TITLE OF THE INVENTION

BUSINESS METHOD FOR GAME BASED STOCK TRADING

INVENTOR

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Provisional Patent Application

[0001] This Patent Application is a Provisional Patent Application. It should be understood that examples given herein are illustrative and useful for teaching, but no liability shall be held for usefulness or effectiveness of any detail disclosed herein. Furthermore no formatting, typographical or other minor wording errors, omissions or changes should be misconstrued as to deter from the efficacy of this teaching, provided that the intent is sufficiently clear to enable one fully skilled in the relevant arts to demonstrate the claimed invention.

INTRODUCTION

[0003] As an interdisciplinary invention, the present invention combines methodologies and principles known to those who practice within a variety of areas of the present state of the art. Whereas this teaching of the present invention does not try to educate practitioners of one subset of the state of the art regarding matters well known to practitioners of another subset of the state of the art, it is nonetheless such that it ought to be readily understood by anyone simultaneously skilled in all relevant areas of the present state of the art including On-Line Gaming, On-Line Stock Trading and Traditional Stock Trading. Anyone seeking sufficient understanding to implement the present invention need look no further than publicly available tutorials and educational materials within each of the relevant areas of the state of the art, and of course, by necessity, this teaching.

FIELD OF THE INVENTION

[0004] The present invention relates primarily to the leveraging of evidenced skill in game play (specifically virtual stock trading using fictitious money and real stocks data) for the guidance of real stock trading as pertaining to said real stocks data.

BACKGROUND OF THE INVENTION

[0005] The usage of real life data within a gaming simulation is common. Some sports franchises license the use of their trademarks and real life data for use within virtual gaming counterparts for the creation of entertaining games based upon the real life sports franchise data. Other examples of real life data being leveraged to create an entertaining reality-based game can be found within training resources that teach players how to play the stock market. Such could be referred to as "Virtual Trading". Apart from such virtual and unreal game play based upon real data, there are also on-line resources affording individuals opportunities to play the stock market, not as a game, but as a very real program of serious business transactions. Such could be referred to as "On-Line Trading".

[0006] There exists within the state of the present art a need for a resource that might best be described as a "Gestalt Mash-Up" of "Virtual Trading" and "On-Line Trading". Whereas a merely "Additive Mash-Up" (such as "garlic salt") may yield a performance characteristic equal to merely the sum of its parts, a "Gestalt Mash-Up" (such as "gun powder") may yield a performance characteristic far in excess of the sum of the performance characteristic of each of its parts. Such is the case in regard to the needed "Gestalt Mash-Up" offered by the presently claimed invention.

[0007] With respect to obviousness, the newly claimed present invention is not only non-obvious; it is in fact "anti-obvious". All traders would be genuinely surprised (some delighted, some horrified) at the prospect of being able to place the future of their vast fortunes of real money into the virtual hands of an on-line gaming addict whose many piercings and multi-colored hair may not present the appearance of any serious, professional and or trustworthy stock trader or advisor.

SUMMARY OF THE INVENTION

[0008] The BUSINESS METHOD FOR GAME BASED STOCK TRADING makes it possible to combine a real stock broker and a virtual trading game into one business model, thus leveraging the skill, experience, research ability, insight and resourcefulness of best in class Virtual Traders to automatically direct the real trading strategies of opt-in participants of On-Line Trading.

[0009] Without limiting the scope of the present invention thereto, certain core principles of a preferred embodiment of the BUSINESS METHOD FOR GAME BASED STOCK TRADING may be expressed within fairly simple terms. A virtual stock trading game is deployed. The ongoing trading decisions of champions of said game are made available to real on-line traders as templates for real ongoing trading, where there is a certain ratio between a Virtual Trader Champion's virtual money committed to virtual trading and an On-Line Trader's real money committed to real On-Line Trading, such that when the virtual trader wins virtual money, the real on-line real trader wins real money. A virtual on-line bank account exists for the champion, which he works by buying or selling stocks. At any given time, a champion may keep as little or as much of his virtual bank account invested into stocks as he wishes, and he may invest such in stocks however he wishes, provided that the trading performed virtually would be legal if performed in reality (for example, insider trading would be forbidden). The total worth of the stocks he virtually holds plus the amount of liquid money in his virtual bank account is called the "total virtual worth" of a champion. When a real on-line trader desires to opt in, he deposits a certain amount (known as the "total real worth") with his real on-line stockbroker and specifies which champion to mirror thereby. Based upon these two criteria, the real on-line stockbroker uses the real trader's deposited money to purchase or sell stocks as required to make certain that "mirroring is maintained"; in other words, that the percentage of the real trader's "total real worth" (total amount deposited) that is really invested into each stock is the same as the percentage of the champion's total virtual worth virtually invested into each stock. In this way, the actions of buying and selling stocks performed by said champion automatically control the buying and selling of stocks on behalf of said real trader. The real trader can cash-in (add more) or cash out (withdraw) any amount of money at any time, thus increasing, reducing or even completely depleting the amount of deposit that is specified to proportionately mirror a certain champion's total virtual worth. As always, the real broker buys and or sells on behalf of the real trader to make sure that "mirroring is maintained".

