Title: BOX OFFICE GAME

Abstract: In at least one aspect, methods and corresponding systems operable to perform the methods are provided herein that allow multiple players, registered and unregistered, to play a game wherein players submit predictions for box office revenue for a plurality of films and, in certain instances, are awarded points for the proximity of the prediction to actual revenues.
Declaration under Rule 4.17:
— as to applicant’s entitlement to apply for and be granted a patent (Rule 4.17(H))

Published:
— with international search report
BOX OFFICE GAME

This application claims the benefit of U.S. Provisional Application No. 60/912,012, filed April 16, 2007, which is hereby incorporated herein by reference.

BACKGROUND

The present application relates to games, playable among a plurality of players each attempting to achieve a greater score than another of the players.

SUMMARY

In at least one aspect, methods and corresponding systems operable to perform the methods are provided that include the step or steps of: receiving from a computing device associated with an unregistered player a prediction for a variable associated with each of a plurality of films; generating a unique identifier automatically for the unregistered player; causing a data file to be stored on the computing device associated with the unregistered player, the data file comprising the unique identifier for the unregistered player; retrieving a result of the predictions for the unregistered player based on the unique identifier stored in the data file; communicating the results to the unregistered player; receiving from a computing device associated with a registered player a prediction for a variable associated with each of a plurality of films; retrieving a result of the predictions for the registered player based on a unique identifier set by the registered player; and communicating the results to the registered player. Various variables may be predicted, such as box office revenue for the film for an amount of time, such as opening weekend or the weekend following opening weekend.

In at least one embodiment, the method further comprises communicating a list of a plurality of new releases and wherein the predictions from the unregistered and registered players are for each of the plurality of new releases. The list may further include at least one holdover and wherein the
predictions from the unregistered and registered players are further for the at least one holdover.

In at least one embodiment, the method further comprises determining a score for the registered player based on the results of the predictions for the registered player, wherein the score is computed based on sum of at least a first score applied to predictions within a first range of an actual value of the variable and a second score applied to predictions within a second range of the actual value of the variable.

In at least one embodiment, the method further comprises causing an interface screen to be displayed at the computing device associated with the unregistered and registered users, the interface screen comprising a listing of films and a form element adjacent to each of the films for the players to specify their predictions.

In at least one embodiment, the method further comprises determining an average of predictions of a plurality of players and communicating the average to at least one of the unregistered and the registered players.

In at least one embodiment, the method further comprises communicating only to registered players a leader board comprising a listing of other registered players having a best score for a period of time.

BRIEF DESCRIPTION OF THE FIGURES

FIG. 1 depicts a system according to at least one embodiment of the systems disclosed herein; and

FIGs. 2-4 depict a plurality of interfaces according to at least one embodiment of the methods and systems disclosed herein.

DETAILED DESCRIPTION OF THE INVENTION

Referring to FIG. 1, a system 100 according to at least one embodiment of the systems disclosed herein includes at least one computing device, such as a remote computer 118, e.g., a server computer, a client device 113, or a combination thereof. The computing device generally includes at least one
processor 102, and a memory 104, such as ROM, RAM, FLASH, etc., or any
computer readable medium 106, such as a hard drive, a flash-drive, an optical or
magnetic disk, etc. The memory 104 or computer readable medium 106 preferably
includes software stored thereon that when executed performs one or more steps of
the methods disclosed herein, including communicating data back and forth
between devices, displaying interface screens, etc. The computing device may also
be associated with or have access to one or more databases for retrieving and
storing the various types of data discussed herein.

In one embodiment, the system 100 includes a plurality of
computing device, such as a remote computer 118 coupled to at least one client
device 113 over a communication network 116, which are generally configured or
otherwise capable of transmitting and/or receiving communications to and/or from
each other. The term remote in this context merely means that the remote
computer 118 and the client device 113 are separate from each other. Thus, the
devices may be remote even if the devices are located within the same room. As
such, the client device 113 is preferably configured or otherwise capable of
transmitting and/or receiving communications to and/or from the remote computer
118. This may be accomplished with a communication element 124, such as a
modem, an Ethernet interface, a transmitter/receiver, etc., that enables
communication with a similarly equipped remote computer 118, wirelessly, wired,
or a combination thereof. It is understood that the relative functionality described
herein may be provided by the remote computer 118, by the client device 113, or
both, and is thus not limited to any one implementation discussed herein.

