(54) Title: GAME METHOD OF HITTING THE PRICE INDEX OF STOCKS FOR STUDYING ECONOMICS

(57) Abstract: The present invention relates to a method and apparatus for deciding a correct answer of game for hitting the price index of stocks in permissible error range, giving accumulated goods to user who continually hits the price index of stocks, supporting stock investment for user who gains high marks in the game. In accordance with a game method for hitting the price index of stocks, the method comprising steps of providing game subscription page for user, receiving subscription item corresponding to the game subscription page and input information corresponding to the subscription item, comparing the input information corresponding to the subscription item with today's closing price index, storing comparison result and providing confirmation message for the user, extracting person who gets high marks corresponding to the comparison result, and providing actual stock investment chance for the person who gets high marks corresponding to the comparison result.
GAME METHOD OF HITTING THE PRICE INDEX OF STOCKS FOR

STUDYING ECONOMICS

TECHNICAL FIELD

The present invention relates to a method and apparatus for deciding a correct answer of game for hitting the price index of stocks in permissible error range, giving accumulated goods to user who continually hits the price index of stocks, supporting stock investment for user who gains high marks in the game.

BACKGROUND ART

The conventional game for hitting the price index of stocks is performed by method to give goods or prize money to user who hits exactly the price index of stocks of next day or an approximate value of the price index of stocks of next day within fixed hours. In other word, it is possible to perform the game method by simple database consisted of subscription hour of the user, and numerical value of the price index of stocks.

A problem with the conventional game for hitting the price index of stocks is that the game cannot induce continued interest from the user and the game is simple entertainment game that does not give help to study for economic knowledge and actual stock investment.

A problem with conventional stock investors is that stock investors select reference
person without having data about exact investment tendency and result of the person who gains high marks in imitated stock investment rally and imitate the reference person.

A problem with the conventional site providing stock investment information is that information related to stock transaction like stock order value, trade information provided by site by unit of fixed hours is only general information that does not differ from the information provided through newspaper and news.

**DISCLOSURE OF THE INVENTION**

An object of the present invention is to provide a game apparatus and method for hitting the price index of stocks to capable of having permissible error corresponding to correct answer in fixed range for making user have interest in the game for hitting the price index of stocks and progressively participate in the game for hitting the price index of stocks.

Another object of the present invention is to the game apparatus and method for hitting the price index of stocks capable of inducing the user to subscribe continually the game for hitting the price index of stocks for fixed period of time in order for the user to have continued interest in the price index of stocks and study concept of fluctuation value of the price index of stocks and provide goods and prize money in proportion to frequency of hitting the price index stocks corresponding to game results.

Still another object of the present invention is to the game apparatus and method
for hitting the price index of stocks capable of providing and supports actual stock
investment chance for the person who gains high marks and make new profit.

Still another object of the present invention is to the game apparatus and method
for hitting the price index of stocks capable of providing real-time listed investment
tendency and result of the person who gains high marks in game and participate in actual
stock investment and provide desired investment line.

To achieve these objectives, in accordance with one preferred embodiment of the
present invention, there is provided with a game system and method for hitting the price
index of stocks comprising the steps of providing game subscription page for user;
receiving subscription item corresponding to the game subscription page and input
information corresponding to the subscription item; comparing the input information
corresponding to the subscription item with today's closing price index; storing
comparison result and providing confirmation message for the user; extracting person who
gets high marks in accordance with the comparison result; and providing actual stock
investment chance for the person who gets high marks on the basis of the comparison
result.

Moreover the subscription item is selected from the group consisting of the
composite stock exchange index, price index of futures, closing price index of KOSDAQ,
closing price index of NASDAQ, closing price index of item corresponding to KOSDAQ,
closing price index of item corresponding to NASDAQ and price index of stocks
corresponding to the 3 market.

Moreover the game system and method for hitting the price index of stocks further comprising the step of confirming whether or not the user subscribes to the today's price index of stocks.

Moreover the game system and method for hitting the price index of stocks can provide warning window and compulsory make the user log-out if the user subscribes to the today’s price index of stocks at least one time.

Moreover the game system and method for hitting the price index of stocks can eliminate the user’s data that is formed in buffer corresponding to the user’s connection.

Moreover the game method for hitting the price index of stocks further comprising the step of confirming whether or not the user continuously subscribes to the today’s price index of stocks for fixed period of time.

Moreover the game system and method for hitting the price index of stocks can eliminate the user’s data that is continuously formed for fixed period of time in former days if the user doesn’t continuously subscribe to the today’s price index of stocks for fixed period of time.

Moreover the game system and method for hitting the price index of stocks can repeatedly give continued subscription chance for fixed period of time to the user.

Moreover the game subscription page includes at least item input part and closing price index input part.
Moreover permissible error of the input information and the today’s closing price index is limited to fixed range.

Moreover the input information that is included in the permissible error is correct answer.

Moreover the person who gets high marks is selected according to predetermined standard on the basis of the number of days that continually hits correct answer and correctness rate.

Moreover the correctness rate is the correctness rate of the input information corresponding to the today’s closing price index.

Moreover the predetermined standard corresponds to united ranking including stock investment expert.

Moreover the game method for hitting the price index of stocks further comprising the step of providing the information related to actual stock investment participation for the person who gets the high marks.

Moreover the information related to actual stock investment participation is provided by email.

Moreover the information related to actual stock investment participation includes at least investment model, investment support money and earning rate division.

Moreover the earning rate division is that stock investment participant and operator divide profit that is gained by stock investment participant into fixed two parts.
Moreover the investment support money is determined corresponding to profit that is actually gained by stock investment participant.

Moreover the investment support money is to give power that uses account of fixed money to the person who gets high marks through on-line.

Moreover the power that uses account is limited to the stock investment.

Moreover the game method for hitting the price index of stocks further comprises the step of confirming whether or not the person who gets high marks participates in actual stock investment.

Moreover a general user uses and reflects in real time investment tendency and listed result information corresponding to actual stock investment of the person who gets high marks to the general user's stock investment.

Moreover the general user is limited to the user who becomes membership registration.

Moreover the investment tendency and listed result information are to receive probation of stock investment analyst.

In accordance with another preferred embodiment of the present invention, there is provided with a game system and method for hitting the price index of stocks comprising the steps of providing investment tendency and listed result information corresponding to actual stock investment of person who gets high marks for general user; providing selection page of the person who gets high marks for the general user in order to imitate
stock investment item and stock investment; receiving list of the person who gets high marks from the general user in order to imitate stock investment item and stock investment; and providing present real time state of investment of investment item of the person who gets high marks corresponding to the received list for the general user.

Moreover notice means for providing investment tendency and listed result information corresponding to actual stock investment of person who gets high marks for general user is email, wireless mobile communication unit.

Moreover the general user can imitate investment stock according to present real time state of investment corresponding to investment item of the person who gets high marks.

