U.S. Patent Office Grants New Patent Claims for Versus Systems' In-Game Rewards Platform

written by Raj Shah | September 9, 2020

September 9, 2020 (Source) – *New Patented Claims Cover Dynamic Regulatory Compliance, Multiplayer Balance, and Real-World Rewards in Interactive Media*

Versus Systems, Inc. (CSE: VS) (OTCQB: VRSSF) (FSE: BMVA) **("Versus" or the "Company")** announces that, pursuant to a Versus filing made in 2015, the U.S. Patent and Trademark Office (USPTO) has allowed 20 new claims associated with a patent filing titled "PROMOTING COMPETITIVE BALANCE IN MULTIPLAYER GAMING."

The patented claims protect a number of proprietary systems and methods for architecting multiplayer matches and competitions in such a way that they maximize the level of skill required to win, rather than relying on elements of chance. Promoting competitive balance using these methods will allow content companies – including major game publishers, video platforms, and fitness apps – to offer real-world prizes in more states, territories, and countries than they could previously – dramatically increasing the potential number of participants in a sweepstakes, tournament, or reward-based competition. Versus will be using these patented technologies in Versus-enabled systems like HP OMEN, Animoca games, and Kast video streams going forward – allowing players to play for real-world prizes inside their favorite games, and allowing viewers to earn rewards as well.

Developers and publishers that partner with Versus will have access to the full suite of protected claims and patents that Versus has been granted, addressing legal and regulatory compliance dynamically across federal, state, and local law – allowing content partners to place prizes in-game, or in-app for their players to earn as they play.

In addition to these new claims granted by the USPTO, as well as their other issued patents, Versus has filed a number of other claims related to their platform that are currently pending in the United States, and in other Patent Cooperation Treaty countries. Versus actively develops new technologies for prizing and rewards inside interactive media and files for intellectual property protection accordingly.

About Versus Systems

Versus Systems, Inc. has developed – a proprietary in-game prizing and promotions engine that allows game publishers and developers to offer in-game prizing across mobile, console, PC games, and streaming media. Brands pay to place products in-game and gamers compete for those prizes. For more information, please visit www.versussystems.com or visit Versus Systems official YouTube channel.

On behalf of the Board of Directors,

Matthew Pierce
Chief Executive Officer

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