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(57) Abstract :

A system 100 for virtual amusement of user, the system 100 includes a processor 202 operatively coupled to a memory 104 including a set of instructions, that upon execution, causes the processor 202 to retrieve a plurality of objects from a database 106 in real-time. Additionally, the processor 202 process one or more data packets received from a user device 108 corresponding to an actuation of the user device 108 by the user, where an action on a plurality of objects is executed on the basis of a scheme in a manner that the user action is based on aiming a projectile at an object of the attribute that is being visualized to be moving towards a baseline, and correspondingly deactivate the object before it reaches the baseline, and issues for each successful deactivation of the object, along with a score that is at least indicative of previous successful deactivation.

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