DETAILED DESCRIPTION OF THE DRAWINGS

[0010] Figure 1 shows a hypothetical “Total Real Worth”, which is a total amount really deposited with a real stock broker and thus initially entered into a deposit account (known as the “Bank”). The total amount (109) of said Total Real Worth is shown. The subdivision of said Total Real Worth is shown by two graphs: a pie graph (105) and a bar graph (101). The portion of said Total Real Worth still left within the deposit account (“Bank”) indicated within the pie graph (106) and indicated within the bar graph (102) is $125, which is 25% of the Total Real Worth. The portion of said Total Real Worth invested into a stock identified as “StockA” indicated within the pie graph (107) and indicated within the bar graph (103) is $125, which is 25% of the Total Real Worth. The portion of said Total Real Worth invested into a stock identified as “StockB” indicated within the pie graph (108) and indicated within the bar graph (104) is $250, which is 50% of the Total Real Worth. The percentages of the subdivisions shown within Figure 1 are intended to be synchronized with the percentages of the subdivisions shown within Figure 2, by virtue of the present invention’s operation to “maintain mirroring”, meaning that the percentage of the real trader’s “total real worth” (total amount deposited) that is really invested into each stock (as shown in Figure 1) is the same as the percentage of the champion’s total virtual worth virtually invested into each stock (as shown in Figure 2) ; and that is the significance of the 25%, 25% 50% divisions shown within Figure 1.

[0011] Figure 2 shows a hypothetical “Total Virtual Worth”, which is a total amount fictitiously (“virtually”) deposited with a virtual stock broker (within a virtual trading game) and thus initially entered into a virtual (fictitious gaming) deposit account (known as the “Bank”). The total amount (209) of said Total Virtual Worth is shown. The subdivision of said Total Virtual Worth is shown by two graphs: a pie graph (205) and a bar graph (201). The portion of said Total Virtual Worth still left within the fictitious deposit account (“Bank”) indicated within the pie graph (206) and indicated within the bar graph (202) is $100, which is 25% of the Total Virtual Worth. The portion of said Total Virtual Worth fictitiously invested into said stock identified as “StockA” indicated within the pie graph (207) and indicated within the bar graph (203) is $100, which is 25% of the Total Virtual Worth. The portion of said Total Virtual Worth fictitiously invested into said stock identified as “StockB” indicated within the pie graph (208) and indicated within the bar graph (204) is $200, which is 50% of the Total Virtual Worth. The percentages of the subdivisions shown within Figure

2 are intended to be synchronized with the percentages of the subdivisions shown within Figure 1, by virtue of the present invention's operation to "maintain mirroring", meaning that the percentage of the real trader's "total real worth" (total amount deposited) that is really invested into each stock (as shown in Figure 1) is the same as the percentage of the champion's total virtual worth virtually invested into each stock (as shown in Figure 2); and that is the significance of the 25%, 25% 50% divisions shown within Figure 2.

[0012] Figure 3 shows an exemplary process of a player developing his total virtual worth. The ellipses (ovals) indicate events, the diamond shapes indicate processes, and the rectangle shapes indicate holdings ("Bank" account and Stocks). In parentheses, connected by a dotted line to the bottom of each diamond shaped process indicator, is a "worth display" of the player's total virtual worth measured at the conclusion of the process signified by such diamond shaped process indicator.

[0013] As a first event (301), a new player joins the virtual stock market game. Pursuant to the event of his joining, the game performs a process (307) of creating a standard $50,000 of starting wealth for him and deposits it into his "Bank" account (305). The "worth display" (311) shown for that process (307) shows a total virtual worth of $50,000 at the conclusion of that process. As a second event (302), said player issues a command to the game to invest an amount he specifies of his bank money into a stock he specifies, which is identified as "StockA". Pursuant to the event of his command to invest, the game performs a process (308) of withdrawing $10,000 from his bank account (305) and investing $10,000 into his holdings of the stock he specified (306) identified as "StockA". The "worth display" (312) shown for that process (308) shows a total virtual worth of $50,000 at the conclusion of that process. As a third event (303), a passage of time sees the stock market performing well for the stock identified as "StockA". Pursuant to said third event, a process is performed (309) of adding $2000 to the value of his holdings in "StockA" (306). The "worth display" (313) shown for that process (309) shows a total virtual worth of $50,000 at the conclusion of that process. As a fourth event (304), said player issues a command to the game to divest an amount he specifies out to his bank account from a stock he specifies, which is identified as "StockA". Pursuant to the event of his command to divest, the game performs a process (310) of selling $2000 worth of Stocks from his holdings of "StockA" (306) and depositing the revenue obtained thereby into his bank account (305). The "worth display" (314) shown for that process (310) shows a total virtual worth of $52,000 at the conclusion of that process. As can be seen thereby, the total virtual worth is always the sum of the bank money and stock holdings of a player.

