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Takatsuka et al.

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(54) **GAME INPUT MEANS TO REPLICATE HOW OBJECT IS HANDLED BY CHARACTER**

(75) Inventors: **Susumu Takatsuka**, Tokyo (JP); **Kenkichi Shimooka**, Tokyo (JP); **Yuji Yamada**, Tokyo (JP)

(73) Assignee: **Sony Computer Entertainment, Inc.**, Tokyo (JP)

(*) Notice: This patent issued on a continued prosecution application filed under 37 CFR 1.53(d), and is subject to the twenty year patent term provisions of 35 U.S.C. 154(a)(2).

Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

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(52) **U.S. Cl.** **463/37**; 463/31; 463/43

(58) **Field of Search** 463/1, 2, 4, 5, 463/6, 7, 8, 23, 31, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 46, 50, 52; 434/21, 22, 69

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Primary Examiner—Michael O'Neill
(74) *Attorney, Agent, or Firm*—Katten Muchin Zavis Rosenman

(57) **ABSTRACT**

An entertainment system and a recording medium on which a system is recorded that makes it possible for a character in a game space to handle an object so that a player can make with respect to an operation device of the entertainment system a movement that is related to the actual way an object is handled. A game is played in the entertainment system in accordance with this program. Commands by a player are input from an input operation system. Mounted in an optical disk device built into an optical disk controller of the entertainment system is a CD-ROM on which is recorded a program by which, using his fingers, the player moves operation parts of the input operation device with movements which are related to the way in which objects are actually handled by characters in a game space, thereby analogously moving the object of the character in the game space in two directions. A control system controls the actions of player characters on a display screen based on the program from the CD-ROM and commands from the input operation system.

19 Claims, 21 Drawing Sheets
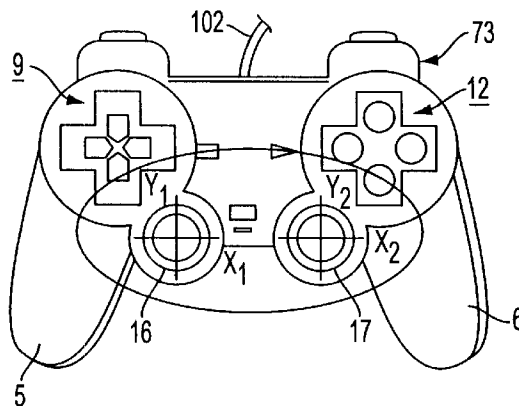
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<u>1</u> VIDEO GAME DEVICE

