



APPLICATION NO.	ISSUE DATE	PATENT NO.	ATTORNEY DOCKET NO.	CONFIRMATION NO.
16/053,149	09/17/2019	10413832	163485.01	6107

25944 7590 08/28/2019
OLIFF PLC
P.O. BOX 320850
ALEXANDRIA, VA 22320-4850

ISSUE NOTIFICATION

The projected patent number and issue date are specified above.

Determination of Patent Term Adjustment under 35 U.S.C. 154 (b) (application filed on or after May 29, 2000)

The Patent Term Adjustment is 0 day(s). Any patent to issue from the above-identified application will include an indication of the adjustment on the front page.

If a Continued Prosecution Application (CPA) was filed in the above-identified application, the filing date that determines Patent Term Adjustment is the filing date of the most recent CPA.


Applicant will be able to obtain more detailed information by accessing the Patent Application Information Retrieval (PAIR) WEB site (<http://pair.uspto.gov>).

Any questions regarding the Patent Term Extension or Adjustment determination should be directed to the Office of Patent Legal Administration at (571)-272-7702. Questions relating to issue and publication fee payments should be directed to the Application Assistance Unit (AAU) of the Office of Data Management (ODM) at (571)-272-4200.

APPLICANT(s) (Please see PAIR WEB site <http://pair.uspto.gov> for additional applicants):

- Tsuyoshi YOSHIKAWA, Tokyo, JAPAN;
- GREE, INC., Tokyo, JAPAN;
- Tomohiro TSUKIHARA, Tokyo, JAPAN;
- Norikazu KATO, Tokyo, JAPAN;
- Tomoki YASUHARA, Tokyo, JAPAN;

The United States represents the largest, most dynamic marketplace in the world and is an unparalleled location for business investment, innovation, and commercialization of new technologies. The USA offers tremendous resources and advantages for those who invest and manufacture goods here. Through SelectUSA, our nation works to encourage and facilitate business investment. To learn more about why the USA is the best country in the world to develop technology, manufacture products, and grow your business, visit SelectUSA.gov.

Issue Classification 	Application/Control No. 16/053,149	Applicant(s)/Patent Under Reexamination YOSHIKAWA et al.
	Examiner JAMES S MCCLELLAN	Art Unit 3716

Claims renumbered in the same order as presented by applicant
 CPA
 T.D.
 R.1.47

CLAIMS															
Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original
1	1	7	10												
2	2	8	11												
3	3	9, 12	12												
4	4	10	13												
5	5	11	14												
6	6	15	15												
12 ⁹	7														
13	8														
14	9														

Change(s) applied
 to document,
 /J.E.B./
 6/20/2019

NONE	Total Claims Allowed:	
(Assistant Examiner)	(Date)	15
/James S. McClellan/ Primary Examiner, Art Unit 3716	29 April 2019	O.G. Print Claim(s)
(Primary Examiner)	(Date)	1
		O.G. Print Figure
		5

U.S. Patent and Trademark Office

Part of Paper No.: 20190429

PART B-FEE(S) TRANSMITTAL

Complete and send this form, together with the applicable fee(s), by mail or fax, or via EFS-Web.

By mail, send to: Mail Stop ISSUE FEE
 Commissioner for Patents
 P.O. Box 1450
 Alexandria, VA 22313-1450

By fax, send to: (571) 273-2885

INSTRUCTIONS: This form should be used for transmitting the ISSUE FEE and PUBLICATION FEE (if required). Blocks 1 through 5 should be completed where appropriate. All further correspondence including the Patent, advance orders and notification of maintenance fees will be mailed to the current correspondence address as indicated unless corrected below or directed otherwise in Block 1, by (a) specifying a new correspondence address; and/or (b) indicating a separate "FEE ADDRESS" for maintenance fee notifications.

CURRENT CORRESPONDENCE ADDRESS (Note: Use Block 1 for any change of address)

OLIFF PLC
 P.O. Box 320850
 Alexandria, Virginia 22320

Note: A certificate of mailing can only be used for domestic mailings of the Fee(s) Transmittal. This certificate cannot be used for any other accompanying papers. Each additional paper, such as an assignment or formal drawing, must have its own certificate of mailing or transmission.

Certificate of Mailing or Transmission

I hereby certify that this Fee(s) Transmittal is being deposited with the United States Postal Service with sufficient postage for first class mail in an envelope addressed to the Mail Stop ISSUE FEE address above, or being transmitted to the USPTO via EFS-Web or by facsimile to (571) 273-2885, on the date below.

	(Typed or printed name)
	(Signature)
	(Date)

APPLICATION NO	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO	CONFIRMATION NO
16/053,149	08/02/2018	Tsuyoshi YOSHIKAWA	163485.01	6107

TITLE OF INVENTION: GAME CONTROL METHOD, GAME SERVER, AND PROGRAM

APPLN: TYPE	ENTITY STATUS	ISSUE FEE DUE	PUBLICATION FEE DUE	PREV. PAID ISSUE FEE	TOTAL FEE(S) DUE	DATE DUE
nonprovisional	UNDISCOUNTED	\$1,000.00			\$1,000.00	08/07/2019

EXAMINER	ART UNIT	CLASS-SUBCLASS
J. S. McClellan	3715	463-042

<p>1. Change of correspondence address or indication of "Fee Address" (37 CFR 1.363)</p> <p><input type="checkbox"/> Change of correspondence address (or Change of Correspondence Address form PTO/SB/122) attached.</p> <p><input type="checkbox"/> "Fee Address" indication (or "Fee Address" Indication form PTO/SB/47; Rev 03-09 or more recent) attached. Use of a Customer Number is required.</p>	<p>2. For printing on the patent front page, list</p> <p>1. Oliff PLC</p> <p>(1) The names of up to 3 registered patent attorneys or agents OR, alternatively,</p> <p>2.</p> <p>(2) The name of a single firm (having as a member a registered attorney or agent) and the names of up to 2 registered patent attorneys or agents. If no name is listed, no name will be printed.</p> <p>3.</p>
--	--

3. ASSIGNEE NAME AND RESIDENCE DATA TO BE PRINTED ON THE PATENT (print or type)

PLEASE NOTE: Unless an assignee is identified below, no assignee data will appear on the patent. If an assignee is identified below, the document must have been previously recorded, or filed for recordation, as set forth in 37 CFR 3.11 and 37 CFR 3.81(a). Completion of this form is NOT a substitute for filing an assignment.

(A) NAME OF ASSIGNEE: GREE, INC.

(B) RESIDENCE: (CITY and STATE or COUNTRY) Tokyo, Japan

Please check the appropriate assignee category or categories (will not be printed on the patent): Individual Corporation or other private group entity Government

4a. Fees Submitted: Issue Fee Publication Fee (if required) Advance Order - # of Copies _____

4b. Method of Payment (Please first reapply any previously paid fee shown above):

Electronic Payment via EFS-Web Enclosed check Non-electronic payment by credit card (Attach form PTO-2038)

The Director is hereby authorized to charge the required fee(s), any deficiency, or credit any overpayment to Deposit Account No. 15-0461

5. Change of Entity Status (from status indicated above)

Applicant certifying micro entity status. See 37 CFR 1.29. NOTE: Absent a valid Certification of Micro Entity Status (see forms PTO/SB/15A and 15B), issue fee payment in the micro entity amount will not be accepted at the risk of application abandonment.

Applicant asserting small entity status. See 37 CFR 1.27. NOTE: If the application was previously under micro entity status, checking this box will be taken as a notification of loss of entitlement to micro entity status.

Applicant changing to regular undiscounted fee status. NOTE: Checking this box will be taken as a notification of loss of entitlement to small or micro entity status, as applicable.

NOTE: This form must be signed in accordance with 37 CFR 1.31 and 1.33. See 37 CFR 1.4 for signature requirements and certifications.

Authorized Signature / B. Graham Nelson / Date August 6, 2019
 Typed or printed name B. Graham Nelson Registration No. 72,699

Electronic Patent Application Fee Transmittal

Application Number:	16053149			
Filing Date:	02-Aug-2018			
Title of Invention:	GAME CONTROL METHOD, GAME SERVER, AND PROGRAM			
First Named Inventor/Applicant Name:	Tsuyoshi YOSHIKAWA			
Filer:	Joel S. Armstrong/Darrisaw Tatum			
Attorney Docket Number:	163485.01			
Filed as Large Entity				
Filing Fees for Utility under 35 USC 111(a)				
Description	Fee Code	Quantity	Amount	Sub-Total in USD(\$)
Basic Filing:				
Pages:				
Claims:				
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
UTILITY APPL ISSUE FEE	1501	1	1000	1000

Description	Fee Code	Quantity	Amount	Sub-Total in USD(\$)
Extension-of-Time:				
Miscellaneous:				
Total in USD (\$)				1000

Electronic Acknowledgement Receipt	
EFS ID:	36799772
Application Number:	16053149
International Application Number:	
Confirmation Number:	6107
Title of Invention:	GAME CONTROL METHOD, GAME SERVER, AND PROGRAM
First Named Inventor/Applicant Name:	Tsuyoshi YOSHIKAWA
Customer Number:	25944
Filer:	Joel S. Armstrong/Darrisaw Tatum
Filer Authorized By:	Joel S. Armstrong
Attorney Docket Number:	163485.01
Receipt Date:	06-AUG-2019
Filing Date:	02-AUG-2018
Time Stamp:	16:42:02
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	DA
Payment was successfully received in RAM	\$1000
RAM confirmation Number	E201986G42156953
Deposit Account	
Authorized User	

The Director of the USPTO is hereby authorized to charge indicated fees and credit any overpayment as follows:

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File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Issue Fee Payment (PTO-85B)	Issue_Fee_Transmittal.pdf	36872	no	1
			7eab591e83e9e09b1d62ef7685facb3e1acd34b		

Warnings:

Information:

2	Fee Worksheet (SB06)	fee-info.pdf	30566	no	2
			50f95544f4a1870b2e4ab1f175ea31fd7d588626		

Warnings:

Information:

Total Files Size (in bytes):	67438
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This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111

If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371

If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office

If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.



UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
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Alexandria, Virginia 22313-1450
www.uspto.gov

NOTICE OF ALLOWANCE AND FEE(S) DUE

25944 7590 05/07/2019
OLIFF PLC
P.O. BOX 320850
ALEXANDRIA, VA 22320-4850

EXAMINER

MCCLELLAN, JAMES S

ART UNIT PAPER NUMBER

3715

DATE MAILED: 05/07/2019

Table with 5 columns: APPLICATION NO., FILING DATE, FIRST NAMED INVENTOR, ATTORNEY DOCKET NO., CONFIRMATION NO.
16/053,149 08/02/2018 Tsuyoshi YOSHIKAWA 163485.01 6107

TITLE OF INVENTION: GAME CONTROL METHOD, GAME SERVER, AND PROGRAM

Table with 7 columns: APPLN. TYPE, ENTITY STATUS, ISSUE FEE DUE, PUBLICATION FEE DUE, PREV. PAID ISSUE FEE, TOTAL FEE(S) DUE, DATE DUE
nonprovisional UNDISCOUNTED \$1000 \$0.00 \$0.00 \$1000 08/07/2019

THE APPLICATION IDENTIFIED ABOVE HAS BEEN EXAMINED AND IS ALLOWED FOR ISSUANCE AS A PATENT. PROSECUTION ON THE MERITS IS CLOSED. THIS NOTICE OF ALLOWANCE IS NOT A GRANT OF PATENT RIGHTS. THIS APPLICATION IS SUBJECT TO WITHDRAWAL FROM ISSUE AT THE INITIATIVE OF THE OFFICE OR UPON PETITION BY THE APPLICANT. SEE 37 CFR 1.313 AND MPEP 1308.

THE ISSUE FEE AND PUBLICATION FEE (IF REQUIRED) MUST BE PAID WITHIN THREE MONTHS FROM THE MAILING DATE OF THIS NOTICE OR THIS APPLICATION SHALL BE REGARDED AS ABANDONED. THIS STATUTORY PERIOD CANNOT BE EXTENDED. SEE 35 U.S.C. 151. THE ISSUE FEE DUE INDICATED ABOVE DOES NOT REFLECT A CREDIT FOR ANY PREVIOUSLY PAID ISSUE FEE IN THIS APPLICATION. IF AN ISSUE FEE HAS PREVIOUSLY BEEN PAID IN THIS APPLICATION (AS SHOWN ABOVE), THE RETURN OF PART B OF THIS FORM WILL BE CONSIDERED A REQUEST TO REAPPLY THE PREVIOUSLY PAID ISSUE FEE TOWARD THE ISSUE FEE NOW DUE.

HOW TO REPLY TO THIS NOTICE:

I. Review the ENTITY STATUS shown above. If the ENTITY STATUS is shown as SMALL or MICRO, verify whether entitlement to that entity status still applies.

If the ENTITY STATUS is the same as shown above, pay the TOTAL FEE(S) DUE shown above.

If the ENTITY STATUS is changed from that shown above, on PART B - FEE(S) TRANSMITTAL, complete section number 5 titled "Change in Entity Status (from status indicated above)".

For purposes of this notice, small entity fees are 1/2 the amount of undiscounted fees, and micro entity fees are 1/2 the amount of small entity fees.

II. PART B - FEE(S) TRANSMITTAL, or its equivalent, must be completed and returned to the United States Patent and Trademark Office (USPTO) with your ISSUE FEE and PUBLICATION FEE (if required). If you are charging the fee(s) to your deposit account, section "4b" of Part B - Fee(s) Transmittal should be completed and an extra copy of the form should be submitted. If an equivalent of Part B is filed, a request to reapply a previously paid issue fee must be clearly made, and delays in processing may occur due to the difficulty in recognizing the paper as an equivalent of Part B.

III. All communications regarding this application must give the application number. Please direct all communications prior to issuance to Mail Stop ISSUE FEE unless advised to the contrary.

IMPORTANT REMINDER: Maintenance fees are due in utility patents issuing on applications filed on or after Dec. 12, 1980. It is patentee's responsibility to ensure timely payment of maintenance fees when due. More information is available at www.uspto.gov/PatentMaintenanceFees.

PART B - FEE(S) TRANSMITTAL

Complete and send this form, together with applicable fee(s), by mail or fax, or via EFS-Web.

By mail, send to: Mail Stop ISSUE FEE
 Commissioner for Patents
 P.O. Box 1450
 Alexandria, Virginia 22313-1450

By fax, send to: (571)-273-2885

INSTRUCTIONS: This form should be used for transmitting the ISSUE FEE and PUBLICATION FEE (if required). Blocks 1 through 5 should be completed where appropriate. All further correspondence including the Patent, advance orders and notification of maintenance fees will be mailed to the current correspondence address as indicated unless corrected below or directed otherwise in Block 1, by (a) specifying a new correspondence address; and/or (b) indicating a separate "FEE ADDRESS" for maintenance fee notifications.

CURRENT CORRESPONDENCE ADDRESS (Note: Use Block 1 for any change of address)

25944 7590 05/07/2019
OLIFF PLC
 P.O. BOX 320850
 ALEXANDRIA, VA 22320-4850

Note: A certificate of mailing can only be used for domestic mailings of the Fee(s) Transmittal. This certificate cannot be used for any other accompanying papers. Each additional paper, such as an assignment or formal drawing, must have its own certificate of mailing or transmission.

Certificate of Mailing or Transmission

I hereby certify that this Fee(s) Transmittal is being deposited with the United States Postal Service with sufficient postage for first class mail in an envelope addressed to the Mail Stop ISSUE FEE address above, or being transmitted to the USPTO via EFS-Web or by facsimile to (571) 273-2885, on the date below.

	(Typed or printed name)
	(Signature)
	(Date)

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
16/053,149	08/02/2018	Tsuyoshi YOSHIKAWA	163485.01	6107

TITLE OF INVENTION: GAME CONTROL METHOD, GAME SERVER, AND PROGRAM

APPLN. TYPE	ENTITY STATUS	ISSUE FEE DUE	PUBLICATION FEE DUE	PREV. PAID ISSUE FEE	TOTAL FEE(S) DUE	DATE DUE
nonprovisional	UNDISCOUNTED	\$1000	\$0.00	\$0.00	\$1000	08/07/2019

EXAMINER	ART UNIT	CLASS-SUBCLASS
MCCLELLAN, JAMES S	3715	463-042000

1. Change of correspondence address or indication of "Fee Address" (37 CFR 1.363).

- Change of correspondence address (or Change of Correspondence Address form PTO/SB/122) attached.
- "Fee Address" indication (or "Fee Address" Indication form PTO/SB/47; Rev 03-09 or more recent) attached. **Use of a Customer Number is required.**

2. For printing on the patent front page, list

- (1) The names of up to 3 registered patent attorneys or agents OR, alternatively, 1 _____
- (2) The name of a single firm (having as a member a registered attorney or agent) and the names of up to 2 registered patent attorneys or agents. If no name is listed, no name will be printed. 2 _____
- 3 _____

3. ASSIGNEE NAME AND RESIDENCE DATA TO BE PRINTED ON THE PATENT (print or type)

PLEASE NOTE: Unless an assignee is identified below, no assignee data will appear on the patent. If an assignee is identified below, the document must have been previously recorded, or filed for recordation, as set forth in 37 CFR 3.11 and 37 CFR 3.81(a). Completion of this form is NOT a substitute for filing an assignment.