The client devices 113 may include, without limitation, a mobile
phone, PDA, pocket PC, personal computer, as well as any special or general
purpose client device, such as a slot machine, a video poker machine, video or
computer-based versions of table games, e.g., roulette, blackjack, etc. As such, the
client device 113 preferably includes a processor 122, a memory 123, a display
125, such as a CRT or an LCD monitor, for displaying information and/or graphics
associated with the services provided by the system 100, and at least one input
device, such as a mouse, a touch-sensitive pad, a pointer, a stylus, a trackball, a
button, e.g., alphanumeric, a scroll wheel, a touch-sensitive monitor, etc., or a
combination thereof, for users to enter commands and/or information relevant to the system's services. With the general purpose type client devices 113, such as the PC or PDA, users may access the services provided by the system 100, e.g., the remote computer 118, with a browser or any other generic application, or with special purpose software designed specifically for accessing and providing the services disclosed herein.

In at least one embodiment, the system 100 provides one or more levels of service. In a first level, a base-level, players are not required to register in order to participate in gameplay. In the base-level, the service may include the ability for the base-level user to play the game (e.g., entering a box office prediction) and to view the results of previous play(s) (e.g., the results of previous predictions, such as a previous week's predictions). Those who want to take advantage of the full game-experience, including reviewing related content, appearing on the Leader Board, or win prizes will need to register and select a unique username.

In at least one embodiment, the system 100 provides allows users to play a box office game in which, players submit predictions for a value of variable associated with a film achieving a certain level at a later time. For example, each week players may have the opportunity to submit weekend box office estimates for a selected group of a plurality of, e.g., five, films representing new releases for the upcoming weekend and/or major holdovers. Players preferably earn points when their estimates come close to the actual value of the variable at the later time. The closer the estimate to the actual, the greater the amount of points may be awarded. For example, predictions may be awarded 1 point if they are within 25%, 2 points if they are within 10%, and 3 points if they hit the nail on the head, i.e., the prediction is essentially equal to the actual value of the variable.

For example, if the actual weekend box office is:

<table>
<thead>
<tr>
<th>Film</th>
<th>Actual Box Office</th>
</tr>
</thead>
<tbody>
<tr>
<td>Charlotte’s Web</td>
<td>$55,600,000</td>
</tr>
<tr>
<td>Eragon</td>
<td>$17,300,000</td>
</tr>
<tr>
<td>Night at the Museum</td>
<td>$62,900,000</td>
</tr>
</tbody>
</table>
In this instance, Trader A earns 5 points for his/her predictions, 3 for We Are Marshall, and 1 each for Charlotte's Web and Night of the Museum, and Trader B earns 7 points, 2 each for Charlotte's Web, Eragon, and Night of the Museum, and 1 for We Are Marshall.

In one embodiment, players may enter their estimates of the upcoming weekend's box office for the selected films in an interface screen that includes a listing of the selected films and a box or other form element to the left or otherwise adjacent to each listed title, as shown in Fig. 2, for players to enter predictions. The listing may include a brief descriptive snippet of the film and a link to the other pages that explain how to play the game plus any necessary legal notifications.

The listed titles may be a list of "Hot 5!" films - representing the top wide release films and major holdovers, which may be listed in alphabetical order.
order. Players will preferably be able to enter the predicted weekend box office in millions in the form element, to one decimal point. Thus, $21,100,000 would be represented as $21.1M. Once a player is satisfied with his/her entries he/she will press a Play or other button, which will communicate the predictions to the system.

Various point schemes may be used in scoring players performance. In one embodiment, a listing of movie pairs may be communicated to players, e.g., 5 movie pairs. Players may thereafter predict which of the two movie pairs had or will have a greater box office revenue, e.g., for the opening weekend. Each selection is preferably time so that the player has a limited amount of time, e.g., 20 seconds, to select one of each of the communicated pair. After each selection of one of the movie pairs, the next of the movie pair may be communicated and/or displayed in succession for the player's selection. Alternately, instead of selecting one of two movie pairs, players may be asked to select a certain number, e.g., 5, of the top films based on opening or other weekend revenues. Total score may, in these instances, be the total of the correct selections for a session or multiple sessions.