[0014] Figure 4 shows a chart of the top 16 players (401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416) in a virtual trading game. Their On-Line NickNames are indicated in the “NickName” column (417). Their durations of time they have been playing are indicated in the “Weeks Playing” column (418). Their total virtual worth each has achieved is indicated within the “Total Worth” column (419). As one may notice, the players are shown in the chart sorted in descending order of total virtual worth, with the highest worth at the top.

[0015] The “Vetted” column (420) shows whether or not the player has been successfully vetted for use as a potentially listed champion. Those players (such as 416) who have not been considered for vetting are indicated within that column by a “- -” indication. There not being room enough on the chart to show greater numbers of players, in order to explain this condition upon the chart, it shall be stated here that in this embodiment only the top 15 players are being considered for vetting (vetting being the process of determining by all due diligence of research and investigation that all of a particular player’s virtual trading transactions would be legal if performed in real trading rather than in fictitious trading). As seen in the “Vetted” column (420), not all players have been successfully vetted. Two players (403 and 408) were not successfully vetted. This does not necessarily indicate with any certainty that there was any foul play (such as insider trading for instance) on the part of said players; it merely means that an assurance could not be made to a reasonable degree of certainty that there was no opportunity for cheating to take place, and the system defaults to a “better safe than sorry” policy, and once the game company becomes unsure of a player, that player cannot be considered for listing as a champion. Furthermore, as seen in the “Vetted” column (420), the vetting process for one player (415) has begun, but has not yet been completed (since it takes a while).

[0016] The “Champion Placement” column (421) shows the top ten players at this time who have been successfully vetted. By flagging the top 15 players as being worthy of being vetted, the system provides sufficient advance notice to complete the vetting of the top ten players before they reach the top ten positions. As Figure 4 is intended as an illustration of preferred embodiments of the present invention, the arbitrary numbers 15 for vetting and 10 for champion listings are intended to be considered as indicative and exemplary, such that those numbers could be changed to different numbers while still remaining in practice within the scope of the present invention, as a core concept demonstrated by figure 4 is that the number of players being considered for vetting is intended to be sufficiently greater than the number of players listed as champion to arrange that most players would be fully vetted before they would otherwise qualify to appear within the listing of champions.

[0017] The “Being Mirrored” column (422) shows which of the top champions are being mirrored by a real stockbroker on behalf of a real stock trading customer (where “being mirrored” is the state established by the action called “maintain mirroring” as described regarding Figures 1 and 2). As indicated within the “Being Mirrored” column (422), only the top ten vetted champions are being considered for mirroring, and thus (as seen) only those ten are given a “yes” or “no” answer in this chart regarding whether or not they are being mirrored.

[0018] The “Can be Rewarded” column (423) shows one of four status indications for each player, as pertaining to the possibility of the player being rewarded financially with a function or percentage of the revenue won by a real trader pursuant to such real trader allowing his stock broker to cause his account to be mirroring said player’s game-play. The “- -” indication is seen for those players (such as 415) who are not yet considered for vetting, as once a player is considered for vetting such player is also considered for the potential of being rewarded. The “Not Yet” indication is seen for those players who are not yet eligible for being rewarded, where such eligibility would have been either by virtue of being of legal adult age or by virtue of having their parent or guardian sign an agreement allowing their minor dependent to be rewarded. The “Y (Adult)” indication is seen for those players who are eligible for being rewarded by virtue of being of legal adult age. The “Y (Perm)” indication (signifying “permission”) is seen for those players who are eligible for being rewarded by virtue of having their parent or guardian sign an agreement allowing their minor dependent to be rewarded. Thus those who are under age are still allowed to play the stock trading game for free, but are not allowed to be rewarded for playing well unless their parents sign a consent form. It should be understood that a chart or database similar to that shown in Figure 4 may or may not be used while still operating within the scope of the present invention; but that the variables, types or categories of information indicated or demonstrated by Figure 4 do comprise such as whose utilizations (as well as significances thereof) are comprised within a preferred embodiment of the present invention. In a certain embodiment, an agreement would be signed by an adult player before he was considered eligible for being mirrored or rewarded, whereby he would take legal responsibility for his own game play regarding the legality of stock trades made according to his playing, and in a particular embodiment this would be justified by a real sum being invested for him by his permission.

SOME PREFERRED EMBODIMENTS AND VARIATIONS OF THE INVENTION

[0019] Some example scenarios embodying the present invention are described and indicated below. Certain aspects may also be identified wherein some of many variations may be easily made, which would nonetheless fit within the scope of the present invention.