(A) NAME OF ASSIGNEE _____ (B) RESIDENCE: (CITY and STATE OR COUNTRY) _____

Please check the appropriate assignee category or categories (will not be printed on the patent): Individual Corporation or other private group entity Government

4a. Fees submitted: Issue Fee Publication Fee (if required) Advance Order - # of Copies _____

4b. Method of Payment: (Please first reapply any previously paid fee shown above)

- Electronic Payment via EFS-Web Enclosed check Non-electronic payment by credit card (Attach form PTO-2038)
- The Director is hereby authorized to charge the required fee(s), any deficiency, or credit any overpayment to Deposit Account No. _____

5. Change in Entity Status (from status indicated above)

- Applicant certifying micro entity status. See 37 CFR 1.29
- Applicant asserting small entity status. See 37 CFR 1.27
- Applicant changing to regular undiscounted fee status.

NOTE: Absent a valid certification of Micro Entity Status (see forms PTO/SB/15A and 15B), issue fee payment in the micro entity amount will not be accepted at the risk of application abandonment.

NOTE: If the application was previously under micro entity status, checking this box will be taken to be a notification of loss of entitlement to micro entity status.

NOTE: Checking this box will be taken to be a notification of loss of entitlement to small or micro entity status, as applicable.

NOTE: This form must be signed in accordance with 37 CFR 1.31 and 1.33. See 37 CFR 1.4 for signature requirements and certifications.

Authorized Signature _____ Date _____

Typed or printed name _____ Registration No. _____



UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

Table with columns: APPLICATION NO., FILING DATE, FIRST NAMED INVENTOR, ATTORNEY DOCKET NO., CONFIRMATION NO., EXAMINER, ART UNIT, PAPER NUMBER. Includes application details for Oliff PLC and examiner Mcclellan, James S.

Determination of Patent Term Adjustment under 35 U.S.C. 154 (b)
(Applications filed on or after May 29, 2000)

The Office has discontinued providing a Patent Term Adjustment (PTA) calculation with the Notice of Allowance.

Section 1(h)(2) of the AIA Technical Corrections Act amended 35 U.S.C. 154(b)(3)(B)(i) to eliminate the requirement that the Office provide a patent term adjustment determination with the notice of allowance. See Revisions to Patent Term Adjustment, 78 Fed. Reg. 19416, 19417 (Apr. 1, 2013). Therefore, the Office is no longer providing an initial patent term adjustment determination with the notice of allowance. The Office will continue to provide a patent term adjustment determination with the Issue Notification Letter that is mailed to applicant approximately three weeks prior to the issue date of the patent, and will include the patent term adjustment on the patent. Any request for reconsideration of the patent term adjustment determination (or reinstatement of patent term adjustment) should follow the process outlined in 37 CFR 1.705.

Any questions regarding the Patent Term Extension or Adjustment determination should be directed to the Office of Patent Legal Administration at (571)-272-7702. Questions relating to issue and publication fee payments should be directed to the Customer Service Center of the Office of Patent Publication at 1-(888)-786-0101 or (571)-272-4200.

OMB Clearance and PRA Burden Statement for PTOL-85 Part B

The Paperwork Reduction Act (PRA) of 1995 requires Federal agencies to obtain Office of Management and Budget approval before requesting most types of information from the public. When OMB approves an agency request to collect information from the public, OMB (i) provides a valid OMB Control Number and expiration date for the agency to display on the instrument that will be used to collect the information and (ii) requires the agency to inform the public about the OMB Control Number's legal significance in accordance with 5 CFR 1320.5(b).

The information collected by PTOL-85 Part B is required by 37 CFR 1.311. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 30 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, Virginia 22313-1450. **DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, Virginia 22313-1450.** Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it displays a valid OMB control number.

Privacy Act Statement

The Privacy Act of 1974 (P.L. 93-579) requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b) (2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C. 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether disclosure of these records is required by the Freedom of Information Act.
2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.
3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).
5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.
6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).
7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.
8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspection or an issued patent.
9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

Notice of Allowability	Application No. 16/053,149	Applicant(s) YOSHIKAWA et al.	
	Examiner JAMES S MCCLELLAN	Art Unit 3716	AIA (FITF) Status No

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address--

All claims being allowable, PROSECUTION ON THE MERITS IS (OR REMAINS) CLOSED in this application. If not included herewith (or previously mailed), a Notice of Allowance (PTOL-85) or other appropriate communication will be mailed in due course. **THIS NOTICE OF ALLOWABILITY IS NOT A GRANT OF PATENT RIGHTS.** This application is subject to withdrawal from issue at the initiative of the Office or upon petition by the applicant. See 37 CFR 1.313 and MPEP 1308.

1. This communication is responsive to an amendment on 4/2/2019.
 A declaration(s)/affidavit(s) under **37 CFR 1.130(b)** was/were filed on _____.

2. An election was made by the applicant in response to a restriction requirement set forth during the interview on _____; the restriction requirement and election have been incorporated into this action.

3. The allowed claim(s) is/are 1-15. As a result of the allowed claim(s), you may be eligible to benefit from the **Patent Prosecution Highway** program at a participating intellectual property office for the corresponding application. For more information, please see http://www.uspto.gov/patents/init_events/pph/index.jsp or send an inquiry to PPHfeedback@uspto.gov.

4. Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
Certified copies:
a) All b) Some *c) None of the:
1. Certified copies of the priority documents have been received.
2. Certified copies of the priority documents have been received in Application No. _____.
3. Copies of the certified copies of the priority documents have been received in this national stage application from the International Bureau (PCT Rule 17.2(a)).
* Certified copies not received: _____.

Applicant has THREE MONTHS FROM THE "MAILING DATE" of this communication to file a reply complying with the requirements noted below. Failure to timely comply will result in ABANDONMENT of this application.
THIS THREE-MONTH PERIOD IS NOT EXTENDABLE.


5. CORRECTED DRAWINGS (as "replacement sheets") must be submitted.
 including changes required by the attached Examiner's Amendment / Comment or in the Office action of Paper No./Mail Date _____.
Identifying indicia such as the application number (see 37 CFR 1.84(c)) should be written on the drawings in the front (not the back) of each sheet. Replacement sheet(s) should be labeled as such in the header according to 37 CFR 1.121(d).

6. DEPOSIT OF and/or INFORMATION about the deposit of BIOLOGICAL MATERIAL must be submitted. Note the attached Examiner's comment regarding REQUIREMENT FOR THE DEPOSIT OF BIOLOGICAL MATERIAL.

Attachment(s)

1. <input type="checkbox"/> Notice of References Cited (PTO-892)	5. <input type="checkbox"/> Examiner's Amendment/Comment
2. <input checked="" type="checkbox"/> Information Disclosure Statements (PTO/SB/08), Paper No./Mail Date _____.	6. <input type="checkbox"/> Examiner's Statement of Reasons for Allowance
3. <input type="checkbox"/> Examiner's Comment Regarding Requirement for Deposit of Biological Material _____.	7. <input type="checkbox"/> Other _____.
4. <input type="checkbox"/> Interview Summary (PTO-413), Paper No./Mail Date. _____.	

/James S. McClellan/ Primary Examiner, Art Unit 3716	
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Search Notes 	Application/Control No. 16/053,149	Applicant(s)/Patent Under Reexamination YOSHIKAWA et al.
	Examiner JAMES S MCCLELLAN	Art Unit 3716

CPC - Searched*		
Symbol	Date	Examiner
A63F 13/30, 55, 67, 69, 78, and 798	01/07/2019	JSM
Update Search	04/29/2019	JSM

CPC Combination Sets - Searched*		
Symbol	Date	Examiner


US Classification - Searched*			
Class	Subclass	Date	Examiner

* See search history printout included with this form or the SEARCH NOTES box below to determine the scope of the search.

Search Notes		
Search Notes	Date	Examiner
EAST Text Search	01/07/2019	JSM
Reviewed prosecution history of related application 14/409,219	01/07/2019	JSM
Update Search	04/29/2019	JSM
Claim term search for interference	04/29/2019	JSM

Interference Search			
US Class/CPC Symbol	US Subclass/CPC Group	Date	Examiner
A63F	13/30, 55, 67, 69, 78, and 798	04/29/2019	JSM

/James S. McClellan/ Primary Examiner, Art Unit 3716	
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Issue Classification 	Application/Control No. 16/053,149	Applicant(s)/Patent Under Reexamination YOSHIKAWA et al.
	Examiner JAMES S MCCLELLAN	Art Unit 3716


CPC						
Symbol					Type	Version
A63F		13		69	F	2014-09-02
A63F		13		35	I	2014-09-02
A63F		2300		575	A	2013-01-01
A63F		2300		609	A	2013-01-01
A63F		13		79	A	2014-09-02

CPC Combination Sets				
Symbol	Type	Set	Ranking	Version

NONE	Total Claims Allowed:	
(Assistant Examiner)	(Date)	15
/James S. McClellan/ Primary Examiner, Art Unit 3716	29 April 2019	O.G. Print Claim(s) O.G. Print Figure
(Primary Examiner)	(Date)	1 5

U.S. Patent and Trademark Office

Part of Paper No.: 20190429

Issue Classification 	Application/Control No. 16/053,149	Applicant(s)/Patent Under Reexamination YOSHIKAWA et al.
	Examiner JAMES S MCCLELLAN	Art Unit 3716

INTERNATIONAL CLASSIFICATION			
CLAIMED			
A63F		13	00
NON-CLAIMED			


US ORIGINAL CLASSIFICATION	
CLASS	SUBCLASS

CROSS REFERENCES(S)					
CLASS	SUBCLASS (ONE SUBCLASS PER BLOCK)				

NONE		Total Claims Allowed:	
(Assistant Examiner)	(Date)	15	
/James S. McClellan/ Primary Examiner, Art Unit 3716	29 April 2019	O.G. Print Claim(s)	O.G. Print Figure
(Primary Examiner)	(Date)	1	5

U.S. Patent and Trademark Office

Part of Paper No.: 20190429

Issue Classification 	Application/Control No. 16/053,149	Applicant(s)/Patent Under Reexamination YOSHIKAWA et al.
	Examiner JAMES S MCCLELLAN	Art Unit 3716

Claims renumbered in the same order as presented by applicant
 CPA
 T.D.
 R.1.47

CLAIMS															
Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original
1	1	7	10												
2	2	8	11												
3	3	9	12												
4	4	10	13												
5	5	11	14												
6	6	15	15												
12	7														
13	8														
14	9														

NONE	Total Claims Allowed:	
(Assistant Examiner)	(Date)	15
/James S. McClellan/ Primary Examiner, Art Unit 3716	29 April 2019	O.G. Print Claim(s)
(Primary Examiner)	(Date)	1
		O.G. Print Figure
		5

U.S. Patent and Trademark Office Part of Paper No.: 20190429

EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	14965	game adj server	US-PGPUB; USPAT; USOCR	OR	OFF	2019/04/29 13:55
L2	604	rare adj item\$2	US-PGPUB; USPAT; USOCR	OR	OFF	2019/04/29 13:55
L3	9378604	@ad< "20120621"	US-PGPUB; USPAT	OR	OFF	2019/04/29 13:55
L4	85	L1 and L2	US-PGPUB; USPAT	OR	OFF	2019/04/29 13:55
L5	5	L3 and L4	US-PGPUB; USPAT	OR	OFF	2019/04/29 13:55
L6	124748	video adj game\$2	US-PGPUB; USPAT	OR	OFF	2019/04/29 13:55
L7	7563523	item\$2 or object\$2	US-PGPUB; USPAT	OR	OFF	2019/04/29 13:55
L8	212322	inventory	US-PGPUB; USPAT	OR	OFF	2019/04/29 13:55
L9	67	L6 with L7 with L8	US-PGPUB; USPAT	OR	OFF	2019/04/29 13:55
L10	9378604	@ad< "20120621"	US-PGPUB; USPAT	OR	OFF	2019/04/29 13:55
L11	28	L10 and L9	US-PGPUB; USPAT	OR	OFF	2019/04/29 13:55
S1	93663	video adj game\$2	US-PGPUB; USPAT	OR	OFF	2016/11/28 11:03
S2	6567737	item\$2 or object\$2	US-PGPUB; USPAT	OR	OFF	2016/11/28 11:03
S3	176873	inventory	US-PGPUB; USPAT	OR	OFF	2016/11/28 11:03
S4	42	S1 with S2 with S3	US-PGPUB; USPAT	OR	OFF	2016/11/28 11:03
S5	9326423	@ad< "20120621"	US-PGPUB; USPAT	OR	OFF	2016/11/28 11:04
S6	25	S5 and S4	US-PGPUB; USPAT	OR	OFF	2016/11/28 11:04
S7	1	("20140038716").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/11/28 11:04
S8	3	("20040259642" "20050282634" "20090124393").PN.	US-PGPUB; USPAT	OR	OFF	2016/11/28 11:05
S9	3	S8 and S5	US-PGPUB; USPAT	OR	OFF	2016/11/28 11:05
S10	8	("2005/0282634").URPN.	USPAT	OR	OFF	2016/11/28 11:05

EAST Search History

S11	17	"409,219"	USPAT	OR	OFF	2016/11/28 11:06
S12	3975	a63f13/30,55,67,69,79,798.cpc.	US-PGPUB; USPAT	OR	OFF	2016/11/28 12:02
S13	3545	S2 and S12	US-PGPUB; USPAT	OR	OFF	2016/11/28 12:02
S14	524	S13 and S3	US-PGPUB; USPAT	OR	OFF	2016/11/28 12:03
S15	280	S14 and S5	US-PGPUB; USPAT	OR	OFF	2016/11/28 12:03
S16	101490	video adj game\$2	US-PGPUB; USPAT	OR	OFF	2017/07/10 13:46
S17	6819081	item\$2 or object\$2	US-PGPUB; USPAT	OR	OFF	2017/07/10 13:46
S18	185308	inventory	US-PGPUB; USPAT	OR	OFF	2017/07/10 13:46
S19	47	S16 with S17 with S18	US-PGPUB; USPAT	OR	OFF	2017/07/10 13:46
S20	9350455	@ad< "20120621"	US-PGPUB; USPAT	OR	OFF	2017/07/10 13:46
S21	25	S20 and S19	US-PGPUB; USPAT	OR	OFF	2017/07/10 13:46
S22	17	"409,219"	USPAT	OR	OFF	2018/02/02 14:40
S23	25	"409,219"	US-PGPUB; USPAT	OR	OFF	2018/02/02 14:41
S24	112301	video adj game\$2	US-PGPUB; USPAT	OR	OFF	2018/05/14 14:38
S25	7165320	item\$2 or object\$2	US-PGPUB; USPAT	OR	OFF	2018/05/14 14:38
S26	197774	inventory	US-PGPUB; USPAT	OR	OFF	2018/05/14 14:38
S27	55	S24 with S25 with S26	US-PGPUB; USPAT	OR	OFF	2018/05/14 14:38
S28	565075	randomly	US-PGPUB; USPAT	OR	OFF	2018/05/14 14:38
S29	198	rarity adj value	US-PGPUB; USPAT	OR	OFF	2018/05/14 14:38
S30	5619	virtual adj game	US-PGPUB; USPAT	OR	OFF	2018/05/14 14:38
S31	0	S28 with S29 with S30	US-PGPUB; USPAT	OR	OFF	2018/05/14 14:38
S32	14434	game adj server	US-PGPUB; USPAT; USOCR	OR	OFF	2019/01/07 10:14
S33	583	rare adj item\$2	US-PGPUB; USPAT; USOCR	OR	OFF	2019/01/07 10:14
S34	9376259	@ad< "20120621"	US-PGPUB; USPAT	OR	OFF	2019/01/07 10:14
S35	81	S32 and S33	US-PGPUB; USPAT	OR	OFF	2019/01/07 10:14
S36	5	S34 and S35	US-PGPUB; USPAT	OR	OFF	2019/01/07 10:14

EAST Search History

S37	5916	a63f13/30,55,67,69,79,798.cpc.	US-PGPUB; USPAT	OR	OFF	2019/01/07 10:33
S38	120526	video adj game\$2	US-PGPUB; USPAT	OR	OFF	2019/01/07 10:34
S39	1	("20110124415").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2019/02/15 09:25
S40	1	("9208636").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2019/02/18 10:13
S41	9378604	@ad< "20120621"	US-PGPUB; USPAT	OR	OFF	2019/04/29 13:52
S42	3	("20040259642" "20050282634" "20090124393").PN.	US-PGPUB; USPAT	OR	OFF	2019/04/29 13:52
S43	3	S42 and S41	US-PGPUB; USPAT	OR	OFF	2019/04/29 13:52
S44	124748	video adj game\$2	US-PGPUB; USPAT	OR	OFF	2019/04/29 13:52
S45	7563523	item\$2 or object\$2	US-PGPUB; USPAT	OR	OFF	2019/04/29 13:52
S46	212322	inventory	US-PGPUB; USPAT	OR	OFF	2019/04/29 13:52
S47	67	S44 with S45 with S46	US-PGPUB; USPAT	OR	OFF	2019/04/29 13:52
S49	124748	video adj game\$2	US-PGPUB; USPAT	OR	OFF	2019/04/29 13:52