FIG. 1

1 VIDEO GAME DEVICE

101 GAME MACHINE MAIN UNIT

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73 INPUT OPERATION DEVICE
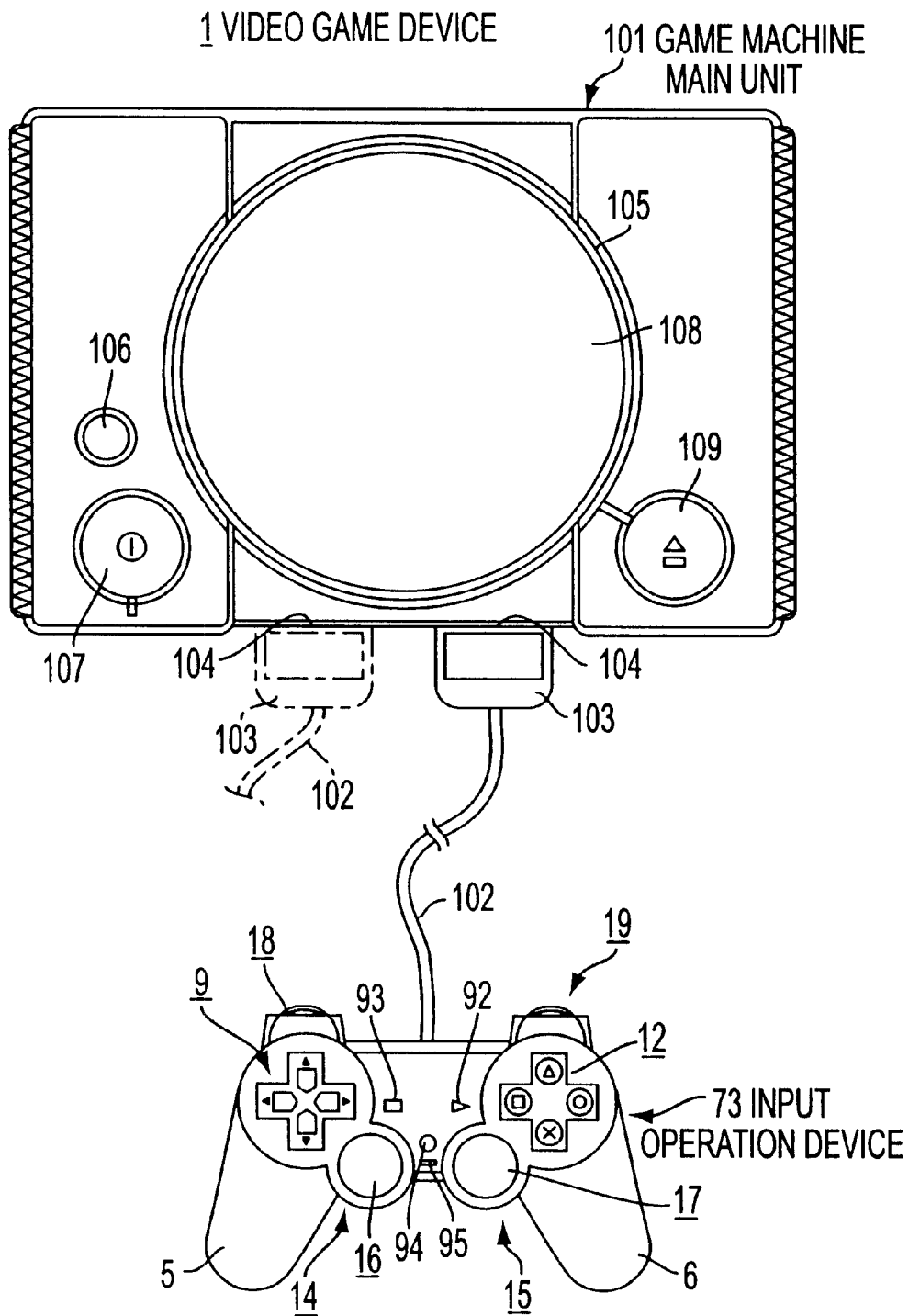
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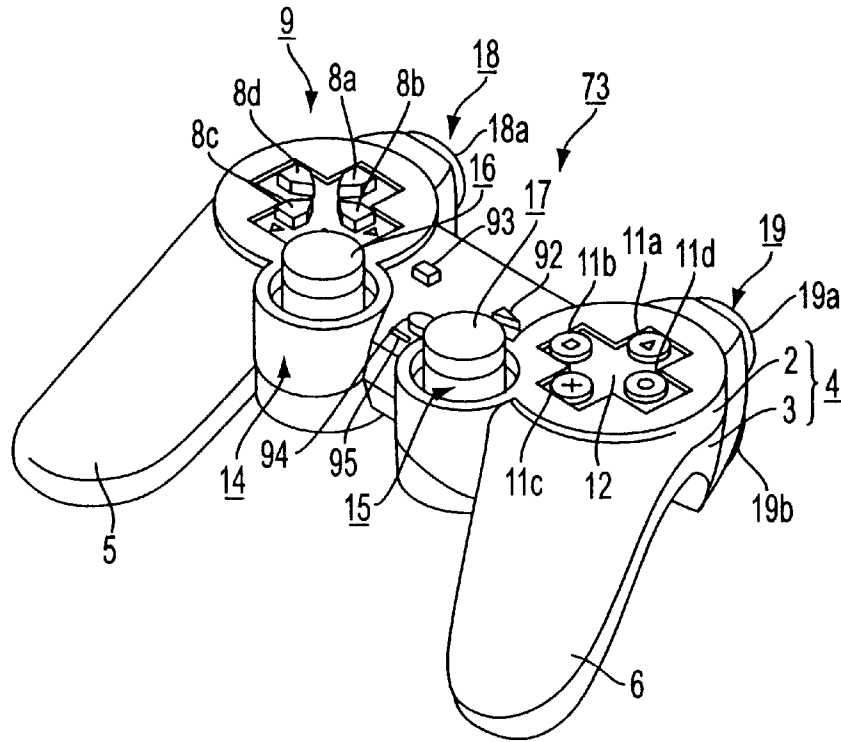5

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FIG. 2

FIG. 3

FIG. 4

DOCKET ALARM
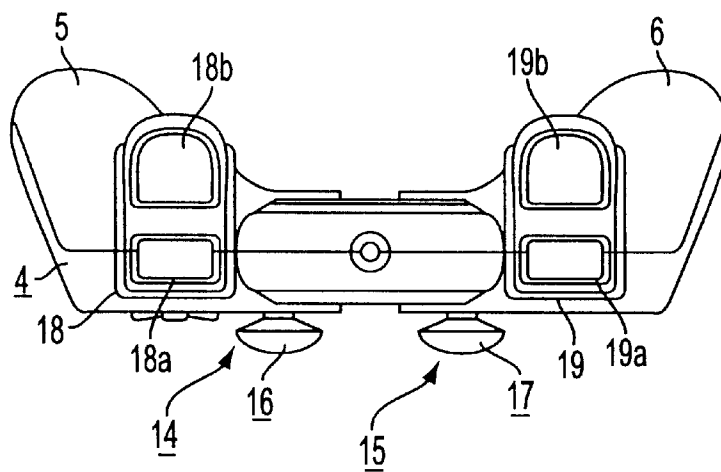
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