (2013.01); **A63F 13/40** (2014.09); **A63F 13/47** (2014.09); **A63F 13/50** (2014.09);  
(Continued)

(58) **Field of Classification Search**

CPC . A63F 13/10; A63F 13/12; A63F 2300/5546; A63F 2300/6018; A63F 2300/8005; A63F 2300/8052; A63F 13/40; A63F 13/47; A63F 13/50; A63F 13/52; A63F 13/53; A63F 13/537; A63F 13/5372; A63F 13/5375; A63F 13/828

See application file for complete search history.

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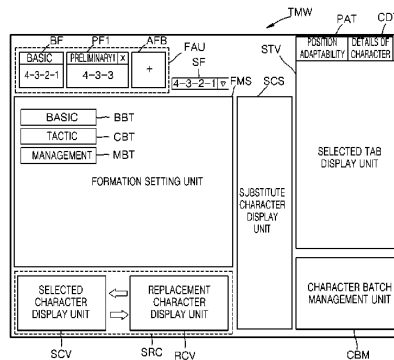
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(57) **ABSTRACT**

A method for managing a team in an online game includes, by a team management apparatus, configuring a team management screen, displaying the team management screen that contains information on at least one preset formation upon receiving a signal indicating that the user enters the team management screen from the user terminal, setting each information on the at least one formation upon receiving setting related to details of a selected one formation among the at least one formation from the user terminal, judging whether the number of currently set formations is less than a preset maximum number of formations upon receiving a formation addition request signal from the user terminal, and adding the formation if the number of currently set formations is less than the maximum number of formations, and setting a formation change shortcut key.

**16 Claims, 13 Drawing Sheets**



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(52)	<b>U.S. Cl.</b>						
	CPC	<i>A63F 13/53</i> (2014.09); <i>A63F 13/537</i> (2014.09); <i>A63F 13/5372</i> (2014.09); <i>A63F 13/5375</i> (2014.09); <i>A63F 13/828</i> (2014.09); <i>G07F 17/3274</i> (2013.01); <i>A63F 2300/57</i> (2013.01)					