4/ 29/ 2019 1:58:34 PM

C:\Users\jmcclellan\Documents\EAST\Workspaces\16053149.wsp

Doc code: IDS
 Doc description: Information Disclosure Statement (IDS) Filed

PTO/SB/08a (02-18)
 Approved for use through 11/30/2020. OMB 0651-0031
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INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number	16053149
	Filing Date	2018-08-02
	First Named Inventor	Tsuyoshi YOSHIKAWA
	Art Unit	3716
	Examiner Name	J. S. McClellan
	Attorney Docket Number	163485.01

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	1	20130337906	A1	2013-12-19	Ikeda	

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number		16053149
	Filing Date		2018-08-02
	First Named Inventor	Tsuyoshi YOSHIKAWA	
	Art Unit		3716
	Examiner Name	J. S. McClellan	
	Attorney Docket Number		163485.01

1	Supercell, "THIRD ASSERTION DOCUMENT BY OBLIGORS," submitted in Case No. H30(YO)22064 of JP Patent No. 6276314, pp. 1-24, September 3, 2018.
2	GMO, "SIGNIFICANTLY RENEWED 'GACHA AND PONTA,'" submitted in Case No. H30(YO)22064 of JP Patent No. 6276314, pp. 1-2, November 19, 2009.
3	BANGACHA, "SUMMARY OF SPEC DESCRIPTION OF GACHA AND PONTA 2," submitted in Case No. H30(YO)22064 of JP Patent No. 6276314, pp. 1-11, November 21, 2009.
4	YAMAGUCHI Masahiro, "WHAT IS THE NEW "WINDOWS TOUCH" FUNCTION IN WINDOWS 7?" submitted in Case No. H30(YO)22064 of JP Patent No. 6276314, pp. 1-13, October 23, 2009.
5	NIKKEI Trendy Net, ""WINDOWS 7 SALES START!" RELATED ARTICLE TO BE FURTHER ACQUAINTED WITH 7," submitted in Case No. H30(YO)22064 of JP Patent No. 6276314, pp. 1-4, October 23, 2009.
6	HobbyJAPAN Co., Ltd., "GANDAM NETWORK OPERATION 3 - FIRST STEP GUIDE," submitted in Case No. H30(YO)22064 of JP Patent No. 6276314, pp. 006, 007, 042, 043, March 1, 2010.
7	TAKIZAWA Osamu, "BANDAI NAMCO, WIN "GANDAM NETWORK OPERATION 3,"" submitted in Case No. H30(YO)22064 of JP Patent No. 6276314, pp. 1-6, February 25, 2010.
8	TAKIZAWA Osamu, "BANDAI NAMCO, WIN "GANDAM NETWORK OPERATION 3,"" submitted in Case No. H30(YO)22064 of JP Patent No. 6276314, pp. 1-2, printed on August 9, 2018.
9	Supercell's Agent, "FUNCTION CONFIRMATION REPORT," submitted in Case No. H30(YO)22064 of JP Patent No. 6276314, pp. 1-2, September 3, 2018.

If you wish to add additional non-patent literature document citation information please click the Add button

EXAMINER SIGNATURE

Examiner Signature	/James S. McClellan/	Date Considered	04/29/2019
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*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number	16053149
	Filing Date	2018-08-02
	First Named Inventor	Tsuyoshi YOSHIKAWA
	Art Unit	3716
	Examiner Name	J. S. McClellan
	Attorney Docket Number	163485.01

¹ See Kind Codes of USPTO Patent Documents at www.USPTO.GOV or MPEP 901.04. ² Enter office that issued the document, by the two-letter code (WIPO Standard ST.3). ³ For Japanese patent documents, the indication of the year of the reign of the Emperor must precede the serial number of the patent document. ⁴ Kind of document by the appropriate symbols as indicated on the document under WIPO Standard ST.16 if possible. ⁵ Applicant is to place a check mark here if English language translation is attached.

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number		16053149
	Filing Date		2018-08-02
	First Named Inventor	Tsuyoshi YOSHIKAWA	
	Art Unit	3716	
	Examiner Name	J. S. McClellan	
	Attorney Docket Number	163485.01	

CERTIFICATION STATEMENT

Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

That each item of information contained in the information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(1).

OR

That no item of information contained in the information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application, and, to the knowledge of the person signing the certification after making reasonable inquiry, no item of information contained in the information disclosure statement was known to any individual designated in 37 CFR 1.56(c) more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(2).

- See attached certification statement.
 - The fee set forth in 37 CFR 1.17 (p) has been submitted herewith.
- A certification statement is not submitted herewith.

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/B. Graham Nelson/	Date (YYYY-MM-DD)	2019-02-05
Name/Print	B. Graham Nelson	Registration Number	72,699

This collection of information is required by 37 CFR 1.97 and 1.98. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1 hour to complete, including gathering, preparing and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. **DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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The information provided by you in this form will be subject to the following routine uses:

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2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.
3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).
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6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).
7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.
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9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

ALL REFERENCES CONSIDERED EXCEPT WHERE LINED THROUGH. /JSM/

PATENT APPLICATION

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re the Application of

Tsuyoshi YOSHIKAWA et al.

Group Art Unit: 3716

Application No.: 16/053,149

Examiner: J. MCCLELLAN

Filed: August 2, 2018

Docket No.: 163485.01

For: GAME CONTROL METHOD, GAME SERVER, AND PROGRAM

AMENDMENT

Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

In reply to the January 11, 2019 Office Action, please consider the following:

Amendments to the Claims as reflected in the listing of claims;

Remarks.

Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game control method executed by a game server, the method comprising:

associating, in a memory of the game server, each of a plurality of cells with each of extracted items extracted from the memory;

sending information to a user terminal for displaying, in a virtual game, a sheet comprising the plurality of cells and obtainable item information, the obtainable item information comprising at least one of (i) a total number of items for each item type, (ii) a number of obtained items and (iii) a number of un-obtained items, ~~the obtainable item information being assigned for each user based on identification information unique to each user;~~

receiving, in the virtual game, a selection request from the user terminal to select one cell among the plurality of cells;

sending information for differentiating, in the virtual game, a display of the one cell from another cell of the plurality of cells in the sheet, wherein the differentiating of the display of the one cell is done in response to the selection request to select the one cell; and

providing, in the virtual game, an item of the extracted items that is associated with the one cell to a user of the user terminal.

2. (Original) The game control method of claim 1, wherein the information for differentiating the display of the one cell includes information for differentiating a pattern of the one cell according to the item type of the item associated with the one cell.

3. (Original) The game control method of claim 1, wherein

the information sent to the user terminal for displaying the sheet includes information of a character to be displayed in each of the plurality of cells, the character indicating a rarity value of each item associated with each cell.

4. (Currently Amended) A game server comprising:

a memory in which each of a plurality of cells is associated with each of extracted items extracted from the memory; and

a controller configured to

send information to a user terminal for displaying, in a virtual game, a sheet comprising the plurality of cells and obtainable item information, the obtainable item information comprising at least one of (i) a total number of items for each item type, (ii) a number of obtained items and (iii) a number of un-obtained items, ~~the obtainable item information being assigned for each user based on identification information unique to each user,~~

receive, in the virtual game, a selection request from the user terminal to select one cell among the plurality of cells,

send information for differentiating, in the virtual game, a display of the one cell from another cell of the plurality of cells in the sheet, wherein the differentiating of the display of the one cell is done in response to the selection request to select the one cell, and

provide, in the virtual game, an item of the extracted items that is associated with the one cell to a user of the user terminal.

5. (Original) The game server of claim 4, wherein

the information for differentiating the display of the one cell includes information for differentiating a pattern of the one cell according to the item type of the item associated with the one cell.

6. (Original) The game server of claim 4, wherein

the information sent to the user terminal for displaying the sheet includes information of a character to be displayed in each of the plurality of cells, the character indicating a rarity value of each item associated with each cell.

7. (Currently Amended) A non-transitory computer readable recording medium having stored thereon instructions to be executed on a computer, the instructions causing the computer to perform the steps of:

associating, in a memory of the computer, each of a plurality of cells with each of extracted items extracted from the memory;

sending information to a user terminal for displaying, in a virtual game, a sheet comprising the plurality of cells and obtainable item information, the obtainable item information comprising at least one of (i) a total number of items for each item type, (ii) a number of obtained items and (iii) a number of un-obtained items, ~~the obtainable item information being assigned for each user based on identification information unique to each user;~~

receiving, in the virtual game, a selection request from the user terminal to select one cell among the plurality of cells;

sending information for differentiating, in the virtual game, a display of the one cell from another cell of the plurality of cells in the sheet, wherein the differentiating of the display of the one cell is done in response to the selection request to select the one cell; and

providing, in the virtual game, an item of the extracted items that is associated with the one cell to a user of the user terminal.

8. (Original) The non-transitory computer readable recording medium of claim 7, wherein

the information for differentiating the display of the one cell includes information for differentiating a pattern of the one cell according to the item type of the item associated with the one cell.

9. (Original) The non-transitory computer readable recording medium of claim 7, wherein

the information sent to the user terminal for displaying the sheet includes information of a character to be displayed in each of the plurality of cells, the character indicating a rarity value of each item associated with each cell.

10. (New) The game control method of claim 1, wherein

the information sent to the user terminal for displaying is for displaying the obtainable item information as at least one of (i) a numerical value indicating the total number of items for each item type, (ii) a numerical value indicating the number of obtained items and (iii) a numerical value indicating the number of un-obtained items.

11. (New) The game server of claim 4, wherein

the information sent to the user terminal for displaying is for displaying the obtainable item information as at least one of (i) a numerical value indicating the total number of items for each item type, (ii) a numerical value indicating the number of obtained items and (iii) a numerical value indicating the number of un-obtained items.

12. (New) The non-transitory computer readable recording medium of claim 7, wherein

the information sent to the user terminal for displaying is for displaying the obtainable item information as at least one of (i) a numerical value indicating the total number of items for each item type, (ii) a numerical value indicating the number of obtained items and (iii) a numerical value indicating the number of un-obtained items.

13. (New) The game control method of claim 1, wherein

the obtainable item information is assigned for each user based on identification information unique to each user.

14. (New) The game server of claim 4, wherein the obtainable item information is assigned for each user based on identification information unique to each user.

15. (New) The non-transitory computer readable recording medium of claim 7, wherein the obtainable item information is assigned for each user based on identification information unique to each user.

REMARKS

Claims 1-15 are pending in this application. By this Amendment, claims 1, 4 and 7 are amended, and claims 10-15 are added. No new matter is added.

The courtesies extended to Applicant's representative by Examiner McClellan at the interview held February 15, 2019, are appreciated. The reasons presented at the interview as warranting favorable action are incorporated into the remarks below, which constitute Applicant's record of the interview.

Claims 1-9 are rejected under pre-AIA 35 U.S.C. §103(a) over Yamada (US 2005/0282634) in view of Shimono (US 2011/0124415). In response, the rejection is respectfully traversed.

As discussed during the interview, independent claims 1, 4 and 7 are amended to clarify that "the differentiating of the display of the one cell is done *in response to the selection request* to select the one cell." As discussed during the interview, the cited art fails to disclose the amended features of the independent claims.

In particular, in Figure 7 of Yamada, the differentiation of display of cells is based on whether the cells show rare or normal items, and is determined based on the strength of the wireless connection between two user terminals (paragraph [0089]). Although Yamada permits selection of a cell and Yamada also displays cells differently, there is no causal nexus between the differentiation of the display and the selection of the cell. Thus, as agreed upon during the interview, there is no differentiation of display of cells done "*in response to the selection request* to select the one cell," as claimed. Shimono does not remedy this deficiency of Yamada. Withdrawal of the rejection is respectfully requested.

New claims 10-12 depend from the independent claims and are thus allowable in view of the above discussion. In addition, claims 10-12 are allowable for reciting features not disclosed by the art of record. During the interview, the Examiner interpreted Figure 7 of

Yamada as displaying a "number" of obtained items (i.e., a certain number of obtained items) because there are three normal item pieces displaying for Player 2. As discussed and agreed upon during the interview, Yamada does *not* disclose displaying a separate *numerical value* on the screen (e.g., in Figure 7). Thus, Yamada does not disclose or suggest the features of claims 10-12 of "obtainable item information as at least one of (i) a numerical value indicating the total number of items for each item type, (ii) a numerical value indicating the number of obtained items and (iii) a numerical value indicating the number of un-obtained items."

New claims 13-15 depend from the independent claims and are thus allowable in view of the above discussion. Claims 13-15 recite a limitation that was previously recited in the independent claims.

In view of the foregoing, it is respectfully submitted that this application is in condition for allowance. Favorable reconsideration and prompt allowance are earnestly solicited.

Should the Examiner believe that anything further would be desirable in order to place this application in even better condition for allowance, the Examiner is invited to contact the undersigned at the telephone number set forth below.

Respectfully submitted,

/ B. Graham Nelson /

James A. Oliff
Registration No. 27,075

B. Graham Nelson
Registration No. 72,699

JAO:BGN/dkt

Date: April 2, 2019

OLIFF PLC
P.O. Box 320850
Alexandria, Virginia 22320-4850
Telephone: (703) 836-6400

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Electronic Acknowledgement Receipt	
EFS ID:	35605230
Application Number:	16053149
International Application Number:	
Confirmation Number:	6107
Title of Invention:	GAME CONTROL METHOD, GAME SERVER, AND PROGRAM
First Named Inventor/Applicant Name:	Tsuyoshi YOSHIKAWA
Customer Number:	25944
Filer:	James Albert Oliff/Darrisaw Tatum
Filer Authorized By:	James Albert Oliff
Attorney Docket Number:	163485.01
Receipt Date:	02-APR-2019
Filing Date:	02-AUG-2018
Time Stamp:	15:47:32
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no
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File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1		20190402_Amendment.pdf	35814 6322969321ec7d954f1ed30d5f8bf96d3b490269	yes	9

Multipart Description/PDF files in .zip description			
	Document Description	Start	End
	Amendment/Req. Reconsideration-After Non-Final Reject	1	1
	Claims	2	6
	Applicant Arguments/Remarks Made in an Amendment	7	9
Warnings:			
Information:			
Total Files Size (in bytes):		35814	
<p>This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.</p> <p><u>New Applications Under 35 U.S.C. 111</u> If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.</p> <p><u>National Stage of an International Application under 35 U.S.C. 371</u> If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.</p> <p><u>New International Application Filed with the USPTO as a Receiving Office</u> If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.</p>			

PATENT APPLICATION FEE DETERMINATION RECORD Substitute for Form PTO-875		Application or Docket Number 16/053,149	Filing Date 08/02/2018	<input type="checkbox"/> To be Mailed		
ENTITY: <input checked="" type="checkbox"/> LARGE <input type="checkbox"/> SMALL <input type="checkbox"/> MICRO						
APPLICATION AS FILED - PART I						
FOR	(Column 1) NUMBER FILED	(Column 2) NUMBER EXTRA	RATE (\$)	FEE (\$)		
<input type="checkbox"/> BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A			
<input type="checkbox"/> SEARCH FEE (37 CFR 1.16(k), (l), or (m))	N/A	N/A	N/A			
<input type="checkbox"/> EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A			
TOTAL CLAIMS (37 CFR 1.16(i))	minus 20 = *		x \$100 =			
INDEPENDENT CLAIMS (37 CFR 1.16(h))	minus 3 = *		x \$460 =			
<input type="checkbox"/> APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is \$310 (\$155 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR 1.16(s).					
<input type="checkbox"/> MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))						
* If the difference in column 1 is less than zero, enter "0" in column 2.			TOTAL			
APPLICATION AS AMENDED - PART II						
AMENDMENT	(Column 1) 04/02/2019	(Column 2) CLAIMS REMAINING AFTER AMENDMENT	(Column 3) HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE (\$)	ADDITIONAL FEE (\$)
	Total (37 CFR 1.16(i))	* 15	Minus ** 20	= 0	x \$100 =	0
	Independent (37 CFR 1.16(h))	* 3	Minus *** 3	= 0	x \$460 =	0
	<input type="checkbox"/> Application Size Fee (37 CFR 1.16(s))					
	<input type="checkbox"/> FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))					
					TOTAL ADD'L FEE	0
AMENDMENT	(Column 1)	(Column 2) CLAIMS REMAINING AFTER AMENDMENT	(Column 3) HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE (\$)	ADDITIONAL FEE (\$)
	Total (37 CFR 1.16(i))	*	Minus **	=	x \$0 =	
	Independent (37 CFR 1.16(h))	*	Minus ***	=	x \$0 =	
	<input type="checkbox"/> Application Size Fee (37 CFR 1.16(s))					
	<input type="checkbox"/> FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))					
					TOTAL ADD'L FEE	
* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.					LIE	
** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".					/ERNEST A MARFO/	
*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".						
The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.						

This collection of information is required by 37 CFR 1.16. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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Table with columns: APPLICATION NO., FILING DATE, FIRST NAMED INVENTOR, ATTORNEY DOCKET NO., CONFIRMATION NO., EXAMINER, ART UNIT, PAPER NUMBER, NOTIFICATION DATE, DELIVERY MODE. Contains application details for 16/053,149 filed 08/02/2018 by Tsuyoshi YOSHIKAWA.