Moreover service that imitate investment stock according to present real time state of investment corresponding to investment item of the person who gets high marks is charged.

Moreover the game method for hitting the price index of stocks further comprising the step of providing real time investment tendency or listed result information corresponding to investment item of the person who gets high marks corresponding to the received list for the general user.

**BRIEF DESCRIPTION OF THE DRAWINGS**

The above objectives and other advantages of the present invention will become
more apparent in the following detailed descriptions of the preferred embodiments thereof with reference to the attached drawings, in which:

FIG. 1 is a schematic illustration of game for hitting the price index of stocks through network in accordance with one preferred embodiment of the present invention;

FIG. 2 is a concrete illustration of inner parts of game server in accordance with one preferred embodiment of the present invention;

FIG. 3 is a concrete illustration of inner parts of progression unit of game in accordance with one preferred embodiment of the present invention;

FIG. 4 is a concrete illustration of inner parts of management unit of stock investment money in accordance with one preferred embodiment of the present invention;

FIG. 5 is a concrete illustration of inner parts of united database in accordance with one preferred embodiment of the present invention;

FIG. 6 is a flow chart illustrating user's subscription process for game for hitting the price index of stocks in accordance with one preferred embodiment of the present invention;

FIG 7a and 7b are flow charts illustrating progress of game for hitting the price index of stocks in accordance with one preferred embodiment of the present invention;

FIG. 8 is a flow chart illustrating process of progressing actual stock investment in game server in accordance with one preferred embodiment of the present invention;

FIG. 9 is a screen illustration presenting subscription window of the price index
of stocks in accordance with one preferred embodiment of the present invention;

FIG. 10a, 10b and 10c are screen illustrations presenting warning window and message window provided for user in process of progressing game for hitting the price index of stocks in accordance with one preferred embodiment of the present invention;

FIG. 11 is an illustration presenting ranking of subscriber for game in accordance with one preferred embodiment of the present invention;

FIG. 12 is an illustration presenting united ranking of subscriber for game including professional investor in accordance with one preferred embodiment of the present invention;

FIG. 13 is an illustration presenting detailed ranking of subscriber for game in accordance with one preferred embodiment of the present invention;

FIG. 14 is an illustration presenting list of person who gains high marks according to stock investment item in accordance with one preferred embodiment of the present invention;

FIG. 15 is a screen illustration presenting real time state of stock investment of person who gains high marks such as AAA in accordance with one preferred embodiment of the present invention; and

FIG. 16 is a schematic illustration of table corresponding to each database of united database in accordance with one preferred embodiment of the present invention.
DETAILED DESCRIPTION OF THE INVENTION

In the following, preferred embodiments of the present invention will be described in more detail with reference to the accompanying drawings, but it is understood that the present invention should not be limited to the following embodiments.

FIG. 1 is a schematic illustration of game for hitting the price index of stocks through network in accordance with one preferred embodiment of the present invention;

Referring to FIG. 1, game server(101) is coupled to a plurality of users(105) and a plurality of cooperated security corporation(107) through network(103).

The game server(101) provides game for hitting the price index of stocks for user(105) and provides chances for stock investment for person who gains high marks extracted by result game for hitting the price index of stocks through cooperation with cooperated security corporation(107).

Here, the user(105) can observe real time state of stock investment of the person who gains high marks and imitate stock investment of the person who gains high marks.

Also, the game server(101) either can not cooperate with the cooperated security corporation(107) or can cooperate with one or a plurality of cooperated security corporation(107).

Hereinafter the game server will be explained in detail referring to the drawing.

The network(103) can include wire communication network and wireless communication network.
The user(105) can be divided into various classifications such as the user who has interest in stock investment but has short of knowledge of stock investment, the user who has ability of stock investment but has short of money, the user who attends to obtain knowledge of stock investment through game related to stock.

The cooperated security corporation(107) provides information about good material and bad material related to stock, information about state of investment of the person who gains high marks and the price index of stocks for the game server(101).

FIG. 2 is a concrete illustration of inner parts of game server in accordance with one preferred embodiment of the present invention.

Referring to FIG. 2, the game server(101) includes at least input/output unit(201), united database(203), DBMS(Database Management System)(205), progression unit of the game(206), mailing module(207), control unit(209).

The input/output unit(201) transmits and receives data such as mail information that is sent to the user(105), information related to stock received from the security corporation(107) and state information of stock investment received from the person who gains high marks.

The united database(203) includes database for progressing the game for hitting the price index of stocks and database for supporting and managing stock investment of the person who gains high marks.

The united database(203) will be explained in detail referring to the drawing.
The DBMS(205) manages a plurality of datum in united database(203). Here, the DBMS(205) real time deals with the datum.

The progression unit of the game(206) progresses various affairs related to the game for hitting the price index of stocks and stock investment of the person who gains high marks.

The progression method of game for hitting the price index of stocks is that the participant of game compares a predicted value of item such as the composite stock exchange index, price index of futures, closing price index of KOSDAQ, closing price index of NASDAQ, closing price index of item corresponding to KOSDAQ, closing price index of item corresponding to NASDAQ, price index of stocks corresponding to the market with a practical value. Also the participant of game can select a plurality of specific items among the subscription items and make group of the selected items. Here, the game participant participates in the game through the method corresponding to the group of subscription items. Below the subscription item regards as the closing price index of specific item for convenience of explanation.

The person who gains high marks is selected by predetermined standard according to the result of game for hitting the price index of stocks.

The progression unit of game(206) is described in detail referring to the drawing.

The mailing module(207) provides information about the process and result of progressing the game for the user(105) through mail.
Also, the mailing module(207) provides information that is necessary for actual stock investment and whether or not the person who gains high marks and id selected according to the game progression result participate in the actual stock investment for the user(105) through the mail.

Here, the user(105) can confirm information that is necessary for actual stock investment and whether or not the user who gains high marks and id selected according to the game progression result participate in the actual stock investment through connection to the game server(101).

The control unit(209) controls all session in the game server(101).

FIG. 3 is a concrete illustration of inner parts of progression unit of game in accordance with one preferred embodiment of the present invention.

Referring to FIG. 3, the progression unit of game(206) includes at least management unit of stock investment money(301), calculation unit of game marks(303), generation unit of investment information(305).

The management unit of stock investment money(301) manages money that is necessary to stock investment when the person who gains high marks and is selected in stock investment game participates in actual stock investment.

The stock investment money is divided according to the correctness rate of hitting the price index of stocks corresponding to stock investment result of the person who gains high marks. Here, the person who inputs the predicted closing price index in the limit of
error is selected as the person who gains high marks through comparison the closing price index of the specific item input by the user(105) in previous day with the today's closing price index of the same item.

The user(105) can optionally select stock item. Also the user who inputs the predicted closing price index in the limit of error can be divided into a plurality of rankings on the basis of the correctness rate corresponding to comparison result of the closing price index.