[0020] A first preferred embodiment of the present invention is as follows. A virtual stock trading game is deployed. The ongoing trading decisions of champions of said game are made available to real on-line traders as templates for real ongoing trading, where there is a certain ratio between a Virtual Trader Champion's virtual money committed to virtual trading and an On-Line Trader's real money committed to real On-Line Trading, such that when the virtual trader wins virtual money, the real on-line real trader wins real money. A virtual on-line bank account exists for the champion, which he works by buying or selling stocks. At any given time, a champion may keep as little or as much of his virtual bank account invested into stocks as he wishes, and he may invest such in stocks however he wishes, provided that the trading performed virtually would be legal if performed in reality (for example, insider trading would be forbidden). The total worth of the stocks he virtually holds plus the amount of liquid money in his virtual bank account is called the "total virtual worth" of a champion. When a real on-line trader desires to opt in, he deposits a certain amount (known as the "total real worth") with his real on-line stockbroker and specifies which champion to mirror thereby. Based upon these two criteria, the real on-line stockbroker uses the real trader's deposited money to purchase or sell stocks as required to make certain that "mirroring is maintained"; in other words, that the percentage of the real trader's "total real worth" (total amount deposited) that is really invested into each stock is the same as the percentage of the champion's total virtual worth virtually invested into each stock. In this way, the actions of buying and selling stocks performed by said champion automatically control the buying and selling of stocks on behalf of said real trader. The real trader can cash-in (add more) or cash out (withdraw) any amount of money at any time, thus increasing, reducing or even completely depleting the amount of deposit that is specified to proportionately mirror a certain champion's total virtual worth. As always, the real broker buys and or sells on behalf of the real trader to make sure that "mirroring is maintained".

[0021] Another preferred embodiment of the present invention is as follows. The previous embodiment may be augmented by adding a preceding sequence of establishing said champion, said preceding sequence comprising the following steps. A new player is admitted entry to begin playing a game of fictitious trading of stocks actually on offer in stock market. A new virtual (fictitious) "Bank" account is created for said new player, filled with a standard initial virtual worth (for instance, in this case) of $50,000. Said new player begins game play by fictitiously purchasing (for instance, in this case) $10,000 worth of one of the real stocks on offer at the stock exchange. A period of time is allowed to ensue, during which said stock performs well, (for instance, in this case) causing the value of fictitiously purchased stock to rise to $12,000. Whether or not said player sells $2000 worth of said stock to put more money into his virtual "Bank", the total virtual worth of said player is now $52,000 (the initial $50,000 bank account contents plus the $2000 increase in stock value). Thus, based upon all of the transactions made by said virtual player and all of the subsequent performances of such stocks, there is an increase (or decrease) in the total virtual worth of said player pursuant to the game-play of said player. The total virtual worth of said player is compared to that of all other players, and a determination is made as to who the 10 (for instance, in this case) richest players are, and lists them as champions.

[0022] Another preferred embodiment of the present invention is as follows. The previous embodiment may be augmented by adding the step of vetting said champions (or a pool of potential such champions) prior to their being listed as champions to ascertain a high level of confidence that the stock trades he performs would be legal if performed as real stock trade in the real stock market rather than merely as fictitious trade within said game, by investigating to determine as well as possible that all of the virtual trading accomplished thus far by said champion would have been legal if performed as real trading rather than merely virtual trading; thus, for instance, no player would be listed as champion whose virtual trading activity could be accused of being insider trading. The failure of a player to be vetted does not necessarily indicate that anything is amiss in said player's activities, but merely that there is a reasonable doubt regarding opportunity for such, often due to no fault of his own; such as for instance in a case wherein, unknown to said player, a stock in which he is investing is for a company owned by the same company that owns a company for which a friend or relative of his works. In such case there is no reason to forbid such player the fun of playing the on line game of fictitious trading, but the reasonable doubt simply renders him ineligible for being used as a template for any real stock trading, since it is better safe than sorry.

[0023] Another preferred embodiment of the present invention is as follows. A previous embodiment may be augmented by adding a step of advertising champions and their prior playing histories to real stock traders, such that said real stock traders can direct cooperating real brokerage to invest stocks in proportion to the activities of said real stock traders' selected champions. As a variation of such embodiment, the game company could publish prior trading history of champions while withholding information about their immediately present trading actions for sufficiently long enough that outsiders not involved with the gaming company's cooperating real stock brokers would be inhibited from poaching the benefit of trading decisions made by said champions. In such case it would be made clear to legitimately involved real traders why such was advantageous for them. Any up to date trading information made available to legitimately involved real traders would be protected by nondisclosure agreement such that the exclusivity thereof would not be poached by outside firms.

[0024] Another preferred embodiment of the present invention is as follows. A previous embodiment may be augmented by adding a step of advertising the business within a campaign designed to leverage the unique, perhaps otherwise least desirable aspects of the business into an aggressively positive image created to entice the public to become involved with the business. For non-limiting example, a sample script for such advertising is as follows. The ad begins with a fictitious certificate of authenticity on a black screen. The announcer states: “We can offer last century's stock trading strategies as certified pre-owned, and you will buy them because I have a snooty voice”. Then the scene cuts immediately to a roof top cafe whose walls are mostly glass windows, with a helipad in the background. Two expensively dressed businessmen are seated at a table with trays of coffee. The first says to the second: “Don't get me started on retirement... I'm too busy making money to research how to invest it!” The second replies: “Have you considered CarelessTrading.com? I have investments with them”, as he gets up to throw away his tray; and the first says to him: “I'm not trusting my portfolio to some purple haired kid with multiple piercings!” The second one says: “Whatever, dude”, aims his remote at the helicopter outside, two alarm chirps are heard and the blades begin to whirl as he heads outside to approach it.