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

OfficeAction25944@oliff.com
jarmstrong@oliff.com

<i>Applicant-Initiated Interview Summary</i>	Application No. 16/053,149	Applicant(s) YOSHIKAWA et al.	
	Examiner JAMES S MCCLELLAN	Art Unit 3716	AIA Status No

All participants (applicant, applicants representative, PTO personnel):

(1) JAMES S. MCCLELLAN. (3) ____.

(2) Graham Nelson (72,699). (4) ____.

Date of Interview: 15 February 2019.

Type: Telephonic Video Conference
 Personal [copy given to: applicant applicant's representative]

Exhibit shown or demonstration conducted: Yes No.
If Yes, brief description: ____.

Issues Discussed 101 112 102 103 Others
(For each of the checked box(es) above, please describe below the issue and detailed description of the discussion)

Claim(s) discussed: 1.

Identification of prior art discussed: Yamada and Shimono.

Substance of Interview
(For each issue discussed, provide a detailed description and indicate if agreement was reached. Some topics may include: identification or clarification of a reference or a portion thereof, claim interpretation, proposed amendments, arguments of any applied references etc...)

Applicant discussed differences between the disclosure of Yamada and the recited claims, including differentiating information and display of item information. While the Examiner appreciates the differences between the current disclosure (e.g., Fig. 10B) and Yamada's disclosure, the current claims are broad and do not recite with sufficient detail those differences.

Applicant recordation instructions: The formal written reply to the last Office action must include the substance of the interview. (See MPEP section 713.04). If a reply to the last Office action has already been filed, applicant is given a non-extendable period of the longer of one month or thirty days from this interview date, or the mailing date of this interview summary form, whichever is later, to file a statement of the substance of the interview

Examiner recordation instructions: Examiners must summarize the substance of any interview of record. A complete and proper recordation of the substance of an interview should include the items listed in MPEP 713.04 for complete and proper recordation including the identification of the general thrust of each argument or issue discussed, a general indication of any other pertinent matters discussed regarding patentability and the general results or outcome of the interview, to include an indication as to whether or not agreement was reached on the issues raised.

Attachment

/James S. McClellan/ Primary Examiner, Art Unit 3716	
---	--

Summary of Record of Interview Requirements

Manual of Patent Examining Procedure (MPEP), Section 713.04, Substance of Interview Must be Made of Record

A complete written statement as to the substance of any face-to-face, video conference, or telephone interview with regard to an application must be made of record in the application whether or not an agreement with the examiner was reached at the interview.

Title 37 Code of Federal Regulations (CFR) 1.133 Interviews

Paragraph (b)

In every instance where reconsideration is requested in view of an interview with an examiner, a complete written statement of the reasons presented at the interview as warranting favorable action must be filed by the applicant. An interview does not remove the necessity for reply to Office action as specified in §§ 1.111, 1.135. (35 U.S.C. 132)

37 CFR §1.2 Business to be transacted in writing.

All business with the Patent or Trademark Office should be transacted in writing. The personal attendance of applicants or their attorneys or agents at the Patent and Trademark Office is unnecessary. The action of the Patent and Trademark Office will be based exclusively on the written record in the Office. No attention will be paid to any alleged oral promise, stipulation, or understanding in relation to which there is disagreement or doubt.

The action of the Patent and Trademark Office cannot be based exclusively on the written record in the Office if that record is itself incomplete through the failure to record the substance of interviews.

It is the responsibility of the applicant or the attorney or agent to make the substance of an interview of record in the application file, unless the examiner indicates he or she will do so. It is the examiners responsibility to see that such a record is made and to correct material inaccuracies which bear directly on the question of patentability.

Examiners must complete an Interview Summary Form for each interview held where a matter of substance has been discussed during the interview by checking the appropriate boxes and filling in the blanks. Discussions regarding only procedural matters, directed solely to restriction requirements for which interview recordation is otherwise provided for in Section 812.01 of the Manual of Patent Examining Procedure, or pointing out typographical errors or unreadable script in Office actions or the like, are excluded from the interview recordation procedures below. Where the substance of an interview is completely recorded in an Examiners Amendment, no separate Interview Summary Record is required.

The Interview Summary Form shall be given an appropriate Paper No., placed in the right hand portion of the file, and listed on the "Contents" section of the file wrapper. In a personal interview, a duplicate of the Form is given to the applicant (or attorney or agent) at the conclusion of the interview. In the case of a telephone or video-conference interview, the copy is mailed to the applicants correspondence address either with or prior to the next official communication. If additional correspondence from the examiner is not likely before an allowance or if other circumstances dictate, the Form should be mailed promptly after the interview rather than with the next official communication.

The Form provides for recordation of the following information:

- Application Number (Series Code and Serial Number)
- Name of applicant
- Name of examiner
- Date of interview
- Type of interview (telephonic, video-conference, or personal)
- Name of participant(s) (applicant, attorney or agent, examiner, other PTO personnel, etc.)
- An indication whether or not an exhibit was shown or a demonstration conducted
- An identification of the specific prior art discussed
- An indication whether an agreement was reached and if so, a description of the general nature of the agreement (may be by attachment of a copy of amendments or claims agreed as being allowable). Note: Agreement as to allowability is tentative and does not restrict further action by the examiner to the contrary.
- The signature of the examiner who conducted the interview (if Form is not an attachment to a signed Office action)

It is desirable that the examiner orally remind the applicant of his or her obligation to record the substance of the interview of each case. It should be noted, however, that the Interview Summary Form will not normally be considered a complete and proper recordation of the interview unless it includes, or is supplemented by the applicant or the examiner to include, all of the applicable items required below concerning the substance of the interview.

A complete and proper recordation of the substance of any interview should include at least the following applicable items:

- 1) A brief description of the nature of any exhibit shown or any demonstration conducted,-
- 2) an identification of the claims discussed,
- 3) an identification of the specific prior art discussed,
- 4) an identification of the principal proposed amendments of a substantive nature discussed, unless these are already described on the Interview Summary Form completed by the Examiner,
- 5) a brief identification of the general thrust of the principal arguments presented to the examiner,
(The identification of arguments need not be lengthy or elaborate. A verbatim or highly detailed description of the arguments is not required. The identification of the arguments is sufficient if the general nature or thrust of the principal arguments made to the examiner can be understood in the context of the application file. Of course, the applicant may desire to emphasize and fully describe those arguments which he or she feels were or might be persuasive to the examiner.)
- 6) a general indication of any other pertinent matters discussed, and
- 7) if appropriate, the general results or outcome of the interview unless already described in the Interview Summary Form completed by the examiner.

Examiners are expected to carefully review the applicants record of the substance of an interview. If the record is not complete and accurate, the examiner will give the applicant an extendable one month time period to correct the record.

Examiner to Check for Accuracy

If the claims are allowable for other reasons of record, the examiner should send a letter setting forth the examiners version of the statement attributed to him or her. If the record is complete and accurate, the examiner should place the indication, Interview Record OK on the paper recording the substance of the interview along with the date and the examiners initials.

Applicant Initiated Interview Request Form -- emailed to: Examiner McClellan (1 p.)

In re the Application of

Tsuyoshi YOSHIKAWA et al.

Group Art Unit: 3716

Application No.: 16/053,149

Examiner: J. MCCLELLAN

Filed: August 2, 2018

Docket No.: 163485.01

For: GAME CONTROL METHOD, GAME SERVER, AND PROGRAM

Tentative Participants:					
(1) <u>B. Graham Nelson (Reg. No. 72,699)</u>	(2) <u>J. MCCLELLAN</u>				
(3) _____	(4) _____				
Confirmed Date of Interview: <u>Feb. 15, 2019</u>		Proposed Time: <u>10:00</u>		(AM)	
Type of Interview Requested:					
(1) <input checked="" type="checkbox"/> Telephonic	(2) <input type="checkbox"/> Personal	(3) <input type="checkbox"/> Video Conference			
Exhibit To Be Shown or Demonstrated: <input type="checkbox"/> YES		<input checked="" type="checkbox"/> NO			
If yes, provide brief description: _____					
Issues To Be Discussed					
Issues (Rej., Obj., etc)	Claims/ Fig. #s	Prior Art	Discussed	Agreed	Not Agreed
(1) <u>§103</u>	<u>Claims 1, 4, 7</u>	<u>Yamada, Shimono</u>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Brief Description of Arguments to be Presented:					
<p>We would like to discuss the differences between the claimed subject matter and the cited art as follows. The independent claims recite receiving selection of one cell, and then differentiating the display of that one cell from another cell in the sheet. Yamada does not differentiate the display of a selected cell from that of another cell. In Figure 7 of Yamada, the differentiation of display of cells is based on whether the cells show rare or normal items, and is determined based on the strength of the wireless connection between two user terminals (paragraph [0089]). There is no differentiation of display of cells based on which cell is selected, as claimed.</p> <p>Also, element 84 of Figure 5 of Yamada is relied upon in the rejection for the claimed "total number of items for each item type." However, element 84 is an area of stored memory. That information is not displayed on the sheet of cells in Figure 7. Thus, that information does not meet the claimed display of obtainable item information. We look forward to discussing this matter during the interview tomorrow.</p>					
An interview was conducted on the above-identified application on _____					
NOTE: This form should be completed by applicant and submitted to the examiner in advance of the interview (see MPEP § 713.01). This form is signed by a registered practitioner, and the Office should accept this as an indication that he or she is authorized to conduct an interview on behalf of the principal (37 CFR 1.32(a)(3)) pursuant to 37 CFR 1.34. This is not a power of attorney to any above named practitioner.					
/B. Graham Nelson/ _____			_____		
(Applicant/Applicant's Representative Signature)			(Examiner/SPE Signature)		

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number	16053149
	Filing Date	2018-08-02
	First Named Inventor	Tsuyoshi YOSHIKAWA
	Art Unit	3716
	Examiner Name	J. S. McClellan
	Attorney Docket Number	163485.01

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number		16053149
	Filing Date		2018-08-02
	First Named Inventor	Tsuyoshi YOSHIKAWA	
	Art Unit		3716
	Examiner Name	J. S. McClellan	
	Attorney Docket Number		163485.01

1	Supercell, "THIRD ASSERTION DOCUMENT BY OBLIGORS," submitted in Case No. H30(YO)22064 of JP Patent No. 6276314, pp. 1-24, September 3, 2018.
2	GMO, "SIGNIFICANTLY RENEWED 'GACHA AND PONTA,'" submitted in Case No. H30(YO)22064 of JP Patent No. 6276314, pp. 1-2, November 19, 2009.
3	BANGACHA, "SUMMARY OF SPEC DESCRIPTION OF GACHA AND PONTA 2," submitted in Case No. H30(YO)22064 of JP Patent No. 6276314, pp. 1-11, November 21, 2009.
4	YAMAGUCHI Masahiro, "WHAT IS THE NEW "WINDOWS TOUCH" FUNCTION IN WINDOWS 7?" submitted in Case No. H30(YO)22064 of JP Patent No. 6276314, pp. 1-13, October 23, 2009.
5	NIKKEI Trendy Net, ""WINDOWS 7 SALES START!" RELATED ARTICLE TO BE FURTHER ACQUAINTED WITH 7," submitted in Case No. H30(YO)22064 of JP Patent No. 6276314, pp. 1-4, October 23, 2009.
6	HobbyJAPAN Co., Ltd., "GANDAM NETWORK OPERATION 3 - FIRST STEP GUIDE," submitted in Case No. H30(YO)22064 of JP Patent No. 6276314, pp. 006, 007, 042, 043, March 1, 2010.
7	TAKIZAWA Osamu, "BANDAI NAMCO, WIN "GANDAM NETWORK OPERATION 3,"" submitted in Case No. H30(YO)22064 of JP Patent No. 6276314, pp. 1-6, February 25, 2010.
8	TAKIZAWA Osamu, "BANDAI NAMCO, WIN "GANDAM NETWORK OPERATION 3,"" submitted in Case No. H30(YO)22064 of JP Patent No. 6276314, pp. 1-2, printed on August 9, 2018.
9	Supercell's Agent, "FUNCTION CONFIRMATION REPORT," submitted in Case No. H30(YO)22064 of JP Patent No. 6276314, pp. 1-2, September 3, 2018.

If you wish to add additional non-patent literature document citation information please click the Add button

EXAMINER SIGNATURE

Examiner Signature		Date Considered	
--------------------	--	-----------------	--

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number	16053149
	Filing Date	2018-08-02
	First Named Inventor	Tsuyoshi YOSHIKAWA
	Art Unit	3716
	Examiner Name	J. S. McClellan
	Attorney Docket Number	163485.01

¹ See Kind Codes of USPTO Patent Documents at www.USPTO.GOV or MPEP 901.04. ² Enter office that issued the document, by the two-letter code (WIPO Standard ST.3). ³ For Japanese patent documents, the indication of the year of the reign of the Emperor must precede the serial number of the patent document. ⁴ Kind of document by the appropriate symbols as indicated on the document under WIPO Standard ST.16 if possible. ⁵ Applicant is to place a check mark here if English language translation is attached.

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number	16053149
	Filing Date	2018-08-02
	First Named Inventor	Tsuyoshi YOSHIKAWA
	Art Unit	3716
	Examiner Name	J. S. McClellan
	Attorney Docket Number	163485.01

CERTIFICATION STATEMENT

Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

That each item of information contained in the information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(1).

OR

That no item of information contained in the information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application, and, to the knowledge of the person signing the certification after making reasonable inquiry, no item of information contained in the information disclosure statement was known to any individual designated in 37 CFR 1.56(c) more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(2).

- See attached certification statement.
 - The fee set forth in 37 CFR 1.17 (p) has been submitted herewith.
- A certification statement is not submitted herewith.

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/B. Graham Nelson/	Date (YYYY-MM-DD)	2019-02-05
Name/Print	B. Graham Nelson	Registration Number	72,699

This collection of information is required by 37 CFR 1.97 and 1.98. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1 hour to complete, including gathering, preparing and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. **DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.
3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).
5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.
6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).
7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.
8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.
9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

(19) 日本国特許庁 (JP)

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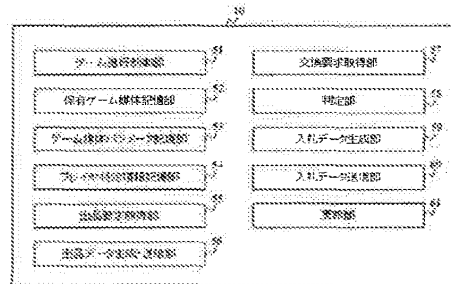
(54) 【発明の名称】 ゲームシステム

(57) 【要約】

【課題】 リアルマネートレードを技術的な側面から抑制できるゲームシステムを提供する。

【解決手段】 本発明の一実施形態に係るサーバ装置10は、交換要求を取得した場合に、出品ゲーム媒体を特徴付けるゲーム媒体パラメータ値と入札ゲーム媒体を特徴付けるゲーム媒体パラメータ値とに基づいて、出品ゲーム媒体と入札ゲーム媒体との交換が成立するか否かを判定する判定部58と、判定部58により交換が成立すると判定された場合にのみ、出品ゲーム媒体が入札者プレイヤーのプレイヤー識別情報と対応付けて記憶するとともに入札ゲーム媒体が出品者プレイヤーのプレイヤー識別情報と対応付けて記憶されるように保有ゲーム媒体記憶部52を更新する更新部61と、を備える。

【選択図】 図3



【特許請求の範囲】

【請求項1】

一又は複数のプレイヤーの各々の端末装置に対してネットワークを介してゲームを提供するゲームシステムであって、

前記一又は複数のプレイヤーのうちの第1プレイヤーを識別する第1プレイヤー識別情報と対応付けて当該第1プレイヤーが保有する第1ゲーム媒体を記憶し、前記一又は複数のプレイヤーのうちの第2プレイヤーを識別する第2プレイヤー識別情報と対応付けて当該第2プレイヤーが保有する第2ゲーム媒体を記憶する保有ゲーム媒体記憶部と、

前記第1プレイヤーから、前記第1ゲーム媒体を出品する出品要求を取得する出品要求取得部と、

前記第2プレイヤーから、前記第1ゲーム媒体と前記第2ゲーム媒体との交換を要求する交換要求を取得する交換要求取得部と、

前記交換要求取得部が前記交換要求を取得した場合に、前記第1ゲーム媒体を特徴付ける第1ゲーム媒体パラメータ値と前記第2ゲーム媒体を特徴付ける第2ゲーム媒体パラメータ値とに基づいて、前記第1ゲーム媒体と前記第2ゲーム媒体との交換が成立するか否かを判定する判定部と、

前記判定部により交換が成立すると判定された場合にのみ、前記第1ゲーム媒体が前記第2プレイヤー識別情報と対応付けて記憶されるとともに前記第2ゲーム媒体が前記第1プレイヤー識別情報と対応付けて記憶されるように前記保有ゲーム媒体記憶部を更新する更新部と、

を備えるゲームシステム。

【請求項2】

前記判定部は、前記第1ゲーム媒体パラメータ値と前記第2ゲーム媒体パラメータ値との差を算出し、算出された差と所定の閾値との比較に基づいて前記第1ゲーム媒体と前記第2ゲーム媒体との交換が成立するか否かを判定する、請求項1に記載のゲームシステム。

【請求項3】

前記判定部は、前記第2ゲーム媒体パラメータ値が所定の取引禁止パラメータ値と一致する場合に前記第1ゲーム媒体と前記第2ゲーム媒体との交換が成立しないと判定する、請求項1に記載のゲームシステム。