For example, HONG GIL-DONG and KIM KIL-DONG subscribe to the game for hitting the price index of stocks. And HONG GIL-DONG inputs the predicted value of GA construction corporation as 20,000 dollar and KIM KIL-DONG inputs predicted value of GA construction corporation as 19,500 dollar.

In this time, if the actual closing price index is 20,300 dollar and the limit of error is ± 5%, the correct answer must exist between 19,285 dollar and 21,315 dollar. The value input from HONG GIL-DONG and KIM KIL-DONG is correct answer and the correctness rate of HONG GIL-DONG is 98. 5% and the correctness rate of KIM GIL-DONG is 96. 0% because HONG GIL-DONG and KIM KIL-DONG input the predicted value in the limit. Here, the limit of error is optionally established by the game server(101).

The management unit of stock investment money(301) decreases the investment support money when earning of the person who gains high marks and participates in actual
stock investment has low earning rate. And the management unit of stock investment money(301) increases the investment support money when earning of the person who gains high marks and participates in actual stock investment has high earning rate.

Also, the management unit of stock investment money(301) limits the investment support money when the person who gains high marks and participates in actual stock investment records loss below the specific standard.

The calculation unit of game marks(303) calculates the game result of the user through comparison the predicted value of closing price index of the specific item input from the user(105) with the actual closing price index.

The value input from the user(105) is correct answer if comparison result of the predicted value of closing price index input from the user(105) and the actual closing price index exists in limit of error.

Here, the user(105) can subscribe to one item a day. But, the game for hitting the price index of stocks can be progressed by the method of subscribing to various items a day. The user(105) must continually hit correct answer for at least two days for receiving the prize money or goods. Also, the user(105) must newly subscribe to the game when the user(105) does not continually subscribe to the game for fixed period of time.

The prize money or goods can be supplied according to the number of day and item that the user(105) continually hits. For example, HONG GIL-DONG accumulates
goods corresponding to the number of day because HONG GIL-DONG continually hits correct answer for 5 days. But the HONG GIL-DONG must newly subscribe to the game when HONG GIL-DONG doesn’t subscribe to the game 6th day and subscribes to the game 7th day. Here HONG GIL-DONG can only receive goods corresponding to the result that HONG GIL-DONG continually hits correct answer for 5 days.

In accordance with another preferred embodiment of the present invention, the user(105) can receive chance capable of participating in the game for hitting the price index of stocks when the user connects to the game for hitting the price index of stocks and continually hits the correct answer more than 3 times.

The method is that game server(101) gives the prize money and goods to good user(105). The game server(101) can notify the state of the user who continually hits the correct answer more than 6 times for stimulating competitive spirit. Also, the game server(101) can provide congratulation message for the user(105) when the user continually hits the correct answer. Here, the congratulation message can include the information that the actual stock investment chance is provided to the user(105) who gains high marks.

The generation unit of investment information(305) provides the information related to the stock investment for the person who gains high marks. The information related to the stock investment can be provided through the cooperation with the cooperated security corporation(107).
Moreover the generation unit of investment information(305) makes list of the tendency and state of stock investment of the person who gains high marks participating in stock investment and provides the list for the user(105). Here, the list of stats and tendency of the person who gains high marks can be probated by the professional investment analyst and be provided to the user(105).

The user(105) can refers to the listed information and reflect the information to the stock investment. Here, the user can be limited to the member who is registered into the game server(105).

FIG. 4 is a concrete illustration of inner parts of management unit of stock investment money in accordance with one preferred embodiment of the present invention.

Referring to FIG. 4, the management unit of stock investment(301) includes at least management unit of investment earning rate(401) and support unit of stock investor(403).

The management unit of investment earning rate(401) calculates the earning rate corresponding to the investment result of the person who gains high marks in the game and participate in actual stock investment and calculates profit of corporation and the person who gains high marks. Also, The management unit of investment earning rate(401) transmits information related to the earning rate of the person who gains high marks to the support unit of stock investment(403).

The support unit of stock investment(403) decides support volume of investment
money and whether or not the investment money is supported to the person who gains high marks using the information related to the earning rate of the person who gains high marks received from the support unit of stock investment(403).

The support volume of investment money increases and decreases by fixed ratio corresponding to fluctuation of the earning rate. Here, when the person who gains high marks in the game records the loss below the fixed standard, the support of investment money can be limited.

FIG. 5 is a concrete illustration of inner parts of united database in accordance with one preferred embodiment of the present invention.

Referring to FIG. 5, united database(203) includes at least game information database(501), user information database(503), game subscription database(505) and cooperated security corporation database(507).

The game information database(501) stores information related to the game for hitting the price index of stocks such as stock item information and information of the price index of stocks.

The user information database(503) stores data such as personal information of the user(105), personal information of the person who gains high marks and personal information of the person who participate in stock investment.

The game subscription database(505) stores data such as information of the predicted value of the closing the price index corresponding to the item selected by the
user(105), information of date that the user(105) subscribes to the game, information of user who hits the correct answer, information of ranking of the user(105).

The cooperated security corporation database(507) stores data such as stock information real time provided from the cooperation security corporation(107), state information of investment of the person who gains high marks in the game and participate in actual stock investment, personal information of the cooperated security corporation.

FIG. 6 is a flow chart illustrating user’s subscription process for game for hitting the price index of stocks in accordance with one preferred embodiment of the present invention.

Referring to FIG. 6, the user(105) performs user login for participating in the game for hitting the price index of stocks through connection to the game server(101)(step 601). The game server(101) confirms whether or not the login is valid. When the login is not valid is confirmed(step 603), the user must become membership registration and repeatedly try login(step 605). When the login is valid, the user(105) connects to the subscription window of the price index of stocks(step 607).

The user(105) connecting to the subscription window of the price index of stocks decides whether not the user subscribes to the game(step 609). The user can select "VIEW HELP" when the user(105) need "HELP" about the game subscription(step 611). Here, the content of "HELP" can include at least information such as method of progressing the game, goods provided to the person who gains high marks and content of
provision of stock investment chance. Also, the user(105) can confirm information for predicting the price index of stocks using “HELP”.

The user(105) can input the item and the price index of stocks through clicking the “AGAIN” button when the user wants to change the item and the price index of stocks (step 613). Here, old data is eliminated when the user(105) clicks the “AGAIN” button.

The user(105) clicks “CONFIRMATION” button after inputting the item and the price index of stocks. And then the input content is stored (step 615).

FIG 7a and 7b are flow charts illustrating progress of game for hitting the price index of stocks in accordance with one preferred embodiment of the present invention.

Referring to FIG. 7a, 7b, the game server(101) receives USER CONNECTION REQUEST SIGNAL from the user(105) who wants to participate in the game for hitting the price index of stocks (step 701). The game server(101) confirms user certification corresponding to the USER CONNECTION REQUEST SIGNAL (step 703).