SOME EXEMPLARY CLAIM-STYLED DESCRIPTIONS:

As it is unnecessary (in fact by some considered undesirable) for a Provisional Application to have claims, this draft has no claims, thus no claims that could be construed as limiting the broader scope of matter otherwise contained herein. Nonetheless, for the sake of non-limiting examples of more or less generalized descriptions for use in potentially guiding the drafting of subsequent non-provisional utility applications based hereon, as well as for the purpose of providing matter and more clear teaching of the present invention within this draft, certain exemplary claim-styled descriptions are offered below, with the understanding that actual claims having less matter and less limitations than the claim-styled descriptions shown below would still read on this provisional application and thus enjoy benefit of the priority date of the filing of this provisional application. As such, here are some non-limiting examples of more or less generalized descriptions of embodiments that would fit within the scope of the present invention:

1. A business method for game based stock trading comprising the steps of:

adding a first player to an on-line virtual stock trading game, where said game is based upon real stock market conditions, where said first player is one of at least one virtual stock traders played by a human being, and where said first player has a nickname by which he (or she) is uniquely identified in said game;

providing said first player with an on-line fictitious account herein called a virtual bank;

providing said first player with a value worth an amount of fictitious money in said virtual bank, where said value is either in the form of fictitious money, fictitious stocks or a combination of the two;

accepting stimulus from said first player specifying a stock to fictitiously purchase, where said purchase is fictitious but said stock is one of the real stocks available to real traders according to said real stock market conditions;

accepting stimulus from said first player specifying an amount of said stock to fictitiously purchase;

acting as a fictitious stock broker by performing a fictitious purchase of said amount of said stock on behalf of said first player, where the value of fictitious funds required to accomplish said fictitious purchase is fictitiously withdrawn from said virtual bank, where the purchase price of said stock is based upon the price of said stock as found within stock prices comprised within a first recording of said real stock market conditions, where the quantity of said stock so fictitiously purchased becomes added to said first player's "virtual stock holdings", and where the term “virtual stock holdings” for any certain player is defined as the entire inventory of stock fictitiously owned by said any certain player within said game, and where the information defining said inventory comprises the quantity of shares of each stock fictitiously owned by said any certain player within said game;

performing a first calculation of “total virtual worth” of said first player, where the term “total virtual worth” for any particular player is defined as a calculation made at any particular time such that said calculation is the sum of said particular player’s fictitious holdings of money at said particular time plus the stock valuation of said particular player’s virtual stock holdings at said particular time, such that said stock valuation is calculated as the number of shares of each stock in said particular player’s virtual stock holdings at said particular time multiplied by the price of said each stock according to the stock pricing found within the latest recording of said real stock market conditions at said particular time;

allowing a first period of time to pass, then acquiring a first updated recording of said real stock market conditions;

performing a first recalculation of the “total virtual worth” of said first player pursuant to and based upon said first updated recording of said real stock market conditions;

2. The method of Claim-Styled Description 1, further comprising the steps of:

comparing said first player’s total virtual worth to the total virtual worth of other players in the same game to determine a penultimate set of the richest players in the game, and an ultimate set of the richest players in the game (who shall herein be called “champions”), where the consideration of “richest” is in terms of total virtual worth, where the penultimate set of players consists of the X richest players, where the ultimate set of players consists of the Y richest players from the penultimate set of players who have been successfully vetted, where “successfully vetted” refers to a state of a player having been investigated to ascertain a high level of confidence that the stock trades he performs would be legal if performed as real stock trade in the real stock market rather than merely as fictitious trade within said game, and where the number X is significantly larger than the number Y.

3. The method of Claim-Styled Description 2, where the process of investigation leading to successful vetting does not begin on a player until he is a member of said penultimate set.

4. The method of Claim-Styled Description 3, further comprising the steps of:

offering a list of said champions to a real stock trader;
accepting a deposit of money from said real stock trader for use in real stock trading;
accepting a selection of a particular champion from said real stock trader;
performing the work of a real stock broker by really buying and or really selling certain stocks in accordance with the fictitious buying and or fictitious selling of said certain stocks performed by said particular champion such that "mirroring is maintained", meaning that a condition is maintained wherein the percentage of the real trader's "total real worth" (total value of holdings and moneys under control of said real stock broker on behalf of said real stock trader) that is really invested into each and every stock in reality is the same as the percentage of the champion's total virtual worth that is virtually invested into said each and every stock within said game.

5. The method of Claim-Styled Description 4, further comprising the steps of:
accepting a request for withdrawal of a certain amount of money by said real stock trader from said real stock broker;
returning said certain amount of money from said real stock broker to said real stock trader;
adjusting said "total real worth" accordingly;
performing the work of a real stock broker by really selling stocks as required to assure that "mirroring is maintained".