【請求項4】

前記判定部は、前記第1ゲーム媒体の取引数量及び前記第1ゲーム媒体パラメータ値の少なくとも一方と、前記第2ゲーム媒体の取引数量及び前記第2ゲーム媒体パラメータ値の少なくとも一方と、の組み合わせが、所定の取引禁止ペアに該当する場合に、前記第1ゲーム媒体と前記第2ゲーム媒体との交換が成立しないと判定する、請求項1に記載のゲームシステム。

【請求項5】

前記更新部は、前記判定部により交換が成立しないと判定された場合に、前記保有ゲーム媒体記憶部から前記第2ゲーム媒体を消去する、請求項1から4のいずれか1項に記載のゲームシステム。

【請求項6】

前記更新部は、前記判定部により交換が成立しないと判定された場合に、前記第1ゲーム媒体と同種のゲーム媒体が前記第2プレイヤー識別情報と対応付けて記憶されるように前記保有ゲーム媒体記憶部を更新する、請求項1から5のいずれか1項に記載のゲームシステム。

【請求項7】

前記第1ゲーム媒体パラメータ値が前記第1ゲーム媒体の入手しにくさを表す第1レアリティ情報であり、前記第2ゲーム媒体パラメータ値が前記第2ゲーム媒体の入手しにくさを表す第2レアリティ情報である、請求項1から6のいずれか1項に記載のゲームシステム。

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【請求項 8】

前記第 1 プレイヤを特定可能な第 1 プレイヤ特定情報及び前記第 2 プレイヤを特定可能な第 2 プレイヤ特定情報を記憶するプレイヤ特定情報記憶部と、

前記出品要求に基づいて、前記第 1 ゲーム媒体に関する第 1 ゲーム媒体情報を含む一方で前記第 1 プレイヤ特定情報を含まない出品データを生成し、生成された出品データを前記第 2 プレイヤの端末装置に送信する出品データ送信部と、

をさらに備える請求項 1 から 7 のいずれか 1 項に記載のゲームシステム。

【請求項 9】

前記第 1 プレイヤを特定可能な第 1 プレイヤ特定情報及び前記第 2 プレイヤを特定可能な第 2 プレイヤ特定情報を少なくとも記憶するプレイヤ特定情報記憶部と、

前記交換要求に基づいて、前記第 2 ゲーム媒体に関する第 2 ゲーム媒体情報を含む一方で前記第 2 プレイヤ特定情報を含まない入札データを生成し、生成された入札データを前記第 1 プレイヤの端末装置に送信する交換要求送信部と、

をさらに含む請求項 1 から 7 のいずれか 1 項に記載のゲームシステム。

【請求項 10】

一又は複数のプレイヤの各々の端末装置に対してネットワークを介してゲームを提供するゲームシステムであって、

前記一又は複数のプレイヤのうちの第 1 プレイヤを識別する第 1 プレイヤ識別情報と対応付けて当該第 1 プレイヤが保有する第 1 ゲーム媒体を記憶し、前記一又は複数のプレイヤのうちの第 2 プレイヤを識別する第 2 プレイヤ識別情報と対応付けて当該第 2 プレイヤが保有する第 2 ゲーム媒体を記憶する保有ゲーム媒体記憶部と、

前記第 1 プレイヤから、前記第 1 ゲーム媒体を出品する出品要求を取得する出品要求取得部と、

前記第 2 プレイヤから、前記第 1 ゲーム媒体と前記第 2 ゲーム媒体との交換を要求する交換要求を取得する交換要求取得部と、

前記交換要求取得部が前記交換要求を取得した場合に、前記第 1 ゲーム媒体の取引数量及び前記第 2 ゲーム媒体の取引数量に基づいて、前記第 1 ゲーム媒体と前記第 2 ゲーム媒体との交換が成立するか否かを判定する判定部と、

前記判定部により交換が成立すると判定された場合にのみ、前記第 1 ゲーム媒体が前記第 2 プレイヤ識別情報と対応付けて記憶されるとともに前記第 2 ゲーム媒体が前記第 1 プレイヤ識別情報と対応付けて記憶されるように前記保有ゲーム媒体記憶部を更新する更新部と、

を備えるゲームシステム。

【請求項 11】

前記判定部は、前記出品要求に基づいて、前記第 1 ゲーム媒体の取引数量を特定する、請求項 10 に記載のゲームシステム。

【請求項 12】

前記判定部は、前記交換要求に基づいて、前記第 2 ゲーム媒体の取引数量を特定する、請求項 10 に記載のゲームシステム。

【請求項 13】

前記判定部は、前記交換要求に基づいて、前記第 1 ゲーム媒体の取引数量及び前記第 2 ゲーム媒体の取引数量を特定する、請求項 10 に記載のゲームシステム。

【請求項 14】

一又は複数のプレイヤの各々の端末装置に対してネットワークを介してゲームを提供するゲームコンピュータに、

前記一又は複数のプレイヤのうちの第 1 プレイヤを識別する第 1 プレイヤ識別情報と対応付けて当該第 1 プレイヤが保有する第 1 ゲーム媒体を記憶し、前記一又は複数のプレイヤのうちの第 2 プレイヤを識別する第 2 プレイヤ識別情報と対応付けて当該第 2 プレイヤが保有する第 2 ゲーム媒体を記憶する保有ゲーム媒体記憶部と、

前記第 1 プレイヤから、前記第 1 ゲーム媒体を出品する出品要求を取得する出品要求取

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得処理、

前記第2プレイヤーから、前記第1ゲーム媒体と前記第2ゲーム媒体との交換を要求する交換要求を取得する交換要求取得処理、

前記交換要求取得部が前記交換要求を取得した場合に、前記第1ゲーム媒体を特徴付ける第1ゲーム媒体パラメータ値と前記第2ゲーム媒体を特徴付ける第2ゲーム媒体パラメータ値とに基づいて、前記第1ゲーム媒体と前記第2ゲーム媒体との交換が成立するか否かを判定する判定処理、及び、

前記判定部により交換が成立すると判定された場合にのみ、前記第1ゲーム媒体が前記第2プレイヤー識別情報と対応付けて記憶されるとともに前記第2ゲーム媒体が前記第1プレイヤー識別情報と対応付けて記憶されるように前記保有ゲーム媒体記憶部を更新する更新処理、

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を実行させるゲームプログラム。

【請求項15】

一又は複数のプレイヤーの各々の端末装置に対してネットワークを介してゲームを提供するゲームコンピュータに、

前記一又は複数のプレイヤーのうちの第1プレイヤーを識別する第1プレイヤー識別情報と対応付けて当該第1プレイヤーが保有する第1ゲーム媒体を記憶し、前記一又は複数のプレイヤーのうちの第2プレイヤーを識別する第2プレイヤー識別情報と対応付けて当該第2プレイヤーが保有する第2ゲーム媒体を記憶する保有ゲーム媒体記憶処理、

前記第1プレイヤーから、前記第1ゲーム媒体を出品する出品要求を取得する出品要求取得処理、

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前記第2プレイヤーから、前記第1ゲーム媒体と前記第2ゲーム媒体との交換を要求する交換要求を取得する交換要求取得処理、

前記交換要求取得部が前記交換要求を取得した場合に、前記第1ゲーム媒体の取引数量及び前記第2ゲーム媒体の取引数量に基づいて、前記第1ゲーム媒体と前記第2ゲーム媒体との交換が成立するか否かを判定する判定処理、及び、

前記判定部により交換が成立すると判定された場合にのみ、前記第1ゲーム媒体が前記第2プレイヤー識別情報と対応付けて記憶されるとともに前記第2ゲーム媒体が前記第1プレイヤー識別情報と対応付けて記憶されるように前記保有ゲーム媒体記憶部を更新する更新処理、

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を実行させるゲームプログラム。

【発明の詳細な説明】

【技術分野】

【0001】

本発明は、ゲームシステムに関する。

【背景技術】

【0002】

サーバ装置からネットワークを介して端末装置にゲームデータを提供し、当該端末装置において提供されたゲームデータを用いてゲームが実行される、いわゆるオンラインゲームが普及している。

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【0003】

オンラインゲームにおいては、プレイヤー間の交流を促すために、ゲームにおいて使用されるカードや武器等のアイテムをプレイヤー間で交換するための機能が実装されることがある。例えば、特開2009-187143号公報（特許文献1）には、オンラインゲームで用いられるアイテムをプレイヤー間で交換する手法が開示されている。

【先行技術文献】

【特許文献】

【0004】

【特許文献1】特開2009-187143号公報

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【発明の概要】

【発明が解決しようとする課題】

【0005】

特許文献1で述べられているように、カードやアイテム等のゲーム媒体を現実の通貨で売買するリアルマネートレードと称される行為が一部のプレイヤーによって行われている。リアルマネートレードを放任すると、一部のプレイヤーのみが著しく有利な条件でゲームをプレイできるようになるため、ゲームバランスが損なわれる恐れがある。そこで、オンラインゲームの提供者は、ユーザ規約によってリアルマネートレードを禁止し、ユーザ規約に違反したプレイヤーによるゲームの利用を停止するなどして、リアルマネートレードの抑制に努めている。

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【0006】

しかしながら、利用規約を厳しく運用してもリアルマネートレードの抑止には限界がある。そこで、本発明は、リアルマネートレードを技術的な側面から抑制可能なゲームシステムを提供することをその目的の一つとする。本発明の他の目的は、本明細書全体を参照することにより明らかとなる。

【課題を解決するための手段】

【0007】

本発明の一実施形態に係るゲームシステムは、一又は複数のプレイヤーの各々の端末装置に対してネットワークを介してゲームを提供するゲームシステムであって、前記一又は複数のプレイヤーのうちの第1プレイヤーを識別する第1プレイヤー識別情報と対応付けて当該第1プレイヤーが保有する第1ゲーム媒体を記憶し、前記一又は複数のプレイヤーのうちの第2プレイヤーを識別する第2プレイヤー識別情報と対応付けて当該第2プレイヤーが保有する第2ゲーム媒体を記憶する保有ゲーム媒体記憶部と、前記第1プレイヤーから、前記第1ゲーム媒体を出品する出品要求を取得する出品要求取得部と、前記第2プレイヤーから、前記第1ゲーム媒体と前記第2ゲーム媒体との交換を要求する交換要求を取得する交換要求取得部と、前記交換要求取得部が前記交換要求を取得した場合に、前記第1ゲーム媒体を特徴付ける第1ゲーム媒体パラメータ値と前記第2ゲーム媒体を特徴付ける第2ゲーム媒体パラメータ値とに基づいて、前記第1ゲーム媒体と前記第2ゲーム媒体との交換が成立するかどうかを判定する判定部と、前記判定部により交換が成立すると判定された場合にのみ、前記第1ゲーム媒体が前記第2プレイヤー識別情報と対応付けて記憶されるとともに前記第2ゲーム媒体が前記第1プレイヤー識別情報と対応付けて記憶されるように前記保有ゲーム媒体記憶部を更新する更新部と、を備える。また、本発明の他の実施形態に係るゲームシステムは、一又は複数のプレイヤーの各々の端末装置に対してネットワークを介してゲームを提供するゲームシステムであって、前記一又は複数のプレイヤーのうちの第1プレイヤーを識別する第1プレイヤー識別情報と対応付けて当該第1プレイヤーが保有する第1ゲーム媒体を記憶し、前記一又は複数のプレイヤーのうちの第2プレイヤーを識別する第2プレイヤー識別情報と対応付けて当該第2プレイヤーが保有する第2ゲーム媒体を記憶する保有ゲーム媒体記憶部と、前記第1プレイヤーから、前記第1ゲーム媒体を出品する出品要求を取得する出品要求取得部と、前記第2プレイヤーから、前記第1ゲーム媒体と前記第2ゲーム媒体との交換を要求する交換要求を取得する交換要求取得部と、前記交換要求取得部が前記交換要求を取得した場合に、前記第1ゲーム媒体の取引数量及び前記第2ゲーム媒体の取引数量とに基づいて、前記第1ゲーム媒体と前記第2ゲーム媒体との交換が成立するかどうかを判定する判定部と、前記判定部により交換が成立すると判定された場合にのみ、前記第1ゲーム媒体が前記第2プレイヤー識別情報と対応付けて記憶されるとともに前記第2ゲーム媒体が前記第1プレイヤー識別情報と対応付けて記憶されるように前記保有ゲーム媒体記憶部を更新する更新部と、を備える。

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【0008】

本発明の一実施形態に係るゲームプログラムは、一又は複数のプレイヤーの各々の端末装置に対してネットワークを介してゲームを提供するゲームコンピュータに、前記一又は複数のプレイヤーのうちの第1プレイヤーを識別する第1プレイヤー識別情報と対応付けて当該第

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1 プレイヤが保有する第1ゲーム媒体を記憶し、前記一又は複数のプレイヤのうちの第2プレイヤを識別する第2プレイヤ識別情報と対応付けて当該第2プレイヤが保有する第2ゲーム媒体を記憶する保有ゲーム媒体記憶処理、前記第1プレイヤから、前記第1ゲーム媒体を出品する出品要求を取得する出品要求取得処理、前記第2プレイヤから、前記第1ゲーム媒体と前記第2ゲーム媒体との交換を要求する交換要求を取得する交換要求取得処理、前記交換要求取得部が前記交換要求を取得した場合に、前記第1ゲーム媒体を特徴付ける第1ゲーム媒体パラメータ値と前記第2ゲーム媒体を特徴付ける第2ゲーム媒体パラメータ値とに基づいて、前記第1ゲーム媒体と前記第2ゲーム媒体との交換が成立するかどうかを判定する判定処理、及び、前記判定部により交換が成立すると判定された場合にのみ、前記第1ゲーム媒体が前記第2プレイヤ識別情報と対応付けて記憶されるとともに前記第2ゲーム媒体が前記第1プレイヤ識別情報と対応付けて記憶されるように前記保有ゲーム媒体記憶部を更新する更新処理を実行させる。本発明の他の実施形態に係るゲームプログラムは、一又は複数のプレイヤの各々の端末装置に対してネットワークを介してゲームを提供するゲームコンピュータに、前記一又は複数のプレイヤのうちの第1プレイヤを識別する第1プレイヤ識別情報と対応付けて当該第1プレイヤが保有する第1ゲーム媒体を記憶し、前記一又は複数のプレイヤのうちの第2プレイヤを識別する第2プレイヤ識別情報と対応付けて当該第2プレイヤが保有する第2ゲーム媒体を記憶する保有ゲーム媒体記憶処理、前記第1プレイヤから、前記第1ゲーム媒体を出品する出品要求を取得する出品要求取得処理、前記第2プレイヤから、前記第1ゲーム媒体と前記第2ゲーム媒体との交換を要求する交換要求を取得する交換要求取得処理、前記交換要求取得部が前記交換要求を取得した場合に、前記第1ゲーム媒体の取引数量及び前記第2ゲーム媒体の取引数量とに基づいて、前記第1ゲーム媒体と前記第2ゲーム媒体との交換が成立するかどうかを判定する判定処理、及び、前記判定部により交換が成立すると判定された場合にのみ、前記第1ゲーム媒体が前記第2プレイヤ識別情報と対応付けて記憶されるとともに前記第2ゲーム媒体が前記第1プレイヤ識別情報と対応付けて記憶されるように前記保有ゲーム媒体記憶部を更新する更新処理、を実行させる。

【発明の効果】

【0009】

本発明の様々な実施形態によって、リアルマネートレードを技術的な側面から抑制可能なゲームシステムを提供できる。

【図面の簡単な説明】

【0010】

【図1】本発明の一実施形態に係るゲームシステムのアーキテクチャを概略的に示すブロック図

【図2】本発明の一実施形態に係るゲームシステムにおいて用いられる端末装置のアーキテクチャを概念的に示すブロック図

【図3】本発明の一実施形態に係るゲームシステムにおいて用いられるサーバ装置の機能を示すブロック図

【図4】本発明の一実施形態に係るゲームシステムに備えられる保有ゲーム媒体管理テーブルの一例

【図5】本発明の一実施形態に係るゲームシステムに備えられるゲーム媒体パラメータ管理テーブルの一例

【図6】本発明の一実施形態に係るゲームシステムに備えられるプレイヤ特定情報管理テーブルの一例

【図7】本発明の一実施形態に係るゲームシステムに備えられる出品要求管理テーブルの一例

【図8】本発明の一実施形態に係るゲーム媒体の交換処理を示すフロー図

【図9】本発明の一実施形態に係るゲームシステムにおける出品一覧ページの表示例

【図10】本発明の一実施形態に係るゲームシステムにおける入札ゲーム媒体選択用ウェブページの表示例

【図11】本発明の一実施形態に係るゲームシステムにおける入札情報確認ページの表示例

【図12】本発明の他の実施形態に係るゲームシステムにおける交換成立通知用ウェブページの表示例

【図13】本発明の一実施形態に係るゲームシステムにおけるプレゼントページの画面表示例

【図14】本発明の他の実施形態に係るゲームシステムにおいて交換が成立しないと判定された場合のエラーページの表示例

【図15】本発明の一実施形態に係るゲームシステムに備えられるグループ管理テーブルの一例

【図16】本発明の一実施形態に係るゲームシステムに備えられるグループ分類テーブルの一例

【図17】本発明の一実施形態に係るゲームシステムに備えられるプレイヤー管理テーブルの一例

【発明を実施するための形態】

【0011】

以下、適宜図面を参照し、本発明の様々な実施形態を説明する。なお、図面において共通する構成要素には同一の参照符号が付されている。

【0012】

図1は、本発明の一実施形態におけるゲームシステムを概略的に示すブロック図である。図1に示すように、本発明の一実施形態に係るオンラインゲーム用サーバ装置10（以下、単に「サーバ装置10」ということがある。）は、インターネット等の通信網20を介して、通信機能を備える複数の端末装置30-1、30-2、・・・、30-N（以下、「端末装置30」と総称することがある。）と通信可能に接続されている。サーバ装置10は、本発明の一実施形態に係るゲームシステムの一部又は全部を実装する装置の一例である。