When the user(105) isn’t member, the game server(101) provides membership registration page for the user(105) (step 705).

When the result of user certification is valid, the game server(101) confirms member information corresponding to the result of user certification (step 707) and confirms whether or not the user(105) subscribes to the today’s price index of stocks (step 709).

When the user(105) subscribes to the today’s price index of stocks at least one
time, the game server(101) provides warning page(step 711) and compulsory makes the user(105) logout(step 739). And then the game server(101) eliminates the user's data from in buffer(step 741).

When the user(105) does not subscribe to the today’s price index of stocks , the game server(101) confirms whether or not the user continually subscribes to the game(step 709).

When the user(105) doesn't continually subscribe to the game, the game server(101) provides the warning message for the user(105)(step 715) and eliminates old subscription information(step 717). Here, the game server(101) can give accumulated goods to the user(105) corresponding to the old subscription result.

The game server(101) provides the subscription page(step 719) and wait for input of stock price information(step 721) after confirming whether or not the user continually subscribes to the game.

The game server(101) judges whether or not the user(105) inputs the item and the price index of stocks(step 727). Here, the price index of stocks is the predicted value of closing price index of specific item selected by the user(105).

When “HELP BUTTON SIGNAL” is received from the user(105)(step 723), the game server(101) provides the “HELP” page for the user(105)(step 725). Here, the content of “HELP” can include at least the information such as method of progressing the game, goods provided to the person who gains high marks and content of provision of
stock investment chance. Also, the user(105) can confirm the information for predicting the price index of stocks using “HELP”.

When “AGAIN BUTTON SIGNAL” is received from the user(105)(step 727), the game server(101) eliminates the old input information(step 729) and waits for input of new information(step 731).

The game server(101) receives the “CONFIRMATION BUTTON SIGNAL” from the user(105)(step 733). And then the game server(101) stores subscription result corresponding to the input of user(105) in database(505)(step 735).

The game server(101) provides the storage completion confirmation message(step 737) and makes the user(105) logout(step 739) after performing the step 735.

The game server(101) eliminates the data of user(105) in buffer(step 741) after making the user(105) logout.

FIG. 8 is a flow chart illustrating process of progressing actual stock investment in game server in accordance with one preferred embodiment of the present invention.

Referring to FIG. 8, the game server(101) extracts the person who gains high marks corresponding to the game subscription result(step 801). The game server(101) selects the person who gains high marks for providing stock investment chance among the extracted person who gains high marks(step 803). Here, the game server(101) can provide information related to participation of stock investment for the selected person who gains high marks through e-mail using mailing module(207).
The game server(101) confirms whether not the selected person who gains high marks participates in the stock investment(step 805) and then the game server(101) establishes limit of investment money when the selected person who gains high marks participates in the stock investment(step 807). Here, the limit of investment money can be differently divided according to the correctness rate of the selected person who gains high marks.

The game server(101) open an account having limited use right(step 809) after establishing the limit of investment money. Here, the money of account is managed by the game server(101) and the selected person who gains high marks can only progress the investment. The game server manages the account through consultation with the cooperated security corporation and financial company.

When stock investment is progressed by the selected person who gains high marks(step 811), the game server(101) analyzes the investment tendency of the selected person who gains high marks(step 813). Here, real time state information of investment is provided to the game server(101) from the cooperated security corporation(107) and then the game server can analyze the investment tendency.

The game server(101) real time provides listed investment tendency of the selected person who gains high marks for general member(step 815). The general user can reflect the listed investment tendency to user's stock investment.

The game server(101) analyzes the earning rate corresponding to investment result
of the selected person who gains high marks (step 817).

And then the game server (101) divides profit corresponding to the analyzed earning rate (step 819). Here, the profit can be divided into two parts (the selected person who gains high marks and the game server operator). For example, the person who gains high marks and the game server operator divides the profit by 50%.

FIG. 9 is a screen illustration presenting subscription window of the price index of stocks in accordance with one preferred embodiment of the present invention.

Referring to FIG. 9, the user (105) can input the predicted value of closing price index corresponding to the selected item after selecting the item and detailed item using input panel (901) of subscription page of price index of stocks. The user (105) can confirm “HELP” information related to the game through clicking “HELP” button.

Also, the user (105) can receive the concrete information about stock prices using the “HELP” button (903).

The user (105) can store the input result through clicking “CONFIRMATION” button (905) after inputting the predicted value of closing price index. Also, the user (105) can edit input result through clicking “AGAIN” button in fixed period of time after inputting the predicted value of closing price index when the user wants to edit the input result.

The subscription page of price index of stocks can include good materials (909) and bad materials (911) that is useful to progress the game.
FIG. 10a, 10b and 10c are screen illustrations presenting warning window and message window provided for user in process of progressing game for hitting the price index of stocks in accordance with one preferred embodiment of the present invention.

Referring to FIG. 10a, 10b, 10c, the subscription completion message window of FIG. 10a presents content that the result input from the user is stored.

The warning window of FIG. 10b presents content that the user (105) can only subscribe the game one time for a day when the user subscribes to the game for hitting the price index of stocks.

The message window of FIG. 10c presents content that old data is eliminated because the user does not subscribe to the game. Here, the game server (101) can give the accumulated goods to the user (105) corresponding to the old data that the user subscribed to the game.

FIG. 11 is an illustration presenting ranking of subscriber for game in accordance with one preferred embodiment of the present invention.

Referring to the FIG. 11, the screen of ranking of subscriber for the game includes ranking of subscriber for the game, ID, lever of the subscriber, frequency of correct answer, “VIEW UNITED RANKING” button (1101) and “VIEW DETAILED RANKING” button (1103).

The ranking of subscriber for the game is decided according to the continued frequency of hitting correct answer. Here, the ranking can be decided on the basis of the
correctness rate of hitting the correct answer when the continued frequency of hitting correct answer is same. The user(105) can confirm the detailed ranking through clicking the "VIEW DETAILED RANKING"(1103) for observing the more detailed ranking.

An objective standard of stock investment ability isn't made by competition of the user who participates in the game. So, the game server(101) can select the user who has ability to be second to the ability of professional stock investor through participation of the professional stock investor to the game for hitting the price index of stocks.

The user can confirm the united ranking including the professional investor through clicking the "VIEW UNITED RANKING"(1101).

The lever of subscriber for game(1105) can be given to the subscriber for the game by order such as gold medal, silver medal, copper medal, gold star, silver star corresponding to the result of subscriber for game.

FIG. 12 is an illustration presenting united ranking of subscriber for game including professional investor in accordance with one preferred embodiment of the present invention.

Referring to FIG. 12, the screen of the united ranking of subscriber for game can include ranking, ID, frequency of correct answer, correctness rate.

The game server(101) can make more objective standard through the ranking that includes not also the ranking of subscriber for game but also the ranking of the professional investor. For example, the professional investor1(1201) is first because the
professional investor1(1201) continually hits the correct answer 11 times and the correctness rate of professional investor1 is 99.4%.