6. The method of Claim-Styled Description 5, further comprising the steps of:
disclosing prior game play details of said champions to said real stock trader, such that said real stock trader may evaluate the history of stock trading performance by each of said champions with respect to said real stock trader's potential investments as pertaining thereto.

7. The method of Claim-Styled Description 6, further comprising the steps of:
advertising the business of game based stock management offered by Claim-Styled Description 6 within a campaign designed to leverage otherwise less desirable aspects of said business into a positive image created to entice the public to become involved with said business.

The Claim-Styled Descriptions above are not real claims, but may provide a certain amount of insight into how claims might be made that could read on the present draft.

ABSTRACT OF THE INVENTION

The BUSINESS METHOD FOR GAME BASED STOCK TRADING makes it possible to combine a real stock broker and a virtual trading game that is based upon real stock market conditions into one business model, thus leveraging the skill, experience, research ability, insight and resourcefulness of best in class Virtual Traders to automatically direct the real trading strategies of opt-in participants of On-Line Trading, by maintaining a state called “mirroring” between a selected virtual trading champion and a real stock trader, such that the percentage of said champion’s “total virtual worth” that is fictitiously invested within each and every stock within said game is the same percentage of said real trader’s “total real worth” (all stock holdings or other equity controlled by said real stock broker on behalf of said real trader) that is invested within said each and every stock within reality.

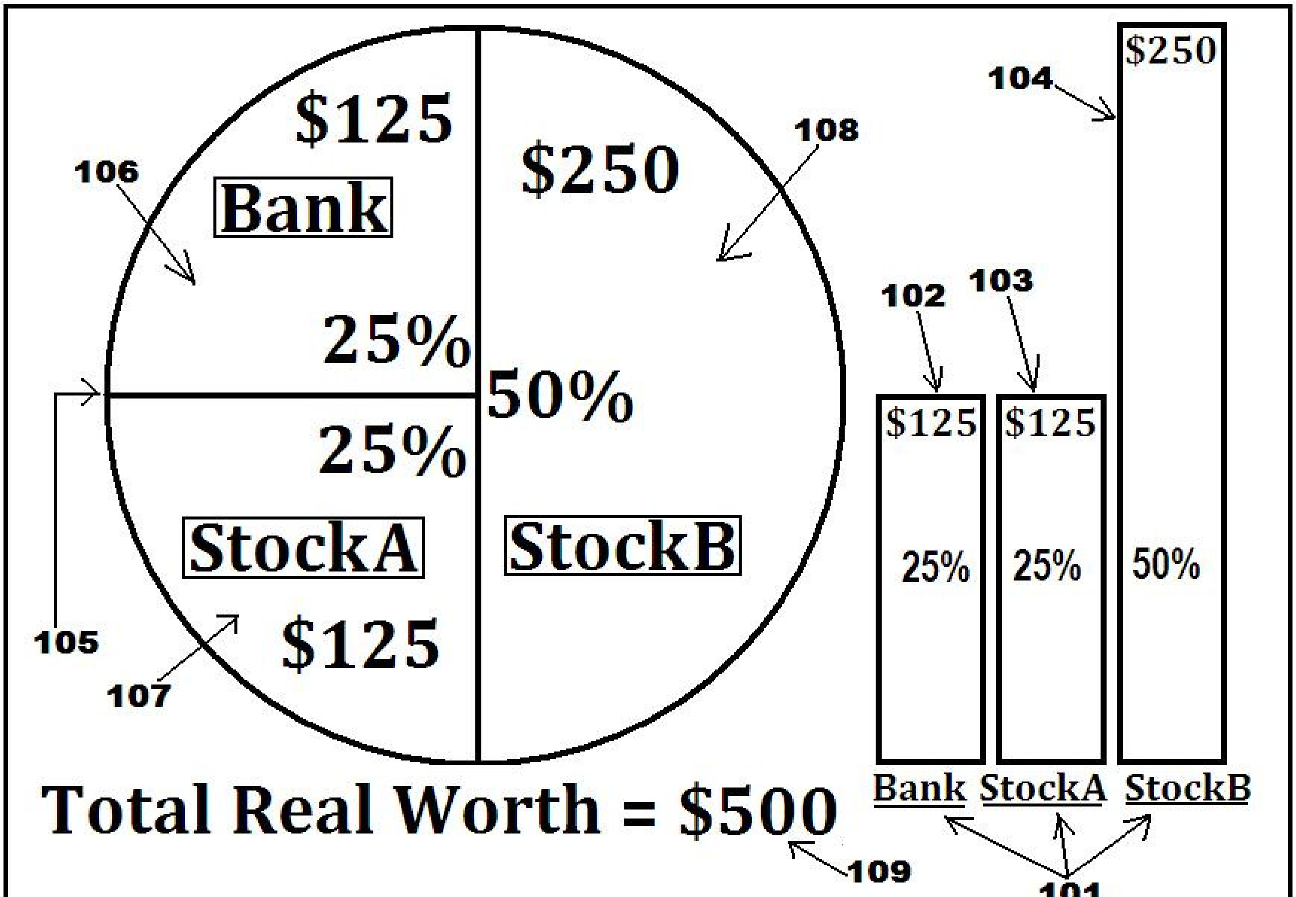
$125
Bank
25%
$250
50%
25%
StockA
StockB
$125
106
108
105
107
104
102
103
$250
$125
$125
25%
25%
50%
Bank
StockA
StockB
Total Real Worth = $500
109
101