In one embodiment, a database or other application may then be used to create remotely a unique identifier for the player and store that identifier in a cookie or other data file on the player's computer. The unique identifier is preferably computer generated, without any direct involvement from the player. That is, the unique identifier may be randomly generated by the system. Additionally, the system may generate the unique identifier using player specific data as a seed or otherwise. For example, a mac address or IP address assigned to a client computer associated with the unregistered user may be set as the unique ID or used as a basis for the unique ID. The unique identifier may later be used to check the results of the game. That is, the unique identifier may be used to query a game database for the particular player's latest predictions and the results of any previous predictions. Prior to the close of the game, the results of the query may be used to populate an interface screen that compares the player's predictions to that of the current average of other player's predictions, as shown in Fig. 3. When the player returns to the site the following week, following the close
of the game, the player may be shown an interface screen with the results of previous predictions shown therein, such as the screen shown in Fig. 4, which includes a comparison of the player's prediction to the actual box office value. Fig. 4 may generally be used for casual players who have not registered, which may display an hit or miss, or other note indicating whether or not the particular player predicted a value within a certain range to be considered a hit, e.g., such as +/- 1%, 2%, ..., 25%.

A game that does not require a log in, i.e., relying on cookies to track player activity, has technical considerations. First, players that do not accept cookies or that delete them will either be unable to play the game or see their results without registration. Second, players who log in from a computer different from the one they made their predictions on will not be able to see their results. Therefore, registered gameplay may be desired by certain players. Registration generally entails having the player set a login ID and password, which may be used to query the database for player specific data, such as latest predictions and the results of any previous predictions. Moreover, registered players may be directed to a page that contains additional information, such as a Leader Board that includes a listing of players from the plurality of players that are participating in playing the game with best scores for the week or cumulative for a period of time and the player's overall or total score. In certain embodiments, players may be given an opportunity to exchange points for a prize or similar benefits. Therefore, registered players may be directed to a page that provides a prize status and form and other elements for the player to exchange points for prizes. The interface may further include a "research" link that directs registered or other players to content on HSX.com or another research site or sites that may assist the players in their predictions. The research site(s) may provide news, reviews and interviews from content providers, plus estimates from the HSX prediction market and links to associated HSX MovieStock® pages.

The registration process will preferably be a brief process that meets TRUSTe standards for use of Personally Identifiable Information (PII). Registration may be limited to those age 13 and over. Other age restrictions may be applied, if necessary, to meet prize or advertising sponsor requirements.
Registered players may also be able to track their picks from week to week, compare their weekly and seasonal totals against other players, communicate with other players via posting boards, and participate in any prize offerings.

While the foregoing invention has been described in some detail for purposes of clarity and understanding, it will be appreciated by one skilled in the art, from a reading of the disclosure, that various changes in form and detail can be made without departing from the true scope of the invention in the appended claims.
What is claimed is:

1. A method comprising:
   receiving from a computing device associated with an unregistered player a prediction for a variable associated with each of a plurality of films;
   generating a unique identifier automatically for the unregistered player;
   causing a data file to be stored on the computing device associated with the unregistered player, the data file comprising the unique identifier for the unregistered player;
   retrieving a result of the predictions for the unregistered player based on the unique identifier stored in the data file;
   communicating the results to the unregistered player;
   receiving from a computing device associated with a registered player a prediction for a variable associated with each of a plurality of films;
   retrieving a result of the predictions for the registered player based on a unique identifier set by the registered player; and
   communicating the results to the registered player.

2. The method of claim 1, wherein the variable associated with each of the plurality of films comprises box office revenue for the film for an amount of time.

3. The method of claim 2, wherein the amount of time comprises an opening weekend.

4. The method of claim 2, wherein the amount of time comprises a weekend following an opening weekend.
5. The method of claim 1, comprising communicating a list of a plurality of new releases and wherein the predictions from the unregistered and registered players are for each of the plurality of new releases.

6. The method of claim 5, wherein the list comprises at least one holdover and wherein the predictions from the unregistered and registered players are further for the at least one holdover.

7. The method of claim 1, comprising determining a score for the registered player based on the results of the predictions for the registered player, wherein the score is computed based on sum of at least a first score applied to predictions within a first range of an actual value of the variable and a second score applied to predictions within a second range of the actual value of the variable.

8. The method of claim 1, comprising causing an interface screen to be displayed at the computing device associated with the unregistered and registered users, the interface screen comprising a listing of films and a form element adjacent to each of the films for the players to specify their predictions.