【0013】

サーバ装置10は、図示のとおり、CPU11と、メインメモリ12と、ユーザI/F13と、通信I/F14と、外部メモリ15と、ディスクドライブ16とを含み、これらの各構成要素がバス17を介して互いに電気的に接続されている。CPU11は、外部メモリ15からオペレーティングシステムやオンラインゲームの進行を制御する様々なプログラムをメインメモリ12にロードし、ロードしたプログラムに含まれる命令を実行する。メインメモリ12は、CPU11が実行するプログラムを格納するために用いられ、例えば、DRAMによって構成される。

【0014】

ユーザI/F13は、例えば、オペレータの入力を受け付けるキーボードやマウス等の情報入力装置と、CPU11の演算結果を出力する液晶ディスプレイ等の情報出力装置とを含む。通信I/F14は、ハードウェア、ファームウェア、又はTCP/IPドライバやPPPドライバ等の通信用ソフトウェア又はこれらの組み合わせとして実装され、通信網20を介して端末装置30と通信可能に構成される。

【0015】

外部メモリ15は、例えば磁気ディスクドライブで構成され、オンラインゲームの進行を制御するための制御用プログラム等の様々なプログラムが記憶される。また、外部メモリ15には、ゲームにおいて用いられる各種データも記憶され得る。外部メモリ15には、例えば、後述する保有ゲーム媒体管理テーブル、ゲーム媒体パラメータ管理テーブル、出品要求管理テーブル、プレイヤー特定情報管理テーブル、グループ管理テーブル、グループ分類テーブル、及びプレイヤー管理テーブルが設けられ、これらのテーブルに、ゲームの進行に応じて様々なデータが格納される。なお、これらのテーブルは、サーバ装置10と通信可能に接続され、サーバ装置10とは物理的に別体のデータベースサーバに格納されてもよい。

【0016】

ディスクドライブ16は、CD-ROM、DVD-ROM、DVD-R等の各種の記憶メディアに格納されたデータを読み込み、又は、これらの記憶メディアにデータを書き込む。例えば、記憶メデ

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ニアに格納されたゲームアプリケーションやゲームデータ等のデータは、ディスクドライブ16により読み込まれ、外部メモリ15にインストールされる。

【0017】

一実施形態において、サーバ装置10は、階層構造を有する複数のウェブページから成るウェブサイトを管理するウェブサーバであり、端末装置30に対してゲームサービスを提供することができる。端末装置30に備えられたブラウザソフトウェアは、ウェブページを表示するためのHTMLデータをサーバ装置10から取得し、取得したHTMLデータを解析して、当該ウェブページを端末装置30のユーザ（ゲームのプレイヤー）に提示することができる。このようなブラウザソフトウェアによって表示されるウェブページを介して提供されるゲームは、ブラウザゲームと称されることがある。このウェブページを表示するためのHTMLデータも外部メモリ15に記憶され得る。HTMLデータは、HTML等のマークアップ言語で記述されたHTML文書から成り、このHTML文書には、タグを利用して様々な画像が関連付けることができる。また、HTML文書には、ActionScriptやJavaScript（登録商標）等のスクリプト言語等で記述されたプログラムを埋め込むことができる。

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【0018】

外部メモリ15には、端末装置30においてブラウザソフトウェア以外の実行環境上で実行されるゲームアプリケーションも格納され得る。このゲームアプリケーションには、ゲームを実行するためのゲームプログラムや当該ゲームプログラム実行時に参照される画像データ等の各種データを含めることができる。ゲームプログラムは、例えば、Objective-C、Java（登録商標）等のオブジェクト指向プログラミング言語で作成される。作成されたゲームプログラムは、各種データとともに、アプリケーションソフトウェアとして外部メモリ15に記憶される。外部メモリ15に記憶されたアプリケーションソフトウェアは、配信要求に応じて、端末装置30に配信される。サーバ装置10から配信されたアプリケーションソフトウェアは、端末装置30において、CPU31の制御に従って通信I/F34を介して受信され、受信されたゲームプログラムが外部メモリ35に送信され記憶される。このアプリケーションソフトウェアは、プレイヤーによる端末装置30の操作に応じて起動され、端末装置30に実装されたNgCore（商標）やAndroid（商標）等のプラットフォーム上で実行される。サーバ装置10は、端末装置30で実行されているゲームアプリケーションに対してゲームの進行に必要な各種データを提供する。また、サーバ装置10は、端末装置30から送信される各種データをプレイヤーごとに記憶することで、プレイヤーごとにゲームの進行を管理することができる。

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【0019】

このように、サーバ装置10は、ゲームサービスを提供するウェブサイトを管理し、当該ウェブサイトを構成するウェブページを端末装置30からの要求に応じて配信することにより、ゲームを進行させることができる。また、サーバ装置10は、このようなブラウザゲームとは代替的に、又は、ブラウザゲームに加えて、端末装置30で実行されるゲームアプリケーションとゲームで用いられる各種データを通信することによりゲームを進行させることができる。サーバ装置10は、いずれの態様でゲームを提供するにしても、各プレイヤーを識別する識別情報（後述する）ごとにゲームの進行に必要なデータを記憶することができる。サーバ装置10によって提供されるゲームには、アクションゲーム、ロールプレイングゲーム、野球対戦ゲーム、カードゲーム等の任意のゲームが含まれる。サーバ装置10のウェブサイト又はゲームアプリケーションによって実現されるゲームの種類は、本明細書において明示されたものに限られない。

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【0020】

端末装置30は、一実施形態において、サーバ装置10から取得したゲーム用ウェブサイトのウェブページをウェブブラウザ上で表示することができる任意の情報処理装置であり、例えば、携帯電話機、スマートフォン、ゲーム用コンソール、パーソナルコンピュータ、タッチパッド、及び電子書籍リーダーを含むがこれらには限られない。他の実施形態においては、端末装置30は、ゲームアプリケーションを実行するためのアプリケーション実行環境を実装した任意の情報処理装置である。

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【0021】

端末装置30のアーキテクチャについて図2を参照して説明する。図2は、端末装置30のアーキテクチャを概念的に示すブロック図である。端末装置30は、図示のとおり、CPU31と、メインメモリ32と、ユーザI/F33と、通信I/F34と、外部メモリ35と、を含み、これらの各構成要素がバス36を介して互いに電気的に接続されている。

【0022】

CPU31は、外部メモリ35からオペレーティングシステム等の様々なプログラムをメインメモリ32にロードし、ロードしたプログラムに含まれる命令を実行する。メインメモリ32は、CPU31が実行するプログラムを格納するために用いられ、例えば、DRAMによって構成される。

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【0023】

ユーザI/F33は、例えば、プレイヤー（ユーザ）の入力を受け付けるタッチパネル、キーボード、ボタンやマウス等の情報入力装置と、CPU31の演算結果を出力する液晶ディスプレイ等の情報出力装置とを含む。通信I/F34は、ハードウェア、ファームウェア、又は、TCP/IPドライバやPPPドライバ等の通信用ソフトウェア又はこれらの組み合わせとして実装され、通信網20を介してサーバ装置10と通信可能に構成される。

【0024】

外部メモリ35は、例えば磁気ディスクドライブやフラッシュメモリ等により構成され、オペレーティングシステム等の様々なプログラムを記憶する。また、外部メモリ35は、サーバ装置10から通信I/F34を介してゲームアプリケーションを受信した場合には、この受信したゲームアプリケーションを記憶する。

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【0025】

このようなアーキテクチャを有する端末装置30は、例えば、HTML形式のファイル（HTMLデータ）を解釈して画面表示するためのブラウザソフトウェアを備えており、このブラウザソフトウェアの機能によりサーバ装置10から取得したHTMLデータを解釈して、受信したHTMLデータに対応するウェブページを表示することができる。また、端末装置30は、ブラウザソフトウェアに組み込まれるプラグインソフト（例えば、アドビシステムズ社から提供されているFlash Player）（FLASHは商標）を備えており、HTMLデータに埋め込まれたSWF形式のファイルをサーバ装置10から取得し、当該SWF形式のファイルをブラウザソフトウェア及びプラグインソフトを用いて実行することができる。

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【0026】

端末装置30においてゲームが実行されると、例えば、プログラムにより指示されたアニメーションや操作アイコンが端末装置30の画面に表示される。プレイヤーは、端末装置30の入力インタフェース（例えば、タッチスクリーンやボタン）を用いてゲームを進行させるための指示を入力することができる。プレイヤーから入力された指示は、端末装置30のブラウザやNgCore（商標）等のプラットフォームの機能を通じてサーバ装置10に伝達される。

【0027】

次に、図1に示した各構成要素によって実現されるサーバ装置10の機能について、図3を参照して説明する。図3は、本発明の一実施形態に係るサーバ装置10の機能を示すブロック図である。図3に示すように、本実施形態に係るサーバ装置10は、ゲーム進行制御部51、保有ゲーム媒体記憶部52、ゲーム媒体パラメータ記憶部53、プレイヤー特定情報記憶部54、出品要求取得部55、出品データ生成・送信部56、交換要求取得部57、判定部58、入札データ生成部59、入札データ送信部60、及び、更新部61の一部又は全部を備える。詳細な説明は省略するが、サーバ装置10は、ゲームの開始時のプレイヤーの認証処理やゲームの進行に応じて発生する課金処理を行う課金処理部を備えてもよい。これらの機能は、CPU11の制御によりメインメモリ12に所定のプログラムをロードし、CPU11が当該プログラムの指令に基づく演算を実行することにより実現される。

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【0028】

ゲーム進行制御部51は、ゲームの進行に必要な各種データを端末装置30との間で送受信

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し、かかるデータをプレイヤーごとに管理することでプレイヤーごとにゲームの進行を制御することができる。例えば、ゲーム進行制御部51は、ゲームサービスを提供するウェブサイトを構成するウェブページの各々を、端末装置30からの要求に応じて、端末装置30に順次表示させる。例えば、表示されたウェブページ上のハイパーリンクがプレイヤーによって選択されると、ゲーム進行制御部51は、当該ハイパーリンクに対応する新たなHTMLデータを端末装置30に送信する。端末装置30では、取得したHTMLデータに対応するウェブページが表示される。このように、ゲーム進行制御部51によって、サーバ装置10に記憶されているウェブページがプレイヤーの操作に応じて端末装置30に順次提供されるので、プレイヤーは、端末装置30の操作を通じてゲームを進行させることができる。

【0029】

端末装置30でゲームアプリケーションが実行される場合には、ゲーム進行制御部51は、ゲームで用いられる各種データを当該ゲームアプリケーションに対して順次送信することができる。ゲーム進行制御部51は、例えば、端末装置30のゲームアプリケーションから所定のミッションをクリアしたことを示す制御信号を受け付けたときに、クリアされたミッションの次のミッションに関連する各種パラメータを当該ゲームアプリケーションに対して提供する。ゲームアプリケーションは、サーバ装置10から提供されたデータをロードしてゲームを進行させることができる。

【0030】

端末装置30は、ゲームで用いられる各種のパラメータ値を示す情報（ゲームポイントの獲得数や獲得したアイテムに関する情報等）やステータスを示す情報（達成したミッションを特定する情報等）等のゲームの進行に関連する情報を、ブラウザソフトウェアやゲームアプリケーションの機能を利用して、適宜サーバ装置10に送信することができる。ゲーム進行制御部51は、複数の端末装置30から受信したゲームの進行に関連する情報をプレイヤーごとに記憶することで、プレイヤーごとにゲームの進行を制御することができる。これにより、プレイヤーが自らのIDを用いてサーバ装置10にログインしたときに、サーバ装置10に保持されている当該プレイヤーに対応付けられたゲームの進行に関する情報に基づいて、当該プレイヤーの進行に応じた場面（例えば、中断直前の場面）からゲームが再開される。ゲームの進行に必要な情報は、ゲーム進行制御部51以外にも、サーバ装置10又はサーバ装置10と通信可能に接続された別体の装置の様々な機能によって管理され得る。

【0031】

端末装置30においては、サーバ装置10と協働して、様々なゲームが実行される。端末装置30で実行されるゲームにおいては、電子的なカード、キャラクタ、アイテム、ゲーム内で利用可能な仮想通貨等の様々なゲーム媒体が用いられる。ゲーム媒体は、ゲームにおいてプレイヤーによって用いられる電子データの総称であり、例えば、カード、アイテム、キ
 ャラクタ、及びアバタを含む。本発明の一態様において、ゲーム媒体は、ゲームの進行に
 応じ、プレイヤーによって、ゲーム内で、取得、保有、使用、管理、交換、合成、強化、売却、
 魔棄、及び／又は贈与等され得るが、ゲーム媒体の利用態様は本明細書で明示される
 ものには限られない。ゲーム内でカードを取引する場合には、現実の通貨ではなく、ゲー
 ム内で使用される仮想通貨を対価として用いて、その取引を行うこともできる。ゲーム
 媒体には、ゲームにおいて、例えば他のプレイヤーのキャラクタやノンプレイヤーキャラクタとの
 対戦時やクエストへの挑戦時などに参照されるパラメータ（例えば、「レアリティ値」
 「carity」、「攻撃力」、「防御力」、「ゲーム媒体の名称」等）が設定される。本明細
 書においては、ゲーム媒体のパラメータのうち、数値化されたパラメータを、「パラメー
 タ値」、「ゲーム媒体パラメータ値」、「ゲーム媒体に設定されたパラメータ値」、又は
 「ゲーム媒体のパラメータ値」などと呼ぶことがある。本発明の実施形態において、ゲー
 ム媒体に設定されたパラメータの少なくとも一部はゲームの進行に伴って更新され得る。
 プレイヤーは、更新されたパラメータを有するゲーム媒体を用いてゲームを進行させること
 ができる。

【0032】

本発明の一実施形態に係るサーバ装置10によって提供されるゲームには、いわゆるカー

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ドゲームが含まれる。カードゲームにおいては、プレイヤーは、ゲーム内で一又は複数のカードを保有し、その保有するカードを用いてミッションを攻略したり、当該カードを用いて他のプレイヤーやノンプレイヤーキャラクタと対戦することによりゲームを進行させることができる。本出願人は、Mobage（登録商標）プラットフォーム上において、様々な種類のカードゲームを提供している。

【0033】

保有ゲーム媒体記憶部52は、各プレイヤーを識別するプレイヤー識別情報と対応付けて、当該プレイヤーが保有するゲーム媒体を記憶することができる。保有ゲーム媒体記憶部52は、例えば、外部メモリ15や外部のデータベースサーバ等に設けられる保有ゲーム媒体管理テーブルにより実現される。保有ゲーム媒体管理テーブルにおいては、各プレイヤーを識別するプレイヤー識別情報と対応付けて、当該プレイヤーが保有するゲーム媒体を識別するゲーム媒体識別情報が記憶され得る。図4は、保有ゲーム媒体管理テーブルの一例を示す。図示のとおり、保有ゲーム媒体管理テーブルには、各プレイヤーを識別するプレイヤー識別情報に対応付けて、当該プレイヤーが保有する最大50種類のゲーム媒体が記憶されている。また、同一種類のゲーム媒体を複数種類保有することが可能な場合には、その複数保有しているゲーム媒体を識別する各ゲーム媒体識別情報と対応付けて、当該ゲーム媒体の保有数量を記憶することもできる。図4の保有ゲーム媒体管理テーブルにおいて、保有するゲーム媒体が存在しない項目には、「N/A」と表記されている。

【0034】

上述のように、プレイヤーが保有するゲーム媒体は、プレイヤーによるゲーム媒体の取得、売却、廃棄等によって随時変更され得る。保有ゲーム媒体記憶部52は、ゲーム媒体の保有者の変更を反映させるために、ゲーム媒体に固有のゲーム媒体識別情報を、プレイヤーに固有のプレイヤー識別情報と「動的に」対応付けて記憶することができる。つまり、ゲーム媒体の保有プレイヤーが変更された場合には、当該ゲーム媒体のゲーム媒体識別情報とプレイヤー識別情報との対応関係を、保有プレイヤーの変更を反映させるように変更することができる。一例として、プレイヤー同士でゲーム媒体をゲーム内で交換する場合には、保有ゲーム媒体記憶部52におけるゲーム媒体識別情報とプレイヤー識別情報との対応は、その交換による保有プレイヤーの変更を反映するように変更される。一実施形態において、このような変更は、後述する更新部61によって行われる。