Figure 1

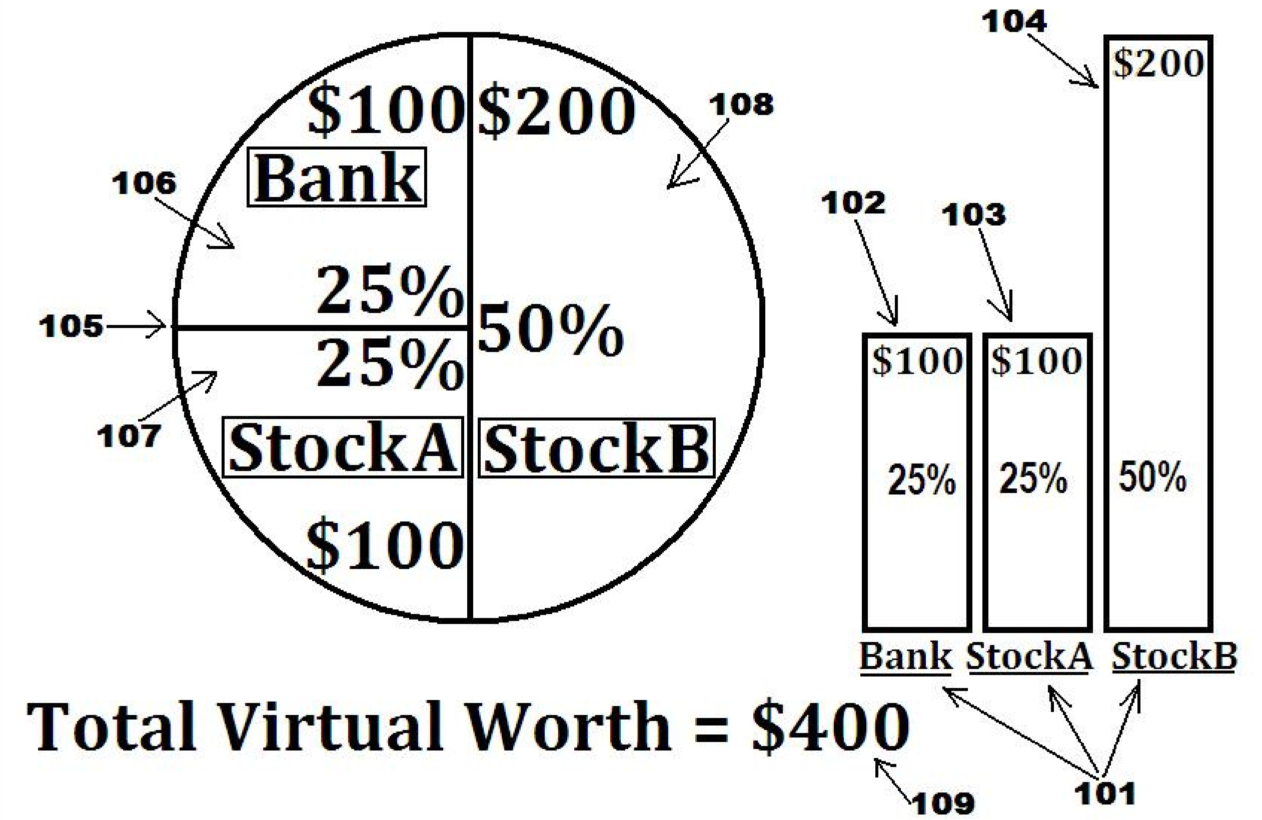
$100
$200
Bank
25%
50%
25%
StockA
StockB
$100
106
105
107
108
102
103
104
$100
$100
$200
25%
25%
50%
Bank
StockA
StockB
Total Virtual Worth = $400
109
101

