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George

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(54) **SPAWNING NEW TIMELINES DURING GAME SESSION REPLAY**

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(51) **Int. Cl.**
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(52) **U.S. Cl.**
CPC **A63F 13/00** (2013.01)

(57) **ABSTRACT**

(58) **Field of Classification Search**
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See application file for complete search history.

A game system in which game sessions involving one or more players may be recorded and saved as game records. A previously recorded game session may be selected and replayed. However, in addition to providing a static replay of the game session, the game system may allow one or more players to step into and assume control of respective game characters at any point during the replay of the game session. When a player steps into and takes control of game a character during the playback, a new timeline is spawned from the original timeline with potentially different outcomes, and a new game record corresponding to the new timeline is generated and stored.

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26 Claims, 18 Drawing Sheets