Moreover, the user having ID of “AAA”(1203) is second because the user having ID of “AAA”(1203) continually hits the correct answer 10 times and the correctness rate of professional investor1 is 98.5%. Here, the subscriber for game who has ID of “AAA” and level of gold medal has ability to be second to ability of actual professional stock investor. Also, the subscriber for game can confirm substantial ranking through comparison with actual professional stock investor.

FIG. 13 is an illustration presenting detailed ranking of subscriber for game in accordance with one preferred embodiment of the present invention.

Referring to FIG. 13, the user(105) can confirm the detailed ranking of subscriber for game and the state of actual stock investment through the screen of detailed ranking on the basis of correctness rate. The user(105) can real time view the state of investment of the person who gains high marks corresponding to each ranking through selection of “VIEW STATE OF INVESTMENT”(1101). Here, the data can be limited to the user(105) who becomes membership registration.

Also, the page selecting the person who gains high marks is provided to the user(105) who becomes the membership registration from the game server(101). And then the member can imitate the specific stock investment item and stock investment. If the user(105) selects the person who gains high marks and stock investment item.
The game server(101) can provide the real time state of stock investment of the person who gains high marks for the user(105) when the person who gains high marks corresponding to the selection selects stock investment to the selected item.

The user(105) can imitate stock investment after viewing the real time state of stock investment of the person who gains high marks provided from the game server(101). Here, the real time state of stock investment of the person who gains high marks can be provided to the user(105) through e-mail, wireless communication unit.

The service imitating the stock investment of the person who gains high marks corresponding to the item that the user(105) wants is provided. Also, the game server(101) can make investment reason mentioned and use investment reason as information of stock investment when the user(105) take stock investment using the real time state of stock investment of the person who gains high marks.

FIG. 14 is an illustration presenting list of person who gains high marks according to stock investment item in accordance with one preferred embodiment of the present invention.

Referring to FIG. 14, the screen of list of the person who gains high marks according to the stock investment item presents list of the person who gains high marks recording high earning rate according to stock investment item among the person who gains high marks participating in actual stock investment.

The person who gains high marks according to the stock investment item is
selected by basis on the data such as the game result of the person who gains high marks and the profit of actual stock investment for example, the person who gains high marks according to the stock investment item is limited to higher-ranking 100 persons corresponding to the game result and the profit of actual stock investment.

The user(105) can observe the real time state of stock investment of the person who gains high marks and tendency of stock investment recording high earning rate among stock investment that the user(105) wants through the list of the person who gains high marks according to the stock investment item. Here, the observation can be provided charged.

FIG. 15 is a screen illustration presenting real time state of stock investment of person who gains high marks such as AAA in accordance with one preferred embodiment of the present invention.

Referring to FIG. 15, the user (105) can observe the state of stock investment of the “AAA” person who gains high marks through clicking the “VIEW STATE OF INVESTMENT” button(1101, 1401) of the “AAA” person who gains high marks. The page of state of stock investment of the “AAA” person who gains high marks can include part representing present time(1201) capable of confirming that the data is real time provided(1201), part representing support money that is provided to the “AAA” person who gains high marks(1203), panel representing the state of stock investment(1205), part representing total profit and the profit division corresponding to the total profit.
The panel representing the state of stock investment (1205) can provide stock investment item of the "AAA" person who gains high marks, current volume corresponding to the stock investment item, state of increasing or decreasing, buy time and sell time, stock buy quantity and profit. Here, the game server (101) can analyze more detailed investment intent because the person who gains high marks mentions buy and sell reason when the person who gains high marks buys and sells the item.

The state of stock investment and tendency of stock investment is usefully provided to the user (105) through probation of stock investment analyst.

FIG. 16 is a schematic illustration of table corresponding to each database of united database in accordance with one preferred embodiment of the present invention.

Referring to FIG. 16, the united database can include member information table, game subscription result table, stock investment table. Here, the united database can further include table of the person who gains high marks, table of cooperated security corporation table. The content of each column corresponding to united database table is general. So we will omit the explanation of the content of each column.

Although the present invention has been described in terms of various embodiments, it is not intended that the invention be limited to these embodiments. Modification within the spirit of the invention will be apparent to those experienced in giving or receiving counseling.
INDUSTRIAL APPLICABILITY

The present invention can provide a game apparatus and method for hitting the price index of stocks that enables user to obtain concept and basic knowledge of stock investment.

The present invention can provide the game apparatus and method for hitting the price index of stocks that can improves user’s economic knowledge such as the current of stock price and common sense of investment and induce sound stock investment.

The present invention can provide the game apparatus and method for hitting the price index of stocks that can induce continued interest from the user through continued accumulated game method and accumulated goods.

The present invention can provide the game apparatus and method for hitting the price index of stocks that can select investors on the basis of data about investment tendency and result of the person who gains high marks in game and participates in actual stock investment and imitate the investors.
What is claimed is

1. A game method for hitting the price index of stocks, comprising the steps of:
   providing game subscription page for user;
   receiving subscription item corresponding to the game subscription page and input
   information corresponding to the subscription item;
   comparing the input information corresponding to the subscription item with
   today's closing price index;
   storing comparison result and providing confirmation message for the user;
   extracting person who gets high marks in accordance with the comparison result;

   and

   providing actual stock investment chance for the person who gets high marks on
   the basis of the comparison result.

2. The method of claim 1,

   wherein the subscription item is selected from the group consisting of the
   composite stock exchange index, price index of futures, closing price index of KOSDAQ,
   closing price index of NASDAQ, closing price index of item corresponding to KOSDAQ,
   closing price index of item corresponding to NASDAQ and price index of stocks
   corresponding to the 3 market.
3. The method of claim 1,

further comprising the step of confirming whether or not the user subscribes to the today’s price index of stocks.

4. The method of claim 3, further comprising the step of

providing warning window and compulsory making the user log-out if the user subscribes to the today’s price index of stocks at least one time.

5. The method of claim 4, further comprising the step of

eliminating the user’s data that is formed in buffer corresponding to the user’s connection.

6. The method of claim 1,

further comprising the step of confirming whether or not the user continuously subscribes to the today’s price index of stocks for fixed period of time.

7. The method of claim 6, further comprising the step of

eliminating the user’s data that is continually formed for fixed period of time in former days if the user doesn’t continually subscribe to the today’s price index of stocks for fixed period of time.
8. The method of claim 7, further comprising the step of repeatedly giving continued subscription chance for fixed period of time to the user.

9. The method of claim 1, wherein the game subscription page includes at least item input part and closing price index input part.

10. The method of claim 1, wherein the permissible error of the input information and the today’s closing price index is limited to fixed range.

11. The method of claim 10, wherein the input information included in the permissible error is correct answer.

12. The method of claim 1, wherein the person who gets high marks is selected according to predetermined standard on the basis of the number of days that continuously hits correct answer and correctness rate.