【0035】

「プレイヤー識別情報」は、ゲームのプレイヤーを識別する識別コードであり、例えば、10進数6桁の数字で構成される。プレイヤー識別情報のコード体系は、本明細書で明示されるものに限られず、任意のコード体系をプレイヤー識別情報として用いることができる。例えば、プレイヤー識別情報は、アルファベットを含むこともできる。プレイヤー識別情報は、例えば、プレイヤーがゲームに初めてログイン又は利用登録する際にそのプレイヤーに割り当てられ、当該プレイヤーは、再ログイン時にも同じプレイヤー識別情報を使い続けることが通常である。このように、プレイヤー識別情報は、ゲームにおいて各プレイヤーを識別するための、各プレイヤーに固有の識別情報である。

【0036】

「ゲーム媒体識別情報」は、プレイヤーが保有するゲーム媒体（又はその種別）を識別する識別コードであり、例えば、アルファベットと10進数6桁の数字との組み合わせで構成される。ゲーム媒体識別情報のコード体系は、本明細書で明示されるものに限られず、任意のコード体系をゲーム媒体識別情報として用いることができる。

【0037】

上述のように、ゲーム媒体には、当該ゲーム媒体を特徴付け、及び／又は、当該ゲーム媒体の属性を示す様々な情報が、当該ゲーム媒体の「パラメータ」として設定される。本発明の一実施形態において、ゲーム媒体の「パラメータ」は、ゲーム媒体パラメータ記憶部53に記憶される。ゲーム媒体パラメータ記憶部53は、例えば、外部メモリ15や外部のデータベースサーバ等に設けられるゲーム媒体パラメータ管理テーブルにより実現される。ゲーム媒体パラメータ管理テーブルにおいては、各ゲーム媒体を識別するゲーム媒体識別

情報と対応付けて、当該ゲーム媒体を特徴付け、及び／又は、当該ゲーム媒体の属性を示す様々な情報が記憶され得る。図5は、ゲーム媒体パラメータ記憶部53に格納されたゲーム媒体パラメータ管理テーブルの一例を示す。

【0038】

図5に示すとおり、本発明の一実施形態におけるゲーム媒体パラメータ管理テーブルは、各ゲーム媒体のゲーム媒体識別情報と対応付けて、当該ゲーム媒体に設定されたレアリティ値、攻撃力、防御力、当該ゲーム媒体の名称、当該ゲーム媒体を表すゲーム媒体画像等の様々なパラメータを記憶することができる。ゲーム媒体のパラメータは、図5に明示的に開示されたものには限定されない。むしろ、ゲーム媒体のパラメータには、ゲーム媒体の特徴、性質、価値、種類などを示す様々な情報が含まれる。図5のゲーム媒体パラメータ管理テーブルにおいて「レアリティ値」、「攻撃力」、「防御力」、「機動力」として記憶されている値は、ゲーム媒体のパラメータ値の一例である。

【0039】

ゲーム媒体の「レアリティ値」は、当該ゲーム媒体の入手しにくさを示す指標であり、図5の実施例では、「1」から「4」のいずれかの値が設定されている。サーバ装置10により提供されるゲームは、例えば、ゲーム媒体のレアリティ値が小さいほど当該ゲーム媒体が入手しやすくなり、レアリティ値が大きいほど当該ゲーム媒体が入手しにくくなるように、設計されてもよい。一実施形態において、サーバ装置10は、例えばプレイヤーの端末装置からゲーム媒体の取得要求を取得した場合に、所定の抽選アルゴリズムに従って、当該端末装置30に提供するゲーム媒体を選択することができる。レアリティ値は、端末装置30に提供するゲーム媒体の抽選を行う際に適宜参照され得る。

【0040】

図5においては、ゲーム媒体のパラメータ値として、「レアリティ値」に加えて、「攻撃力」、「防御力」、及び「機動力」が例示されている。これらのパラメータ値は、例えば、他のプレイヤーのキャラクタやノンプレイヤーキャラクタとの対戦等において随時参照され得る。サーバ装置10により提供されるゲームにおいては、例えば、「攻撃力」、「防御力」、及び「機動力」等に大きな値が設定されているゲーム媒体ほど対戦において勝利しやすいように、プレイヤーのキャラクタ同士又はプレイヤーのキャラクタとノンプレイヤーキャラクタの対戦を実行する対戦処理が行われる。本発明の一実施形態においては、図5に示すように、大きな「レアリティ値」が設定されているゲーム媒体（例えば、ゲーム媒体識別情報「00000005」で識別されるゲーム媒体）に対して、比較的大きな「攻撃力」、「防御力」、及び／又は「機動力」を設定することができる。このように、通常は、大きな「レアリティ値」が設定されているゲーム媒体（ゲームの開発者やプレイヤーの間で、「レアカード」と言い習わされている。）を使用することによりゲームを有利に進めることができるので、プレイヤーはレアリティ値が高いゲーム媒体の取得を目指すように動機付けられる。

【0041】

サーバ装置10は、ゲーム媒体に関する情報以外にも、ゲームの進行やプレイヤーの管理のために様々な情報を記憶している。例えば、プレイヤー特定情報記憶部54は、ゲームのプレイヤーごとに、当該プレイヤーを特定可能なプレイヤー特定情報を記憶する。「プレイヤー特定情報」は、プレイヤーの個性や特徴を表す任意の情報であり、他のプレイヤーへの提示によってプレイヤーの特定が可能な情報である。一般に、オンラインゲーム又はソーシャルゲームにおいては、プレイヤー特定情報に基づいて各プレイヤーを表す表示画像が生成され、その表示画像が他のプレイヤーのゲーム画面に表示されることにより、当該プレイヤーの個性や特徴が他のプレイヤーに対して伝達される。プレイヤーを表す表示画像に各プレイヤーの個性が表れることにより、ゲームを通じたプレイヤー間の交流が促進される。

【0042】

プレイヤー特定情報には、例えば、プレイヤーを特徴付けるためにプレイヤーによって設定されるプレイヤー名やアバタ等の情報が含まれる。プレイヤー名は、各プレイヤーによって自由に定められるため、複数のプレイヤーが同じプレイヤー名を使用することがある。したがって

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、プレイヤー名は、厳密にはプレイヤーを一意に特定するものではないが、ゲームにおいて交流するプレイヤーの数は時間的制約などによって限定されるため、プレイヤー名は、実際には、他のプレイヤーを特定するための標識として機能し得る。したがって、本明細書において、プレイヤー名は、プレイヤーを特定可能なプレイヤー特定情報に含まれる。アバタについても、同様の理由により、プレイヤー特定情報に含められる。つまり、ゲームのプレイヤーは、個性を表現するために、個性的な外観を持ったアバタを利用してゲームをプレイすることが多く、このようなプレイヤーのニーズを支援するために、ゲームやゲーム用のプラットフォームの機能として、アバタを装飾するための様々なアイテムが提供されている。したがって、アバタは、必ずしもプレイヤーを一意に特定できないが、各プレイヤーがアバタに個性を反映させようとするため、実際にはプレイヤーを特定するために機能し得る。

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【0043】

プレイヤー特定情報記憶部54は、例えば、外部メモリ15や外部のデータベースサーバ等に設けられるプレイヤー特定情報テーブルにより実現される。図6は、本発明の一実施形態におけるプレイヤー特定情報テーブルの一例を示す。図示のとおり、本発明の一実施形態におけるプレイヤー特定情報テーブルにおいては、各プレイヤーのプレイヤー識別情報と対応付けて、プレイヤー名やアバタ等の様々なプレイヤー特定情報が記憶される。アバタは、例えば、サーバ装置10内にJPEG形式で画像として保存されており、プレイヤー特定情報テーブルにおいては、当該画像の格納位置を示すURLが記憶される。

【0044】

ユーザ名やアバタ等のプレイヤーによって任意に設定される情報以外にも、ゲームの進行に応じて生成される様々な情報がプレイヤー特定情報に含まれ得る。例えば、出品要求に基づいて生成される取引ID（後述）を特定することにより出品者プレイヤーを一意に特定できる可能性があるため、取引IDもプレイヤー特定情報に含められ得る。また、プレイヤー識別情報を知ることによりプレイヤーを特定可能であるから、プレイヤー識別情報自体もプレイヤー特定情報に含まれ得る。

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【0045】

出品要求取得部55は、サーバ装置10により提供されるゲームのプレイヤーが操作する端末装置30から、当該プレイヤーが保有するゲーム媒体を出品するための出品要求を取得する。後述するように、この出品されたゲーム媒体と他のプレイヤーが保有するゲーム媒体との交換を要求する交換要求に基づいて当該交換が成立すると判定されると、当該プレイヤー間でゲーム媒体が交換される。

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【0046】

ここで、サーバ装置10が提供するゲーム内でのプレイヤー間におけるゲーム媒体の交換手法をより具体的に説明する。一のプレイヤーが保有しているゲーム媒体を他のプレイヤーが保有しているゲーム媒体と交換する場合には、当該一のプレイヤーは、そのゲームを実行している端末装置30を操作して、自らが保有するゲーム媒体を他のプレイヤーのゲーム媒体と交換するための出品要求をサーバ装置10に送信する。出品要求には、出品要求を行うプレイヤー（以下、「出品者プレイヤー」と称することがある。）のプレイヤー識別情報、交換対象として当該出品プレイヤーが出品するゲーム媒体（本明細書において、「出品ゲーム媒体」と称することがある。）のゲーム媒体識別情報、出品数量、及びその出品ゲーム媒体と交換で他のプレイヤーから入手を希望するゲーム媒体についての希望条件等の様々な情報が含まれ得る。

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【0047】

例えば、プレイヤー識別情報「000001」で識別されるプレイヤー（以下、「プレイヤー1」と呼ぶことがある。）は、保有するゲーム媒体（図4参照）のうち、ゲーム媒体識別情報「0000125」で識別されるゲーム媒体（以下、「ゲーム媒体125」と呼ぶことがある。）を、他のゲーム媒体と交換するために出品することができる。この場合、プレイヤー1は、端末装置30によって提供されるユーザインタフェースの操作を通じて、ゲーム媒体125の出品を要求する出品要求を生成し、生成した出品要求をサーバ装置10に送信することができる。この場合、出品要求には、例えば、出品者プレイヤーであるプレイヤー1のプレイヤー識別情

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報「000001」と、出品ゲーム媒体のゲーム媒体識別情報「00000125」とを含めることができる。また、プレイヤー1がゲーム媒体125を複数個保有している場合には、出品する数量を出品数量として出品要求に含めることができる。出品数量には、図4においてゲーム媒体125の保有数量として記憶されている数量以下の数量が設定され得る。また、出品要求には、入手を希望するゲーム媒体に関する希望条件を含めることもできる。例えば、入手を希望するゲーム媒体について、当該ゲーム媒体の種類や数量、当該ゲーム媒体に設定された攻撃力等の属性、及び入手を希望する仮想通貨の額等のゲーム媒体の属性を示す様々な情報の少なくとも一部を希望条件として設定することができる。一実施形態において、希望条件は、出品者プレイヤーによって自由に入力され得る。例えば、交換を希望するゲーム媒体の個数を希望条件として設定する場合には、出品者プレイヤーは、端末装置30の入力インタフェースを利用して任意の個数を入力できる。他の実施形態において、希望条件は、ゲームによって提示される有限個の選択肢の中から選択される。例えば、ゲーム媒体の個数を希望条件として入力する場合に、「10」、「20」・・・「200」という10から200までの10の丸め幅の選択肢が提示され、出品者プレイヤーは、この有限個の選択肢の中から、希望の条件に近いものを選択することができる。

【0048】

端末装置30から送信された出品要求は、サーバ装置10によって受信された後、出品要求取得部55によって取得される。一実施形態において、出品要求取得部55は、出品要求を取得すると、当該出品要求に固有の取引IDを生成し、当該出品要求に含まれる情報の少なくとも一部を当該取引IDと対応付けて、出品要求管理テーブルに記憶することができる。本発明の一実施形態における出品要求管理テーブルの一例を図7に示す。

【0049】

図7に示すように、本発明の一実施形態における出品要求管理テーブルは、出品要求取得部55によって取得された出品要求ごとに、出品者プレイヤーのプレイヤー識別情報、出品ゲーム媒体のゲーム媒体識別情報、出品ゲーム媒体の出品個数、一又は複数の希望条件、及びその出品の継続期間を示す出品期間を記憶することができる。また、出品要求管理テーブルは、後述する交換要求がサーバ装置10によって取得されたときに、当該交換要求に含まれている入札ゲーム媒体のゲーム媒体識別情報を記憶することができる。図7に示した例では、プレイヤー1から出品要求を受信したときに、取引ID「A000001」が生成され、当該取引ID「A000001」と対応付けて、プレイヤー1のプレイヤー識別情報「000001」、受信した出品要求に含まれていたゲーム媒体識別情報「00000125」、希望条件「M512」及び「001」、その出品ゲーム媒体の出品が終了する出品終了時刻「4月9日 9:00」、及び当該出品要求に対する他のプレイヤーからの交換要求に含まれている入札ゲーム媒体のゲーム媒体識別情報「00000131」を表す情報が記憶されている。出品終了時刻には、例えば、出品者プレイヤーから出品要求を受け付けた24時間後の時刻が設定される。

【0050】

上述のように、出品要求には、出品者プレイヤーによって設定された入手を希望するゲーム媒体に関する様々な条件が希望条件として設定され得る。図7の例では、取引ID「A000003」と対応付けて、入手を希望するゲーム媒体の種類を示す「ITEM53」が希望条件1として設定され、入手を希望するゲーム媒体の個数を示す「131」が希望条件2として設定されている。つまり、取引ID「A000003」で識別される出品要求によって、プレイヤー識別情報「000004」で識別されるプレイヤー1が、「ITEM53」で特定される種類のゲーム媒体を、131個、入手しようとしていることが表されている。希望条件の設定は任意であり、希望条件は設定されなくともよい。例えば、取引ID「A000004」は、出品者プレイヤーによって希望条件が設定されなかった出品要求に基づいて作成されたレコードの例であり、希望条件1及び希望条件2の欄に希望条件を示すデータが登録されていない。

【0051】

また、出品要求には、複数のゲーム媒体識別情報が含まれ得る。例えば、プレイヤー1は、1つの出品要求に複数のゲーム媒体識別情報を含めることにより、当該複数のゲーム媒体識別情報で識別されるゲーム媒体をセットとして出品することができる。出品要求に複

数のゲーム媒体識別情報が含まれる場合には、当該複数のゲーム媒体識別情報が一つの取引IDと対応づけて記憶され得る。例えば、プレイヤー1からの出品要求にゲーム媒体識別情報「00000125」に加えてゲーム媒体識別情報「00000130」が含まれる場合には、ゲーム媒体識別情報「00000125」及びゲーム媒体識別情報「00000130」の両方が取引ID「A000001」と対応づけられて、出品要求管理テーブルに登録される。

【0052】

プレイヤー1から取得された出品要求の内容は、サーバ装置10によって、他のプレイヤーに対して公開される。具体的には、出品データ生成・送信部56は、プレイヤー1から取得された出品要求に基づいて出品データを生成し、生成した出品データを他のプレイヤーの端末装置30に対して提供する。他のプレイヤーは、端末装置30に提供された出品データの内容に基づいて、当該出品されたゲーム媒体に対して交換要求（入札）を行うか否かを決定することができる。一実施形態において、出品データ生成・送信部56は、出品ゲーム媒体に関するゲーム媒体情報を含む出品データを生成することができる。ゲーム媒体に関する「ゲーム媒体情報」には、当該ゲーム媒体を表す画像、当該ゲーム媒体の名称、及び当該ゲーム媒体に設定されたレベルや攻撃力などの、出品ゲーム媒体の内容を示す様々な情報が含まれ得る。ゲーム媒体情報は、本明細書で明示されたものに限定されず、むしろゲーム媒体の特徴や属性を示す様々な情報がゲーム媒体情報に含まれ得る。ただし、出品データは、リアルマネートレード抑制のために、出品プレイヤー特定情報を含まないように生成される。または、仮に出品プレイヤー特定情報が出品データに含まれる場合であっても、当該出品プレイヤー特定情報は、プレイヤーが知覚できない方法で出品データに含められ得る。本明細書において、出品データがプレイヤー特定情報を含まない、という場合には、当該プレイヤー特定情報が端末装置30の表示機能等によりプレイヤーに知覚できる態様で出品データに含められることを除外する趣旨である。したがって、仮に出品データにプレイヤー特定情報に相当する情報が含まれていても、例えば当該プレイヤー特定情報を端末装置30が解読（復号化）不可能なアルゴリズムで暗号化されている場合には、当該プレイヤー特定情報は出品データに含まれていないと考えることができる。

【0053】

出品データ生成・送信部56は、例えば、図7の出品要求管理テーブルを参照して、出品データを生成することができる。例えば、出品データ生成・送信部56が、図7の出品要求管理テーブルに格納された取引ID「A000001」で識別される出品要求について出品データを生成する場合には、取引ID「A000001」に関する出品データは、取引ID「A000001」に対応づけられているゲーム媒体識別情報「00000125」で識別される出品ゲーム媒体を表す画像や当該出品ゲーム媒体に設定されたパラメータ等のゲーム媒体情報、及び、ゲーム媒体識別情報「00000125」を含むことができる。また、取引ID「A000001」を端末装置30が解読不可能な方法で暗号化した暗号化取引IDも、出品データに含められる。出品ゲーム媒体を表す画像や当該出品ゲーム媒体に設定されたパラメータは、図5のゲーム媒体パラメータ管理テーブルから入手することができる。一実施形態においては、リアルマネートレードを抑制するために、この出品データは、出品者であるプレイヤー1のプレイヤー特定情報を含められないように生成される。

