

*An important claim limitation I see (as an engineer and inventor) is that the main computation happens at a distance from the user's display ("a second location remote from first location"). It would apply to distance learning or to network connected games, but for a game system wholly within one room it would depend on the legal interpretation of "remote." The state of the art has advanced to where affordable computing capacity can be in the home rather than via a remotely connected server. So, there might be a "doctrine of equivalents" argument. Claim 4, for example, says that the transmissions happen through a network. An in-home WiFi Router comes to mind.*