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Fig.1

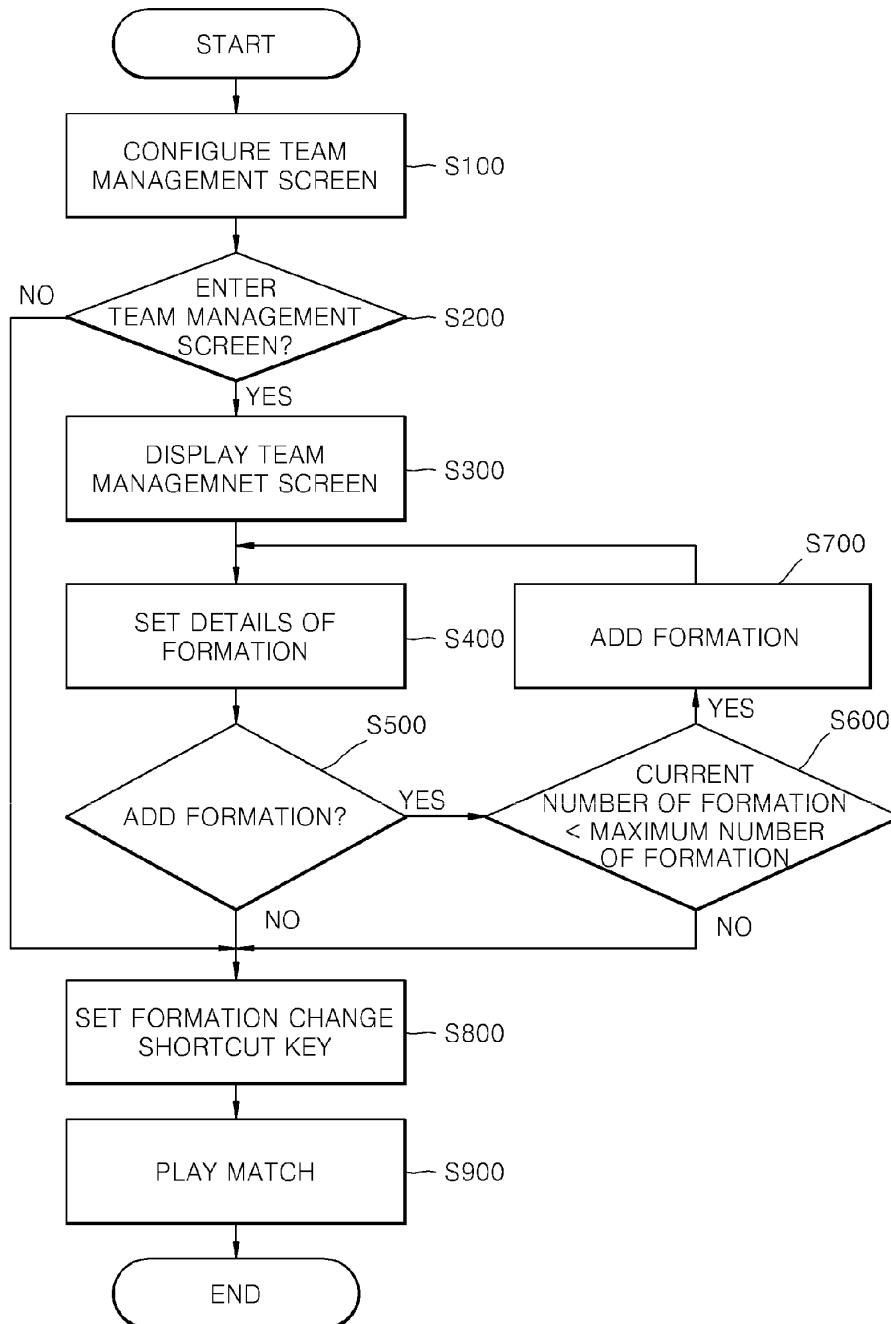


Fig.2

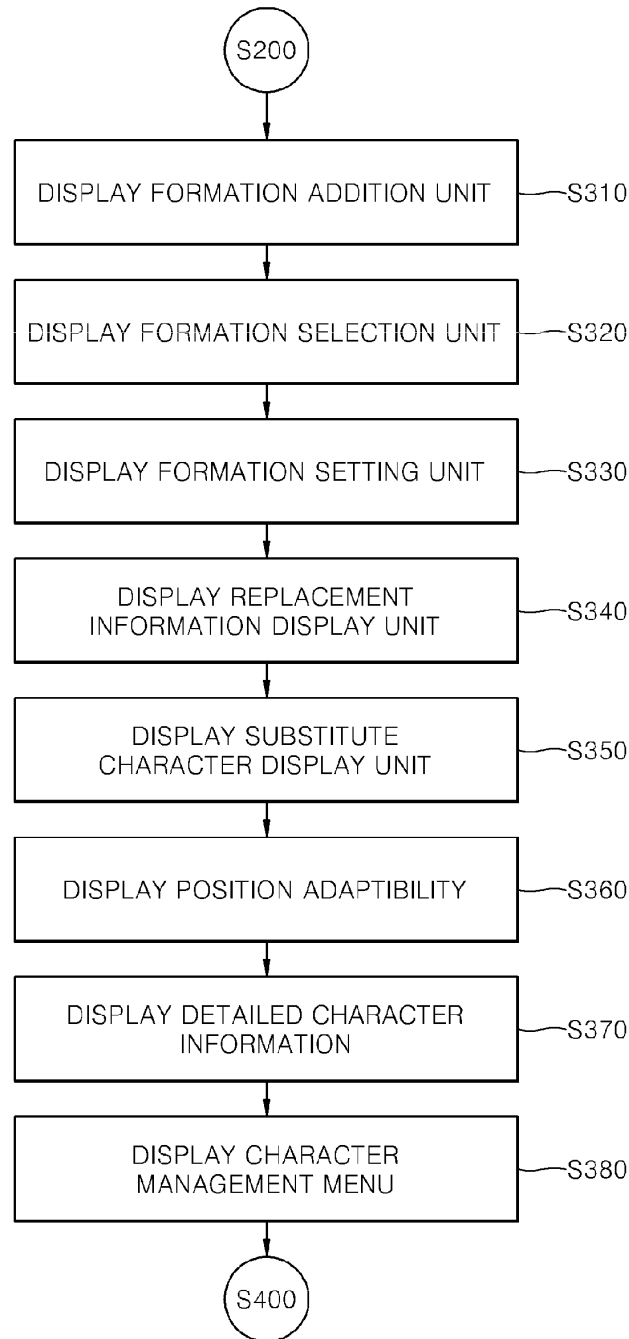
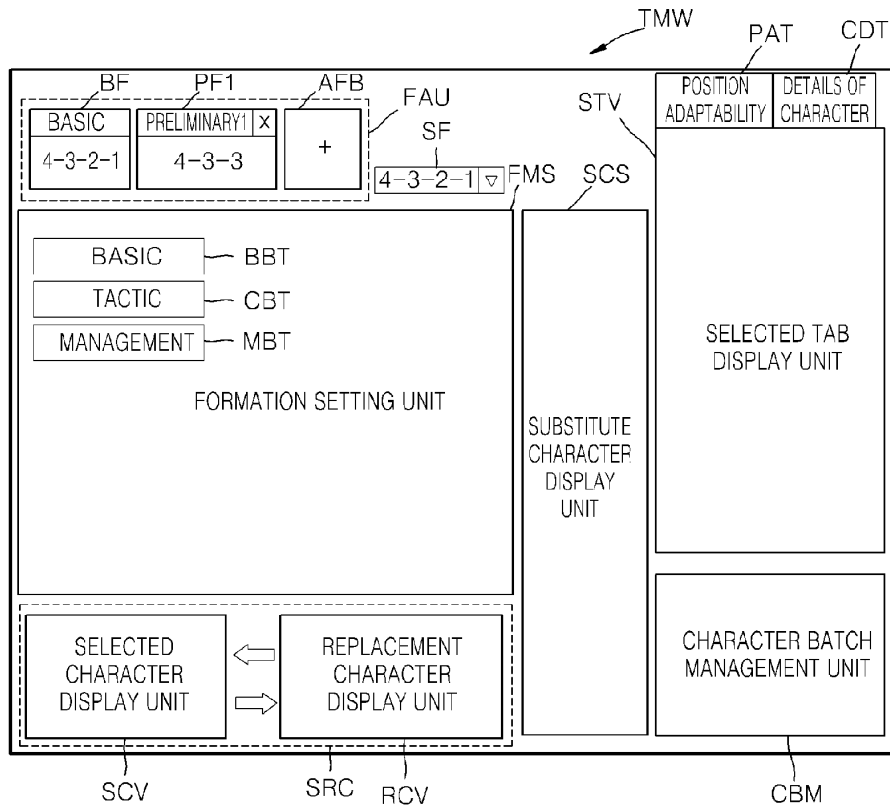


Fig.3



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