



(51) International Patent Classification:

G06T 19/20 (2011.01) G06T 11/00 (2006.01)
G06T 17/00 (2006.01) G06Q 30/02 (2023.01)
A63F 13/56 (2014.01)

(21) International Application Number:

PCT/US2023/020170

(22) International Filing Date:

27 April 2023 (27.04.2023)

(25) Filing Language:

English

(26) Publication Language:

English

(30) Priority Data:

63/335,521 27 April 2022 (27.04.2022) US

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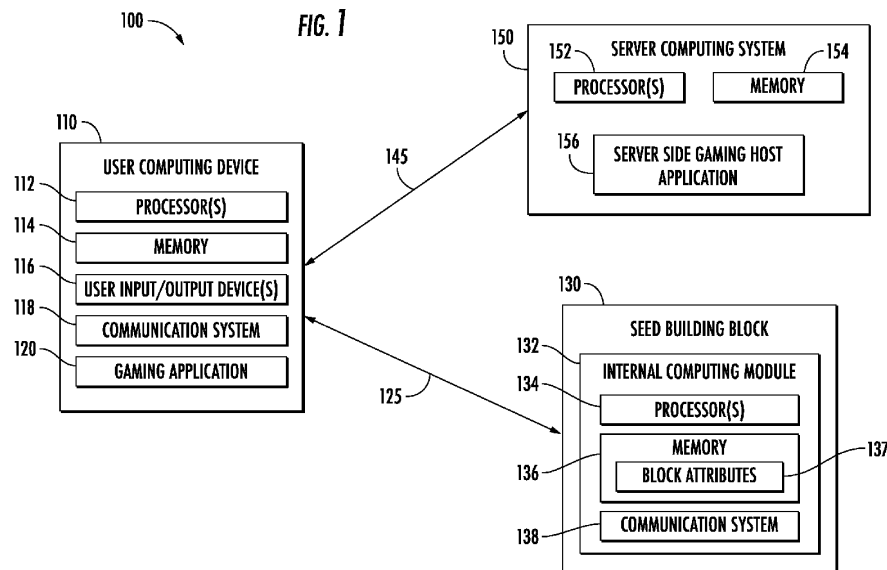
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(81) Designated States (unless otherwise indicated, for every kind of national protection available): AE, AG, AL, AM, AO, AT, AU, AZ, BA, BB, BG, BH, BN, BR, BW, BY, BZ, CA, CH, CL, CN, CO, CR, CU, CV, CZ, DE, DJ, DK, DM, DO, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, GT, HN, HR, HU, ID, IL, IN, IQ, IR, IS, IT, JM, JO, JP, KE, KG, KH, KN, KP, KR, KW, KZ, LA, LC, LK, LR, LS, LU, LY, MA, MD, MG, MK, MN, MU, MW, MX, MY, MZ, NA, NG, NI, NO, NZ, OM, PA, PE, PG, PH, PL, PT, QA, RO, RS, RU, RW, SA, SC, SD, SE, SG, SK, SL, ST, SV, SY, TH,

(54) Title: SYSTEMS AND METHODS FOR PHYSICAL BLOCKS AND CORRESPONDING VIRTUAL GAME ELEMENTS



(57) Abstract: Provided are systems and methods for video gaming elements that engage players with gameplay elements combining physical elements and virtual elements of a gaming environment. For instance, players can collect physical blocks that are associated with digital resources such as creatures. Players can advance, battle, and/or trade their digital resources by interacting with the physical blocks in the real world. Additionally and/or alternatively, players can construct at least a portion of a virtual world based on real-world arrangements of physical blocks. Players can then interact with the virtual world they have constructed in the gaming environment.

[Continued on next page]

TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, WS,
ZA, ZM, ZW.

(84) Designated States (*unless otherwise indicated, for every kind of regional protection available*): ARIPO (BW, CV, GH, GM, KE, LR, LS, MW, MZ, NA, RW, SC, SD, SL, ST, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, RU, TJ, TM), European (AL, AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HR, HU, IE, IS, IT, LT, LU, LV, MC, ME, MK, MT, NL, NO, PL, PT, RO, RS, SE, SI, SK, SM, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, KM, ML, MR, NE, SN, TD, TG).

Published:

— with international search report (Art. 21(3))