9. The method of claim 1, comprising determining an average of predictions of a plurality of players and communicating the average to at least one of the unregistered and the registered players.

10. The method of claim 1, comprising communicating only to registered players a leader board comprising a listing of other registered players having a best score for a period of time.

11. A system comprising at least one computing device having software associated therewith that when executed performs a method comprising:

   receiving from a computing device associated with an unregistered player a prediction for a variable associated with each of a plurality of films;
generating a unique identifier automatically for the unregistered player;
causing a data file to be stored on the computing device associated with the unregistered player, the data file comprising the unique identifier for the unregistered player;
retrieving a result of the predictions for the unregistered player based on the unique identifier stored in the data file;
communicating the results to the unregistered player;
receiving from a computing device associated with a registered player a prediction for a variable associated with each of a plurality of films;
retrieving a result of the predictions for the registered player based on a unique identifier set by the registered player; and
communicating the results to the registered player.

12. The system of claim 11, wherein the variable associated with each of the plurality of films comprises box office revenue for the film for an amount of time.

13. The system of claim 12, wherein the amount of time comprises an opening weekend.

14. The system of claim 12, wherein the amount of time comprises a weekend following an opening weekend.

15. The method of claim 11, the method comprising communicating a list of a plurality of new releases and wherein the predictions from the unregistered and registered players are for each of the plurality of new releases.

16. The system of claim 15, wherein the list comprises at least one holdover and wherein the predictions from the unregistered and registered players are further for the at least one holdover.
17. The system of claim 11, the method comprising determining a score for the registered player based on the results of the predictions for the registered player, wherein the score is computed based on sum of at least a first score applied to predictions within a first range of an actual value of the variable and a second score applied to predictions within a second range of the actual value of the variable.

18. The system of claim 11, the method comprising causing an interface screen to be displayed at the computing device associated with the unregistered and registered users, the interface screen comprising a listing of films and a form element adjacent to each of the films for the players to specify their predictions.

19. The system of claim 11, the method comprising determining an average of predictions of a plurality of players and communicating the average to at least one of the unregistered and the registered players.

20. The system of claim 11, the method comprising communicating only to registered players a leader board comprising a listing of other registered players having a best score for a period of time.
Fig. 1
BOX OFFICE BATTLE

The Fountain
Deck the Halls
Bobby
Deja Vu
Tenacious D in The Pick of Destiny
Valley of the Wolves: Iraq

THIS WEEK

PLAY

Fig. 2
<table>
<thead>
<tr>
<th>Box Office Battle</th>
<th>HSX</th>
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<tbody>
<tr>
<td><strong>P</strong></td>
<td>A</td>
</tr>
<tr>
<td><strong>L</strong></td>
<td>C</td>
</tr>
<tr>
<td><strong>A</strong></td>
<td>T</td>
</tr>
<tr>
<td><strong>Y</strong></td>
<td>U</td>
</tr>
<tr>
<td><strong>E</strong></td>
<td>A</td>
</tr>
<tr>
<td><strong>R</strong></td>
<td>L</td>
</tr>
</tbody>
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**Last Week**

Fig. 4
### INTERNATIONAL SEARCH REPORT

**International application No**

PCT/US2008/060491

### A CLASSIFICATION OF SUBJECT MATTER

**IPC(8) - A63F 9/24 (2008.04)**

According to International Patent Classification (IPC) or to both national classification and IPC

### B FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

**IPC(8) - A63F 9/24 (2008.04)**

USPC - 463/40

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

MicroPatent, Google Patent, DialogPro

### C DOCUMENTS CONSIDERED TO BE RELEVANT

<table>
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<th>Relevant to claim No</th>
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<td>Y</td>
<td>SMALL, Box Office Bull's Eye Another Winner! <a href="http://popwatch.ew.com/popwatch/2005/12/box_off_bull's">http://popwatch.ew.com/popwatch/2005/12/box_off_bull's</a> Eye_2.htm#more, 19 December 2005 (19 12 2005)</td>
<td>4-6, 10, 14-16 and 20</td>
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Further documents are listed in the continuation of Box C

**“A”** Special categories of cited documents
- Document defining the general state of the art which is not considered to be of particular relevance
- Earlier application or patent but published on or after the international filing date
- Document which may throw doubts on the novelty claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)
- Document referring to an oral disclosure, use, exhibition or other means

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