

CLAIMS

1. A communication method comprising:
generating a hint on solving a situation in an electronic game; and
transmitting the hint to a server configured to provide the hint to gamers playing the electronic game.
2. The communication method of claim 1,
wherein the hint comprises at least one of textual information, audio information, or video information.
3. The communication method of claim 1,
wherein the hint is generated on a companion device configured to display a further hint.
4. The communication method of claim 3, further comprising:
transmitting a vote for the further hint.
5. A communication method comprising:
receiving a hint on solving a situation in an electronic game;
storing the hint on a server; and
providing the hint to gamers playing the electronic game.
6. The communication method of claim 5,
wherein the hints comprise at least one of textual information, audio information, or video information.
7. The communication method of claim 5, further comprising:
storing a plurality of hints for a same situation on the server.

8. The communication method of claim 7, further comprising:
receiving a vote for at least one hint of the plurality of hints.
9. The communication method of claim 8,
wherein a hint of the plurality of hints with a highest number of votes among the plurality of hints is provided to the gamers.
10. The communication method of claim 5,
wherein the hint is provided as at least one of an overlay to the electronic game or as a notification in a companion app.
11. A computer-readable medium comprising instructions which, when executed by a computer, make the computer perform a communication method, the communication method comprising:
generating a hint on solving a situation in an electronic game; and
transmitting the hint to a server configured to provide the hint to gamers playing the electronic game.
12. The computer-readable medium of claim 11,
wherein the hint comprises at least one of textual information, audio information, or video information.
13. The computer-readable medium of claim 11,
wherein the hint is generated on a companion device configured to display a further hint.
14. The computer-readable medium of claim 13, further comprising instructions which, when executed by a computer, make the computer perform:
transmitting a vote for the further hint.

15. A computer-readable medium comprising instructions which, when executed by a computer, make the computer perform a communication method, the communication method comprising:

receiving a hint on solving a situation in an electronic game;
storing the hint on a server; and
providing the hint to gamers playing the electronic game.

16. The computer-readable medium of claim 15,
wherein the hints comprise at least one of textual information, audio information, or video information.

17. The computer-readable medium of claim 15, further comprising instructions which, when executed by a computer, make the computer perform:
storing a plurality of hints for a same situation on the server.

18. The computer-readable medium of claim 17, further comprising instructions which, when executed by a computer, make the computer perform:
receiving a vote for at least one hint of the plurality of hints.

19. The computer-readable medium of claim 18,
wherein a hint of the plurality of hints with a highest number of votes among the plurality of hints is provided to the gamers.

20. The computer-readable medium of claim 15,
wherein the hint is provided as at least one of an overlay to the electronic game or as a notification in a companion app.

21. A communication device comprising:

a hint generation circuit configured to generate a hint on solving a situation in an electronic game; and

a transmitter configured to transmit the hint to a server configured to provide the hint to gamers playing the electronic game.

22. The communication device of claim 21,
wherein the hint comprises at least one of textual information, audio information, or video information.

23. The communication device of claim 21,
wherein the hint is generated on a companion device configured to display a further hint.

24. The communication device of claim 23,
wherein the transmitter is further configured to transmit a vote for the further hint.

25. A server comprising:
a receiver configured to receive a hint on solving a situation in an electronic game;
a storage configured to store the hint; and
a transmitter configured to provide the hint to gamers playing the electronic game.

26. The server of claim 25,
wherein the hints comprise at least one of textual information, audio information, or video information.

27. The server of claim 25,
wherein the storage is further configured to store a plurality of hints for a same situation.

28. The server of claim 27,
wherein the receiver is further configured to receive a vote for at least one hint of the plurality of hints.
29. The server of claim 28,
wherein the transmitter is configured to provide a hint of the plurality of hints with a highest number of votes among the plurality of hints to the gamers.
30. The server of claim 25,
wherein the transmitter is configured to provide the hint as at least one of an overlay to the electronic game or as a notification in a companion app.