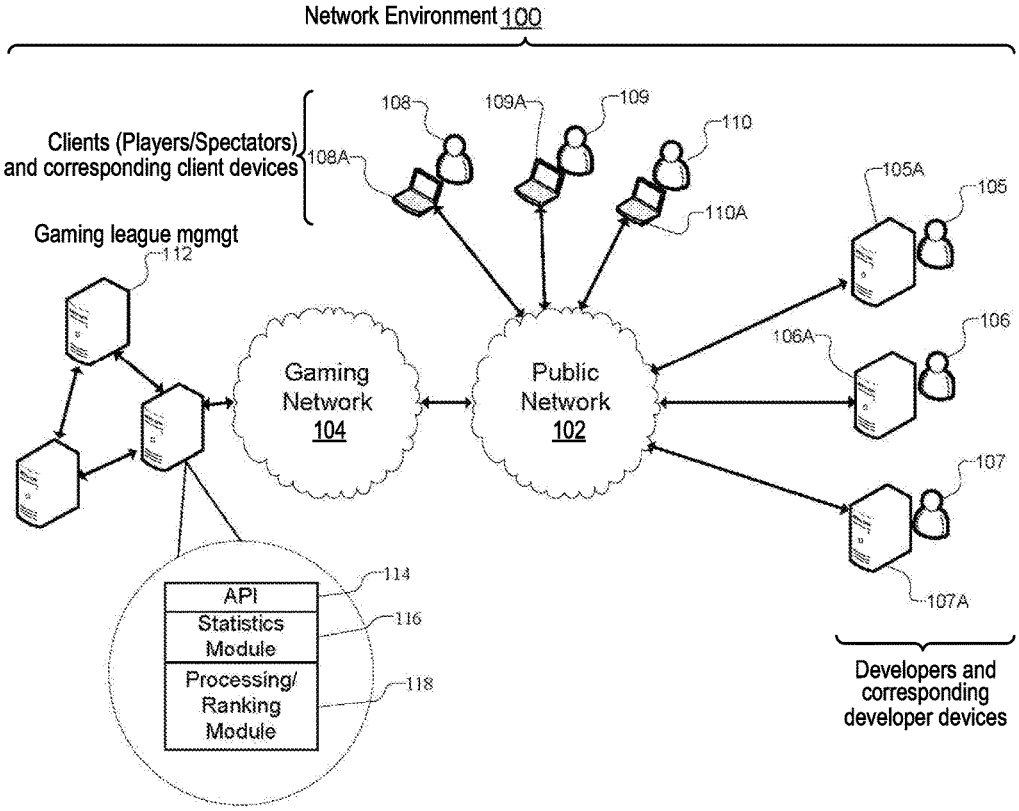
FIG. 1


Network Environment 100
Clients (Players/Spectators) and corresponding client devices
108
108A
109A
109
110
110A
Gaming league mgmgt
112
Gaming Network 104
Public Network 102
105A
105
106A
106
107
107A
API
Statistics Module
Processing/ Ranking Module
114
116
118
Developers and corresponding developer devices