

GAME RESULT INDEX TRANSACTION SYSTEM

Abstract

A game result index transaction system is connected to at least one game end to allow at least one player to do transaction. An
5 index is generated through an index conversion element based on game results of the game end. The index rises or falls with the game results generated continuously from the game end. Through an index transaction interface of an index transaction system the player can execute transaction of futures against the rise or fall of the
10 index. Thus the invention allows the player to predict the game results of the game end to choose buying or selling of the futures, and get unrealized gain or loss with the rise or fall of the index, and close position to settle the actual gain or loss, therefore forms a novel play to satisfy player's fickle desire for change and
15 excitement.

Fig. 2