

CLAIMS

1. A method for establishing cloned game accounts, includes :

a) ~~A~~a server provides a game account trading platform, the game account trading platform is connected to multiple game interfaces, when any of the primary accounts register on the game account trading platform, the primary account will be bound to multiple game accounts of the same user in those interfaces;

b) ~~A~~a seller user primary account selects any of the game accounts, edits the multiple game objects and an auction price, produces an auction information, and posts it on the game account trading platform;

c) ~~When~~when an auction information is posted on the game account trading platform, the game account trading platform will establish a testing game interface according to the game interface under the relevant game account, and generate a cloned game account based on the game objects, so that the buyer user primary account can enter this testing game interface to test the cloned game account; ~~and~~

d) ~~If~~if a transaction is completed for this auction information, and the game account is transferred and bound to the buyer user primary account, the game account trading platform will delete the cloned game account; ~~and~~

d1) if a transaction is not completed for the auction information, a cycle time is set to update a modifiable information data of the auction information, the modifiable information data includes level, progress, ranking, or modifiable information data.

the testing game interface has multiple situation objects, selected from the rival roles, competing roles, tasks or environment information data that the game interface belongs to;

set the required testing and experiencing conditions by the seller or/and the buyer;

if multiple buyer user primary accounts apply for the cloned game account at the same time, the game account trading platform, set different time periods for the accounts to test and experience the cloned game account.

2. The method for establishing cloned game accounts of Claim 1, in particular, Step b) also includes that :

b1) ~~The~~the game account trading platform further locks the game account, and prohibit alteration to ~~the~~a non-modifiable information data of the account to be transacted.

~~3. The method for establishing cloned game accounts of Claim 1, in particular, the testing game interface has multiple situation objects, selected~~

~~from the rival roles, competing roles, tasks or environment information data that the game interface belongs to.~~

~~4. The method for establishing cloned game accounts of Claim 1, in particular, the game objects are selected from level, progress, ranking, or modifiable information data that the game account belongs to, in particular, Step d) also includes that :~~

~~d1) If a transaction is not completed for the auction information, a cycle time is set to update the modifiable information data of the auction information.~~

53. The method for establishing cloned game accounts of Claim 1, in particular, Step d) also includes that :

d2) ~~If~~if a transaction is completed for the auction information, but the game account has not been transferred and bound to the buyer user primary account, the buyer user primary account can examine the game objects through the testing game interface.

64. A ~~method~~system for establishing cloned game accounts, includes :

~~the a~~ server is provided with ~~the a~~ game account trading platform connected to multiple game interfaces, when any of ~~the a~~ primary accounts register on the game account trading platform, the primary account will be bound to multiple game accounts of ~~the a~~ same user on those game interfaces; ~~the a~~

seller user client has a seller user primary account, ~~the a~~ seller client selects any of the game accounts, edits the multiple game objects and an auction price, produces an auction information, and posts the auction information on the game account trading platform; ~~in particular, when an auction information is posted on the game account trading platform, the game account trading platform will establish a testing game interface according to the game interface under the relevant game account, and generate a cloned game account based on the game objects; and thea~~ buyer client has a buyer user primary account, the buyer client enters the testing game interface to test the cloned game account, or selects the auction information to buy the game account; in particular, when an auction information is posted on the game account trading platform, the game account trading platform will establish a testing game interface according to the game interface under the relevant game account, and generate a cloned game account based on the game objects; in particular, if the transaction is completed for this auction information, and the game account is transferred and bound to the buyer user primary account, the game account trading platform will delete the cloned game account;
if a transaction is not completed for the auction information, a cycle time is set to update a modifiable information data of the auction information, the

modifiable information data includes level, progress, ranking, or modifiable information data; the testing game interface has multiple situation objects, selected from the rival roles, competing roles, tasks or environment information data that the game interface belongs to; set the required testing and experiencing conditions by the seller or/and the buyer; if multiple buyer user primary accounts apply for the cloned game account at the same time, the game account trading platform, set different time periods for the accounts to test and experience the cloned game account~~if the transaction is completed for this auction information, and the game account is transferred and bound to the buyer user primary account, the game account trading platform will delete the cloned game account.~~