13. The method of claim 12,
wherein the correctness rate is the correctness rate of the input information corresponding to the today’s closing price index.

14. The method of claim 12,

wherein the predetermined standard corresponds to united ranking including stock investment expert.

15. The method of claim 1,

further comprising the step of providing the information related to actual stock investment participation for the person who gets the high marks.

16. The method of claim 15,

wherein the information related to actual stock investment participation is provided by email.

17. The method of claim 15,

wherein the information related to actual stock investment participation includes at least investment model, investment support money and earning rate division.

18. The method of claim 17,
wherein the earning rate division is that stock investment participant and operator divide profit that is gained by stock investment participant into fixed two parts.

19. The method of claim 17,

wherein the investment support money is determined corresponding to profit that is actually gained by stock investment participant.

20. The method of claim 17,

wherein the investment support money is to give power that uses account of fixed money to the person who gets high marks through on-line.

21. The method of claim 20,

wherein the power that uses account is limited to the stock investment.

22. The method of claim 1,

further comprising the step of confirming whether or not the person who gets high marks participates in actual stock investment.

23. The method of claim 1,

wherein a general user uses and reflects in real time investment tendency and listed
result information corresponding to actual stock investment of the person who gets high marks to the general user's stock investment.

24. The method of claim 23, wherein the general user is limited to the user who becomes membership registration.

25. The method of claim 23, the investment tendency and listed result information are to receive probation of stock investment analyst.

26. A game method for hitting the price index of stocks, comprising the steps of:

providing investment tendency and listed result information corresponding to actual stock investment of person who gets high marks for general user;

providing selection page of the person who gets high marks for the general user in order to imitate stock investment item and stock investment;

receiving list of the person who gets high marks from the general user in order to imitate stock investment item and stock investment; and

providing present real time state of investment of investment item of the person who gets high marks corresponding to the received list for the general user.
27. The method of claim 26,

wherein notice means for providing investment tendency and listed result information corresponding to actual stock investment of person who gets high marks for general user is email, wireless mobile communication unit.

28. The method of claim 27,

wherein the general user can imitate investment stock according to present real time state of investment corresponding to investment item of the person who gets high marks.

29. The method of claim 28,

wherein service that imitate investment stock according to present real time state of investment corresponding to investment item of the person who gets high marks is charged.

30. The method of claim 26,

further comprising the step of providing real time investment tendency or listed result information corresponding to investment item of the person who gets high marks corresponding to the received list for the general user.
31. A system for hitting the price index of stocks comprising:

a storage device; and

a processor coupled to the storage device,

the storage device storing

a program for controlling the processor; and

the processor operative with the program to provide game subscription page for user;

receive subscription item corresponding to the game subscription page and input information corresponding to the subscription item;

compare the input information corresponding to the subscription item with today's closing price index;

store comparison result and providing confirmation message for the user;

extract person who gets high marks corresponding to the comparison result; and

provide actual stock investment chance for the person who gets high marks corresponding to the comparison result.

32. A system for hitting the price index of stocks, the system comprising:

a storage device; and

a processor coupled to the storage device,
a program for controlling the processor; and
the processor operative with the program to provide investment tendency and listed
result information corresponding to actual stock investment of person who gets high marks
for general user;

provide selection page of the person who gets high marks for the general user in
order to imitate stock investment item and stock investment;

receive list of the person who gets high marks from the general user in order to
imitate stock investment item and stock investment; and

provide present real time state of investment of investment item of the person who
gets high marks corresponding to the received list for the general user.
AMENDED CLAIMS
[received by the International Bureau on 01 September 2001 (01.09.01); original claims 1-23 and 25 amended; remaining claims unchanged (6 pages)]

1. A game method for hitting the price index of stocks, the method comprising steps of:

   5 providing game subscription page for user;

   receiving subscription item corresponding to the game subscription page and input information corresponding to the subscription item;

   comparing the input information corresponding to the subscription item with today’s closing price index;

   10 storing comparison result and providing confirmation message for the user;

   extracting person who gets high marks corresponding to the comparison result;

   and

   providing actual stock investment chance for the person who gets high marks corresponding to the comparison result.

15

2. The method of claim 1,

   the subscription item is selected from the group consisting of the composite stock exchange index, price index of futures, closing price index of KOSDAQ, closing price index of NASDAQ, closing price index of item corresponding to KOSDAQ,

20 closing price index of item corresponding to NASDAQ and price index of stocks
corresponding to the 3 market.

3. The method of claim 1,

the game method for hitting the price index of stocks further comprising the step

of confirming whether or not the user subscribes to the today’s price index of stocks.

4. The method of claim 3,

providing warning window and compulsory making the user log-out if the user

subscribes to the today’s price index of stocks at least one time.

5. The method of claim 4,

eliminating the user’s data that is formed in buffer corresponding to the user’s

connection.

6. The method of claim 1,

the game method for hitting the price index of stocks further comprising the step

of confirming whether or not the user continuously subscribes to the today’s price index

of stocks for fixed period of time.

7. The method of claim 6,
eliminating the user’s data that is continuously formed for fixed period of time in former days if the user doesn’t continuously subscribe to the today’s price index of stocks for fixed period of time.

8. The method of claim 7,
repeatedly giving continuous subscription chance for fixed period of time to the user.

9. The method of claim 1,
wherein the game subscription page at least includes item input part and closing price index input part.

10. The method of claim 1,
wherein permissible error of the input information and the today’s closing price index is limited to fixed range.

11. The method of claim 10,
wherein the input information that is included in the permissible error is correct answer.
12. The method of claim 1,
wherein the person who gets high marks is selected according to predetermined standard based on the number of days that continuously hits correct answer and correctness rate.

13. The method of claim 12,
wherein the correctness rate is the correctness rate of the input information corresponding to the today’s closing price index.

14. The method of claim 12,
wherein the predetermined standard corresponds to united ranking including stock investment expert.

15. The method of claim 1,
the game method for hitting the price index of stocks further comprising the step of providing the information related to actual stock investment participation for the person who gets the high marks.

16. The method of claim 15,
wherein the information related to actual stock investment participation is
provided by email.

17. The method of claim 15,

wherein the information related to actual stock investment participation at least includes investment model, investment support money and earning rate division.

18. The method of claim 17,

wherein the earning rate division is that stock investment participant and operator divide profit that is gained by stock investment participant into fixed two parts.

19. The method of claim 17,

wherein the investment support money is determined corresponding to profit that is actual gained by stock investment participant.

20. The method of claim 17,

wherein the investment support money is to give power that uses account of fixed money to the person who gets high marks through on-line.

21. The method of claim 20,
wherein the power that uses account is limited to the stock investment.

22. The method of claim 1,

the game method for hitting the price index of stocks further comprising the step

of confirming whether or not the person who gets high marks participates in actual stock investment.

