

CLAIMS

1. The present invention provides a method for game account trading, applied in a trading platform server, which is through the Internet, connected to a seller client device, a buyer client device and a plurality of game servers, wherein the trading platform server comprises a trading website and a database, and the trading method comprises: the user can logging into the plurality of game servers and connect to the trading website to log in and register a primary account name, alternatively, the user can log into the trading website, and respectively input a plurality of game account and password of each of the plurality of game servers, and the trading platform server will bind the primary account name with the game accounts and record them in the database; the trading platform server receives a seller primary account name and a seller primary account password from the seller client device for verification, if the verification is successful, the trading platform server will use a seller primary account identification code of the seller primary account name to search the database and extract the plurality of game accounts corresponding to the game servers and display them on the trading website; through the seller client device, one of the game accounts is selected, and an account selection command is sent to the trading platform server, so that the trading platform server can connect the selected game server according to the

account selection command, extract a plurality of game objects under the selected game account, and display them on the trading website; the seller client device select one from the plurality of game objects, and use an editing interface to edit an auction price and a commodity description for the selected game object, based on the auction price and the commodity description, the trading platform server will generate an auction information and post it on the trading website, meanwhile, it will record a game server identification code, a game account identification code and a game object identification code in connection with the auction information in the database; the trading platform server will according to the game server identification code, game account identification code and game object identification code, send a lock command to the game server to prohibit alteration of a non-modifiable information data of the game object to be transacted; the trading platform will update a modifiable information data of the auction information based on a cycle time; the buyer client device will select the auction information on the trading website, and send a buying command to the trading platform server, the trading platform server will send back a remittance account based on the buying command, the buyer client device will according to the auction price, remit to the remittance account through a method of remittance, after verification by the trading platform server, the trading platform server will send a payment

notice to the seller client device; when the trading platform server is remittance successfully and verified, it will stop updating the modifiable information data; and the seller client device receives the payment notice and sends a delivery command to the trading platform server, the trading platform server receives the delivery command and sends it to the game server, the game object is searched out through the server identification code, game account identification code and game object identification code, and the game object identification code is transferred to the user primary account of buyer, and a transaction record is saved in the database; the trading website provides a communication interface, the buyer client device and the seller client device can send messages to each other through the communication interface to communicate between transactions.

2.The method for game account trading of Claim 1, in particular, the non-modifiable information data includes game role and game props.

3.The method for game account trading of Claim 1, in particular, the modifiable information data includes: level, progress and ranking.

4.The method for game account trading of Claim 1, in particular, the method of remittance is a financial payment or a credit payment.

5.The method for game account trading of Claim 4, which includes: if the financial payment is not completed, or if the credits are insufficient, the

game account trading platform server will send a transaction failure message to the buyer client device.