Figure 2

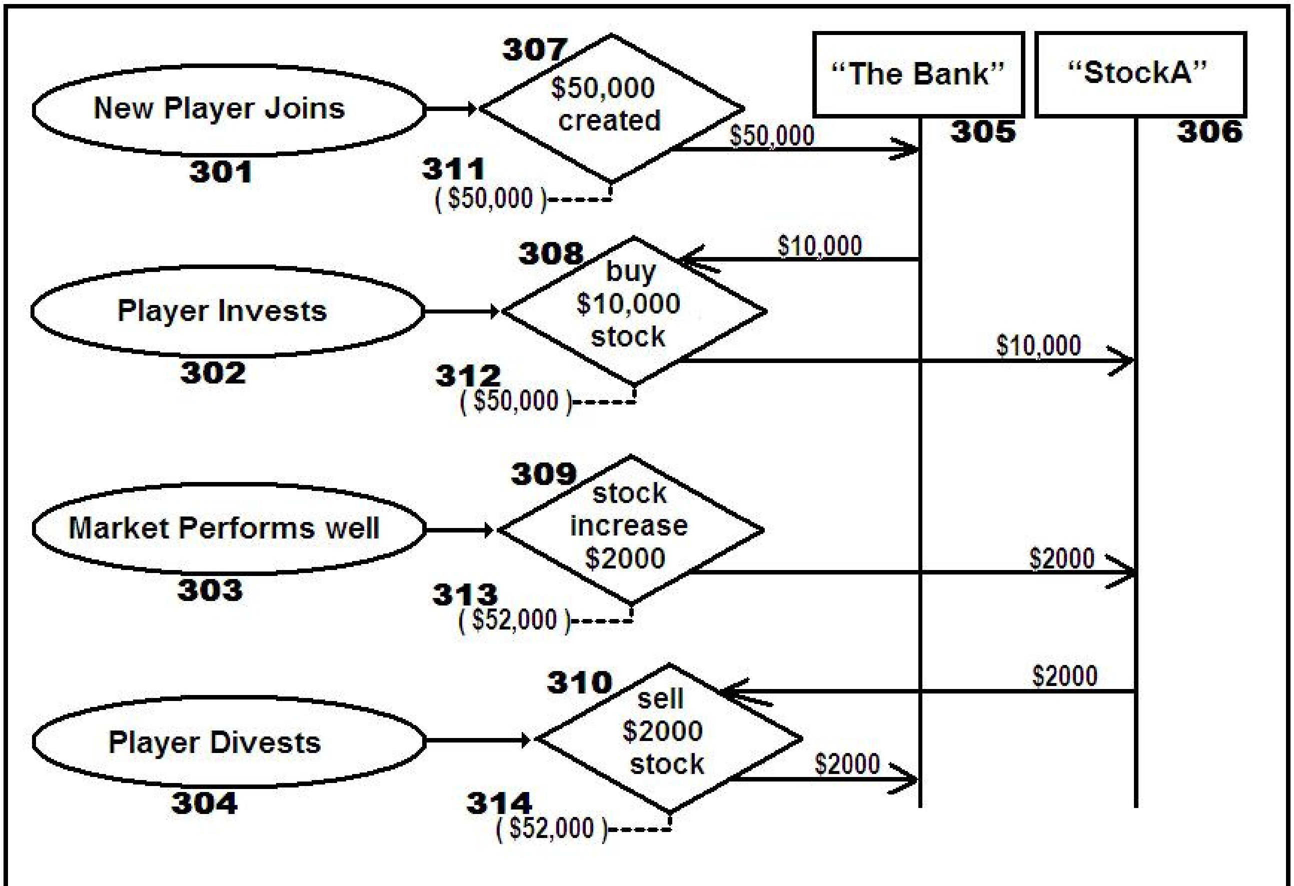
New Player Joins
301
307
$50,000
created
311
($50,000)
$50,000
"The Bank"
305
"StockA"
306
$10,000
308
buy
$10,000
stock
Player Invests
302
312
($50,000)
$10,000
309
stock
increase
$2000
Market Performs well
303
313
($52,000)
$2000
$2000
310
sell
$2000
stock
Player Divests
304
$2000
314
($52,000)

Figure 3

	417	418	419	420	421	422	423
	NickName	**Weeks Playing**	**Total Worth**	**Vetted**	**Champion Placement**	**Being Mirrored**	**Can be Rewarded**
401	Captain Courage	88	$81990	yes	1	yes	Y (Adult)
402	Dorothy Kansas	89	$80442	yes	2	yes	Y (Adult)
403	Toto Too	87	$76540	no	--	--	--
404	Dalmation Spots	74	$70012	yes	3	yes	Not Yet
405	Anabelle Limpkin	72	$69936	yes	4	no	Y (Perm)
406	Joshua Stuart	65	$65040	yes	5	no	Y (Adult)
407	John Galt	48	$62113	yes	6	yes	Y (Perm)
408	Smeegle Gollum	93	$61870	no	--	--	--
409	Princess Curlilocks	86	$60058	yes	7	no	Y (Adult)
410	Area 52 Pilot	63	$59463	yes	8	no	Y (Adult)
411	Sky Diver	77	$52802	yes	9	no	Y (Adult)
412	John316	59	$52700	yes	10	no	Y (Adult)
413	Lucky Starz	49	$52643	yes	--	--	Y (Adult)
414	Mood Indiglow	43	$52105	yes	--	--	Not Yet
415	LavaLampLighter	22	$52098	Not Yet	--	--	Not Yet
416	Groovy Tuesday	53	$51510	--	--	--	--

Figure 4