23. The method of claim 1,

wherein general user uses and reflects in real time investment tendency and

listed achievement information corresponding to actual stock investment of the person who gets high marks to the general user's stock investment.

24. The method of claim 23,

wherein the general user is limited to the user who becomes membership registration.

25. (amended) The method of claim 23,

the investment tendency and the listed achievement information is to receive probation of stock investment analyst.
STATEMENT UNDER ARTICLE 19 (1)

I/We amended claims under the article 19 of PCT. In amend claim 25, the method of claim 1 is changed to the method of claim 23.
FIG. 3

MANAGEMENT UNIT OF STOCK INVESTMENT MONEY

CALCULATION UNIT OF GAME MARKS

GENERATION UNIT OF INVESTMENT INFORMATION
FIG. 4

301

MANAGEMENT UNIT OF INVESTMENT EARNING RATE

SUPPORT UNIT OF STOCK INVESTOR

401

403
START

USER LOGIN

WHETHER OR NOT LOGIN IS VALID?

YES

CONNECT TO SUBSCRIPTION WINDOW OF THE PRICE INDEX OF STOCKS

"AGAIN" BUTTON

"CONFIRMATION" BUTTON AFTER ITEM SELECTION AND INPUT OF THE PRICE INDEX OF STOCKS

NO

MEMBERSHIP REGISTRATION

"VIEW HELP"

END
8/17
Fig. 7B

A

S723
RECEIVE "HELP BUTTON SIGNAL"?

NO

YES

PROVIDE "HELP" PAGE

S725

S722
INPUT ITEM AND THE PRICE INDEX OF STOCKS?

NO

YES

S729
ELIMINATE OLD INPUT INFORMATION

S731
WAIT FOR INPUT OF NEW INFORMATION

S733
RECEIVE "CONFIRMATION BUTTON SIGNAL"

S735
STORE USER'S SUBSCRIPTION RESULT IN DATABASE

S737
STORAGE COMPLETION MESSAGE ABOUT "STORED"

S739
LOG OUT

S741
ELIMINATE DATE IN BUFFER

END
FIG. 8

START

9/17

S801
EXTRACT PERSON WHO GAINS HIGH MARKS

S803
PROVIDE INFORMATION RELATED TO STOCK INVESTMENT PARTICIPATION

S805
CONFIRM STOCK INVESTMENT PARTICIPATION?

NO

YES

S807
ESTABLISH LIMIT OF INVESTMENT MONEY

S809
OPEN AN ACCOUNT HAVING LIMITED USE POWER

S811
PROGRESS TENDENCY

S813
ANALYZE INVESTMENT TENDENCY

S815
PROVIDE INVESTMENT INFORMATION FOR MEMBER

S817
ANALYZE EARNING RATE

S819
DIVIDE PROFIT

END
FIG. 9

HIT THE PRICE INDEX OF STOCKS

SELECT ITEM

ITEM ▼
KOSPI ▼
KOSDAQ ▼
NASDAQ ▼
FUTURE INDEX ▲

SELECT ITEM

TYPE OF INDUSTRY ▼
MANUFACTURING INDUSTRY ▼
CIRCULATING INDUSTRY ▼
CONSTRUCTION INDUSTRY ▼
FINANCIAL BUSINESS ▲

ITEM ▼
PHARMACY ▼
TEXTILES ▼
MEDICINE ▼
PAPER MANUFACTURE ▼
STEEL MANUFACTURE ▲

901
GOOD MATERIAL
PROSPECT 7.3% RATE OF GROWTH
CONTINUOUS PROFIT IMPROVEMENT

911
BAD MATERIAL
BUS, SUBWAY, RAILROAD,
CHARGES FOR PUBLIC SERVICE RAISES
11/17
FIG. 10A

DATA IS STORED
YOU CAN RECEIVE MANY WHEN YOU MUST CONTINUOUSLY SUBSCRIBE TO GAME FOR X DAYS

CONFIRMATION

FIG. 10B

YOU CAN ONLY SUBSCRIBE TO GAME ONE TIME FOR A DAY

CONFIRMATION

FIG. 10C

OLD DATA IS ELIMINATED BECAUSE YOU DOESN'T CONTINUINGLY SUBSCRIBE TO GAME
NOW NEWLY SUBSCRIBE TO GAME

CONFIRMATION
RANKING OF SUBSCRIBER FOR GAME FOR HITTING THE PRICE INDEX OF STOCKS

<table>
<thead>
<tr>
<th>RANKING</th>
<th>ID(LEVEL)</th>
<th>FREQUENCY OF CORRECT ANSWER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>AAA(GOLD MEDAL)</td>
<td>CONTINUED 10</td>
</tr>
<tr>
<td>2</td>
<td>BBB(GOLD MEDAL)</td>
<td>CONTINUED 10</td>
</tr>
<tr>
<td>3</td>
<td>CCC(SILVER MEDAL)</td>
<td>CONTINUED 9</td>
</tr>
<tr>
<td>4</td>
<td>DDD(SILVER MEDAL)</td>
<td>CONTINUED 8</td>
</tr>
<tr>
<td>5</td>
<td>EEE(COPPER MEDAL)</td>
<td>CONTINUED 7</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>RANKING</td>
<td>ID</td>
<td>FREQUENCY OF CORRECT ANSWER</td>
</tr>
<tr>
<td>---------</td>
<td>-------------------</td>
<td>-----------------------------</td>
</tr>
<tr>
<td>1</td>
<td>PROFESSIONAL INVESTOR 1</td>
<td>CONTINUED 11</td>
</tr>
<tr>
<td>2</td>
<td>AAA (GOLD MEDAL)</td>
<td>CONTINUED 10</td>
</tr>
<tr>
<td>3</td>
<td>BBB (GOLD MEDAL)</td>
<td>CONTINUED 10</td>
</tr>
<tr>
<td>4</td>
<td>PROFESSIONAL INVESTOR 2</td>
<td>CONTINUED 9</td>
</tr>
<tr>
<td>5</td>
<td>CCC (SILVER MEDAL)</td>
<td>CONTINUED 9</td>
</tr>
<tr>
<td>...</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
VIEW DETAILED RANKING OF GAME FOR HITTING THE PRICE INDEX OF STOCKS

YOU CAN OBSERVE STATE OF STOCK INVESTMENT OF PERSON WHO GAINS HIGH MARKS (BUT, ONLY MEMBER)

<table>
<thead>
<tr>
<th>RANKING</th>
<th>ID</th>
<th>CORRECTNESS RATE</th>
<th>VIEW STATE OF INVESTMENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>AAA</td>
<td>98.5%</td>
<td>1101</td>
</tr>
<tr>
<td>2</td>
<td>BBB</td>
<td>97.1%</td>
<td>VIEW STATE OF INVESTMENT</td>
</tr>
<tr>
<td>3</td>
<td>CCC</td>
<td>95.8%</td>
<td>VIEW STATE OF INVESTMENT</td>
</tr>
<tr>
<td>4</td>
<td>DDD</td>
<td>94.3%</td>
<td>VIEW STATE OF INVESTMENT</td>
</tr>
<tr>
<td>5</td>
<td>EEE</td>
<td>94.2%</td>
<td>VIEW STATE OF INVESTMENT</td>
</tr>
<tr>
<td>RANKING</td>
<td>CONSTRUCTION INDUSTRY</td>
<td>MANUFACTURING INDUSTRY</td>
<td>CIRCULATING INDUSTRY</td>
</tr>
<tr>
<td>---------</td>
<td>------------------------</td>
<td>-------------------------</td>
<td>----------------------</td>
</tr>
<tr>
<td>1</td>
<td>AAA (GOLD MEDAL)</td>
<td>BB (GOLD MEDAL)</td>
<td>CCC (SILVER MEDAL)</td>
</tr>
<tr>
<td>2</td>
<td>BB (GOLD MEDAL)</td>
<td>CC (GOLD MEDAL)</td>
<td>DDD (SILVER MEDAL)</td>
</tr>
<tr>
<td>3</td>
<td>CC (GOLD MEDAL)</td>
<td>DD (GOLD MEDAL)</td>
<td>EE (COPPER MEDAL)</td>
</tr>
<tr>
<td>4</td>
<td>DD (GOLD MEDAL)</td>
<td>EE (GOLD MEDAL)</td>
<td>FF (COPPER MEDAL)</td>
</tr>
<tr>
<td>5</td>
<td>EE (GOLD MEDAL)</td>
<td>FF (GOLD MEDAL)</td>
<td>GG (COPPER MEDAL)</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

FIG. 14
<table>
<thead>
<tr>
<th>NUMBER</th>
<th>ITEM</th>
<th>CURRENT PRICE</th>
<th>STATE</th>
<th>BUY</th>
<th>SELL</th>
<th>QUANTITY</th>
<th>PROFIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>XX PRODUCT</td>
<td>16,000 DOLLAR</td>
<td>▲</td>
<td>12,500 DOLLAR 00 MONTH 00 DAY 00 HOUR 00 MINUTE 00 SECOND</td>
<td>16,000 DOLLAR 00 MONTH 00 DAY 00 HOUR 00 MINUTE 00 SECOND</td>
<td>100STOCKS</td>
<td>+350,000 DOLLAR</td>
</tr>
<tr>
<td>2</td>
<td>YY FIRM</td>
<td>25,000 DOLLAR</td>
<td>▲</td>
<td>19,000 DOLLAR 00 MONTH 00 DAY 00 HOUR 00 MINUTE 00 SECOND</td>
<td>24,000 DOLLAR 00 MONTH 00 DAY 00 HOUR 00 MINUTE 00 SECOND</td>
<td>200STOCKS</td>
<td>+1,000,000 DOLLAR</td>
</tr>
<tr>
<td>3</td>
<td>ZZ PAPER MANUFACTURE</td>
<td>18,000 DOLLAR</td>
<td>▼</td>
<td>20,000 DOLLAR</td>
<td>19,000 DOLLAR</td>
<td>100STOCKS</td>
<td>-100,000 DOLLAR</td>
</tr>
</tbody>
</table>

INVESTMENT TENDENCY: AAA MEMBER TEND TO INVEST THE MANUFACTURING INDUSTRY, BUY TIME IS DECREASING TIME AND SELL TIME IS INCREASING TIME.

TOTAL: +125,000 DOLLAR
PRIVATE PROFIT: 625,000 DOLLAR
COMPANY PROFIT: 625,000 DOLLAR
<table>
<thead>
<tr>
<th>MEMBER</th>
<th>SUBSCRIPTION</th>
<th>RESULT</th>
<th>INVESTMENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>ID</td>
<td>ID</td>
<td>ID</td>
</tr>
<tr>
<td>LEVEL</td>
<td>KOSPI</td>
<td>MAIL</td>
<td>INVESTMENT ITEM</td>
</tr>
<tr>
<td>MAIL</td>
<td>KOSDAQ</td>
<td>KOSPI</td>
<td>EARNING RATE</td>
</tr>
<tr>
<td>ADDRESS</td>
<td>NASDAQ</td>
<td>KOSDAQ</td>
<td>INVESTMENT MONEY</td>
</tr>
<tr>
<td>TEL</td>
<td>PRICE INDEX OF FUTURES</td>
<td>NASDAQ</td>
<td></td>
</tr>
<tr>
<td>DATE</td>
<td></td>
<td>PRICE INDEX OF FUTURES</td>
<td></td>
</tr>
<tr>
<td>DATE 1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DATE 2</td>
<td></td>
<td>RANKING</td>
<td></td>
</tr>
<tr>
<td></td>
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</tr>
</tbody>
</table>
**INTERNATIONAL SEARCH REPORT**

**A. CLASSIFICATION OF SUBJECT MATTER**

**IPC7 G06F 17/60**

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 G06F 17/60

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

KOREAN PATENTS AND APPLICATIONS FOR INVENTIONS SINCE 1975
KOREAN UTILITY MODELS AND APPLICATIONS FOR UTILITY MODELS SINCE 1975

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

HTTP://WWW.DELPHION.COM/
WPI, PAJ, IEEE/IEE ELECTRONIC LIBRARY(1998) 'GAME AND (STOCK OR FINANCE) AND (STUDY OR TEACH)'

**C. DOCUMENTS CONSIDERED TO BE RELEVANT**

<table>
<thead>
<tr>
<th>Category</th>
<th>Citation of document, with indication, where appropriate, of the relevant passages</th>
<th>Relevant to claim No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Y</td>
<td>US6106300 (Cashflow Technologies, Inc.) August 22, 2000 <em>Abstract</em></td>
<td>1-32</td>
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<td>US5934674(Bukowsky) August 10, 1999 <em>Abstract</em></td>
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<td>A</td>
<td>US 6189886(Moran) February 20, 2001 <em>Abstract</em></td>
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<td>A</td>
<td>US4775937(At pty. Limited) October 4, 1988 <em>Abstract</em></td>
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<td>US5713793 (Oris, L.L.C.) February 3, 1998 <em>Abstract</em></td>
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</table>

☐ Further documents are listed in the continuation of Box C.  ☐ See patent family annex.

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**Date of the actual completion of the international search**

28 JUNE 2001 (28.06.2001)

**Date of mailing of the international search report**

29 JUNE 2001 (29.06.2001)

Name and mailing address of the ISA/KR

Korean Intellectual Property Office
Government Complex-Daejeon, Dusan-dong, Seo-gu, Daejeon Metropolitan City 302-701, Republic of Korea
Facsimile No. 82-42-472-7140

Authorized officer

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Telephone No. 82-42-481-5782

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