【0054】

出品データ生成・送信部56は、生成された出品データを、他のプレイヤーの端末装置30に対して送信することができる。例えば、出品データ生成・送信部56は、出品データを含むウェブページ（以下、「出品ゲーム媒体用ページ」と呼ぶことがある。）を、ゲームサイトを構成するウェブページの一部として生成し、当該ウェブページ（実際には、当該ウェブページに対応するHTMLデータ）を端末装置30に対して送信することができる。出品ゲーム媒体用ページには、複数の出品ゲーム媒体に基づいて作成された複数の出品データを含むことができる。出品ゲーム媒体用ページについては、図9と関連して後述する。

【0055】

サーバ装置10から出品ゲーム媒体用ページを取得したプレイヤーは、端末装置30を操作して、当該出品ゲーム媒体用ページに含まれている出品ゲーム媒体に関する情報（画像、パ

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ラメータ値等)を当該端末装置30に表示させることができる。このプレイヤーは、表示された出品ゲーム媒体と自らが保有するゲーム媒体との交換を要求する交換要求をサーバ装置10に送信することができる。本明細書において、出品ゲーム媒体用ページに基づいて端末装置30に表示される画像を「出品ゲーム媒体画像」と呼ぶことがあり、この出品ゲーム媒体画像に基づいて交換要求を送信するための操作を行うプレイヤーを「入札者プレイヤー」と称することがある。交換要求には、出品ゲーム媒体用ページに含まれている出品ゲーム媒体を識別するゲーム媒体識別情報と、入札者プレイヤーが所有する交換用のゲーム媒体(本明細書において「入札ゲーム媒体」と呼ぶことがある。)を識別するゲーム媒体識別情報と、出品データに含まれていた暗号化取引IDと、が含まれ得る。交換要求には、これらの情報に加えて、入札者プレイヤーのプレイヤー識別情報も含まれ得る。例えば、プレイヤー識別情報「000005」で識別されるプレイヤー(以下、「プレイヤー5」と呼ぶことがある。)が、出品ゲーム媒体用ページに含まれている出品ゲーム媒体(例えば、プレイヤー1のゲーム媒体125)と、ゲーム媒体識別情報「00000005」で識別される自らのゲーム媒体(以下、「ゲーム媒体5」と呼ぶことがある。)との交換を希望する場合には、交換要求に、出品ゲーム媒体であるゲーム媒体125を識別するゲーム媒体識別情報「00000125」と、交換用のゲーム媒体のゲーム媒体識別情報「00000005」と、プレイヤー5のプレイヤー識別情報「000005」を含めることができる。また、出品ゲーム媒体と交換に複数個のゲーム媒体を提供する場合には、入札者プレイヤーが提供する入札ゲーム媒体の提供個数を交換要求に含めることができる。例えば、ゲーム媒体5を3個提供する場合には、この「3個」を入札者プレイヤーが提供するゲーム媒体の個数として交換要求に含めることができる。このような交換要求は、例えば、プレイヤーが出品ゲーム媒体用ページに含まれる操作ボタンを選択することにより、端末装置30に実装されたソフトウェアの機能により生成される。このようにして生成された交換要求は、例えば、端末装置30のウェブブラウザの機能を利用して、サーバ装置10に送信される。

【0056】

サーバ装置10は、端末装置30から送信された交換要求を受信することができる。受信された交換要求は、交換要求取得部57によって取得される。サーバ装置10は、交換要求に基づいて、図7の出品要求管理テーブルを更新する出品要求管理テーブル更新部(不図示)を備えることができる。出品要求管理テーブル更新部は、取得された交換要求に含まれている入札ゲーム媒体のゲーム媒体識別情報と暗号化取引IDを抽出し、抽出された暗号化取引IDを復号して取引IDを得る。そして、出品要求管理テーブルにおいて、当該取引IDと対応付けて、交換要求から抽出された入札ゲーム媒体のゲーム媒体識別情報を登録する。出品要求管理テーブル更新部は、例えば、交換要求取得部57によって取得された交換要求から、出品ゲーム媒体のゲーム媒体識別情報を抽出し、当該ゲーム媒体識別情報に対応するゲーム媒体が出品されている出品要求を図7の出品要求管理テーブルを参照して特定してもよい。そして、当該出品ゲーム媒体のゲーム媒体識別情報と対応付けて、当該交換要求に含まれている入札ゲーム媒体のゲーム媒体識別情報を記憶することで、出品要求管理テーブルを更新することができる。

【0057】

判定部58は、交換要求取得部57によって入札者プレイヤーからの交換要求が取得されたことに応答して、当該交換要求に基づき、所定の判定ロジックに従って、出品ゲーム媒体と入札ゲーム媒体との交換が成立するか否かを判定する。一実施形態において、判定部58は、交換要求取得部57によって取得された交換要求から、出品ゲーム媒体を識別するゲーム媒体識別情報と入札ゲーム媒体を識別するゲーム媒体識別情報とを抽出し、当該抽出されたゲーム媒体識別情報と対応付けて記憶されているゲーム媒体パラメータ値を図5のゲーム媒体パラメータ管理テーブルから取得することができる。一実施形態において、判定部58は、このようにして取得された出品ゲーム媒体のゲーム媒体パラメータ値及び入札ゲーム媒体のゲーム媒体パラメータ値に基づいて、当該出品ゲーム媒体と入札ゲーム媒体との交換が成立するか否かを判定することができる。判定部58が判定のために用いるゲーム媒体パラメータ値には、図5のゲーム媒体パラメータ管理テーブルに記憶されているゲーム

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媒体パラメータ値（すなわち、「レアリティ値」、「攻撃力」、及び「防御力」）に加えて、様々なパラメータ値が含まれ得る。

【0058】

一例として、上述したように、プレイヤー1がゲーム媒体125を出品ゲーム媒体として出品し、プレイヤー5がこのゲーム媒体125とゲーム媒体5を交換する交換要求をサーバ装置10に送信した場合を想定し、判定部58がレアリティ値に基づいて交換可否を判定する処理を説明する。この場合、判定部58は、図5のゲーム媒体パラメータ管理テーブルにおいてゲーム媒体125と対応付けて記憶されているレアリティ値「1」と、ゲーム媒体5に対応付けて記憶されているレアリティ値「4」とを取得する。そして、取得したゲーム媒体5のレアリティ値「4」からゲーム媒体125のレアリティ値「1」を減算して、両値の差「3」を算出する。そして、算出されたゲーム媒体5のレアリティ値とゲーム媒体125のレアリティ値の差（又はその絶対値）を所定の閾値と比較し、この比較結果に応じて、ゲーム媒体5とゲーム媒体125との交換が成立するか否かを判定する。当該閾値として例えば「2」が設定されている場合には、判定部58は、算出された交換対象となるゲーム媒体各々のレアリティ値の差又はその差の絶対値「3」と当該閾値との値を比較し、交換対象となるゲーム媒体同士のレアリティ値の差が当該閾値以下の場合に両ゲーム媒体の交換が成立すると判定し、交換対象となるゲーム媒体各々のレアリティ値の差が当該閾値よりも大きい場合に両ゲーム媒体の交換が成立しないと判定する。閾値や比較アルゴリズムは、ゲーム制作者又はゲーム提供者のゲーム運営方針等に従って任意に定められる。

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【0059】

判定部58は、上述したレアリティ値のみならず、任意のゲーム媒体パラメータ値を用いて判定を行うことができる。例えば、交換が要求されているゲーム媒体の各々に設定された「攻撃力」、「防御力」、「機動力」等のパラメータ値を比較することにより、当該ゲーム媒体同士の交換が成立するか否かを判定することができる。

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【0060】

判定部58における判定アルゴリズムは、例えば、端末装置30から取得した交換要求によって交換が要求されている出品ゲーム媒体と入札ゲーム媒体との価値の差が所定の範囲内に収まる場合に、当該ゲーム媒体同士の交換が成立すると判定されるように定められる。上述のレアリティ値を用いた判定アルゴリズムは、このような判定アルゴリズムの一例である。すなわち、ゲーム媒体に設定されているレアリティ値は当該ゲーム媒体の入手の困難さを表すので、出品ゲーム媒体のレアリティ値と入札ゲーム媒体のレアリティ値の差が所定の閾値よりも小さい場合には、両ゲーム媒体の価値の差が当該閾値で規定される範囲内に存在することを意味する。

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【0061】

本明細書において明示的に説明される判定アルゴリズムはあくまでも発明の理解のための典型例を説明するに過ぎず、本発明に適用される判定アルゴリズムとしては、交換が要求されている出品ゲーム媒体と入札ゲーム媒体との価値の差が所定の範囲内に収まるか否かを判定するものである限り、任意のアルゴリズムが適用され得る。例えば、出品ゲーム媒体の出品個数と、入札ゲーム媒体の入札個数とを比較し、当該出品個数と当該入札個数との差が所定の閾値よりも小さい場合に、出品ゲーム媒体と入札ゲーム媒体との交換が成立すると判定することができる。出品ゲーム媒体の出品個数は、例えば、出品者プレイヤーの端末装置30から送信される出品要求や入札者プレイヤーの端末装置30からの交換要求に含まれている。また、入札ゲーム媒体の入札個数は、入札者プレイヤーの端末装置30からの交換要求に含まれている。

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【0062】

リアルマネートレードの典型例においては、ゲーム外においてプレイヤー同士がゲーム媒体の交換を約束し、その約束を履行するために、ゲームに実装されている交換機能を用いて当該ゲーム媒体の交換が実行される。このとき、価値が高いゲーム媒体を譲り受けるプレイヤーから譲り渡すプレイヤーに対して、ゲーム外で金銭が提供されることが多い。例えば、プレイヤーAが保有するレアカードをプレイヤーBに所定の金銭と引き替えに引き渡すことを

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約束した場合には、ゲーム内においては、プレイヤーBが自らの不要なカードを出品した後、プレイヤーAが当該出品されたカードと引き渡しを約束したレアカードとの交換を要求する交換要求を行い、当該レアカードのゲーム内における所有者をプレイヤーAからプレイヤーBに変更する。この例が端的に示すように、リアルマネートレードにおいては、ゲーム内において交換されるゲーム媒体の価値が釣り合っていないことが多い。これは、上述のように、ゲーム外で金銭の提供が行われているためである。そこで、判定部58において、交換が要求されている出品ゲーム媒体と入札ゲーム媒体との価値の差が所定の範囲内に収まる場合にのみ当該ゲーム媒体同士の交換が成立する（逆に、所定の範囲外である場合には、交換が成立しない）と判定することにより、価値の差が大きいゲーム媒体同士の交換の成立を妨げることができる。これにより、リアルマネートレードを抑制する効果が得られる

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【0063】

判定部58において交換可否を判定する判定アルゴリズムとして、上述した以外にも様々なアルゴリズムを用いることができる。例えば、判定アルゴリズムは、交換要求によって交換が要求されている出品ゲーム媒体の提供個数と入札ゲーム媒体と提供個数との差が、提供個数に関する所定の閾値よりも小さい場合にのみ、当該出品ゲーム媒体と当該入札ゲーム媒体との交換が成立すると判定する（逆に、提供個数の差が所定の閾値以上である場合には、当該出品ゲーム媒体と当該入札ゲーム媒体との交換が成立しないと判定する）アルゴリズムであってもよい。このような判定アルゴリズムを用いることにより、提供個数同士に所定以上の差がある取引の成立を妨げることができる。出品ゲーム媒体の提供個数と入札ゲーム媒体の提供個数との間に大きな隔たりがある場合にも、ゲーム外で金銭の授受がなされたことが推認されるので、提供個数同士に所定以上の差がある取引の成立を妨げることにより、リアルマネートレードを抑制できる。

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【0064】

また、判定部58において用いられる判定アルゴリズムは、交換要求によって交換が要求されている出品ゲーム媒体又は入札ゲーム媒体のいずれか一方又は双方が所定のパラメータ値（本明細書において「取引禁止パラメータ値」と呼ぶことがある。）を有するゲーム媒体である場合に、当該出品ゲーム媒体と当該入札ゲーム媒体との交換が成立しないと判定がなされるものであってもよい。つまり、この判定アルゴリズムは、出品ゲーム媒体又は入札ゲーム媒体のいずれか一方又は双方が取引禁止パラメータ値を有しない場合にのみ、当該出品ゲーム媒体と当該入札ゲーム媒体との交換が成立すると判定するアルゴリズムである。例えば、ゲーム内での出現が非常に稀なゲーム媒体は、多くの場合他のゲーム媒体との交換を希望する合理的な理由が存在せず、リアルマネートレードの介在が推認されるので、かかるゲーム媒体に設定されるパラメータ値を取引禁止パラメータ値として設定することができる。例えば、レアリティ値「4」を取引禁止パラメータ値として設定することができる。この場合、出品ゲーム媒体又は入札ゲーム媒体のいずれか一方又は双方にレアリティ値に「4」が設定されているゲーム媒体が含まれている場合には、判定部58により、当該交換が成立しないと判定がなされる。サーバ装置10は、この取引禁止パラメータ値を管理する管理テーブルを備えることができる。これにより、取引禁止パラメータ値を有するゲーム媒体の取引を一律に不成立とすることができる。また、判定部58において用いられる判定アルゴリズムは、交換要求によって交換が要求されている出品ゲーム媒体と入札ゲーム媒体について、当該出品ゲーム媒体のパラメータ値又は出品ゲーム媒体の提供個数のいずれか又は両方と、当該入札ゲーム媒体のパラメータ値又は出品ゲーム媒体の提供個数のいずれか又は両方と、が取引を禁止する組み合わせ（本明細書において「取引禁止ペア」と呼ぶことがある。）に該当する場合に、当該出品ゲーム媒体と当該入札ゲーム媒体との交換が成立しないと判定がなされるものであってもよい。サーバ装置10は、例えば、不図示の取引禁止ペア管理テーブルを備え、当該取引禁止ペア管理テーブルにおいて、出品ゲーム媒体のパラメータ値及び／又は提供個数と入札ゲーム媒体のパラメータ値及び／又は提供個数との取引が禁止される組み合わせを管理することができる。そして、判定部58は、取引禁止ペア管理テーブルを参照して、交換要求によって交換が要求

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されている出品ゲーム媒体と入札ゲーム媒体との交換が成立するか否かを判定することができる。一例においては、出品ゲーム媒体のレアリティ値が「2」と入札ゲーム媒体の提供個数「500個」との組み合わせを取引禁止ペアとして、取引禁止ペア管理テーブルに登録することができる。

【0065】

判定部58によって、交換要求に含まれている出品ゲーム媒体と入札ゲーム媒体との交換が成立すると判定された場合には、以下のようにして、当該出品ゲーム媒体と当該入札ゲーム媒体とを交換するための処理が行われる。判定部58によって交換が成立すると判定された場合には、まず、入札データ生成部59によって、入札者プレイヤーから取得された交換要求に基づいて入札データが生成される。入札データには、入札ゲーム媒体に関するゲーム媒体情報、及び、取得された交換要求から抽出された暗号化取引IDが含まれ得る。具体的には、入札データ生成部59は、交換要求に含まれる入札ゲーム媒体のゲーム媒体識別情報を抽出し、図5のゲーム媒体パラメータ管理テーブルから当該ゲーム媒体識別情報と対応する名称、画像等のパラメータ取得し、当該パラメータを含むように入札データを生成する。出品データに関して既に説明したように、ゲーム媒体情報には、ゲーム媒体に対応づけられた画像、当該ゲーム媒体の名称、及び当該ゲーム媒体に設定されたレベルや攻撃力などのパラメータ等のゲーム媒体の特徴を表す様々な情報が含まれうる。一実施形態において、入札データ生成部59は、入札者のプレイヤー特定情報を含まないように入札データを生成する。

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【0066】

入札データ送信部60は、生成された入札データを含むウェブページ（以下、「入札情報確認ページ」と呼ぶことがある。）をゲームサイトを構成するウェブページの一部として生成し、生成された入札情報確認ページ（実際には、当該ウェブページに対応するHTMLデータ）を出品者プレイヤーの端末装置30に対して送信することができる。

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【0067】

サーバ装置10から入札情報確認ページを取得した出品プレイヤーは、端末装置30を操作して、当該入札情報確認ページを当該端末装置30に表示させることができる。本明細書において、入札情報確認ページに基づいて端末装置30に表示される画像を「入札ゲーム媒体画像」と呼ぶことがある。この出品プレイヤーは、入札情報確認ページ内に表示された入札ゲーム媒体と自らが出品した出品ゲーム媒体とを比較し、当該交換を確定させるか否かを決定することができる。出品者プレイヤーによって端末装置30を操作して交換を確定させるための入力がなされると、端末装置30の機能によって交換確定要求が生成され、生成された交換確定要求がサーバ装置10に送信される。交換確定要求は、交換されるゲーム媒体（入札ゲーム媒体と出品ゲーム媒体）のそれぞれのゲーム媒体識別情報及び暗号化取引IDを含み得る。

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【0068】

この交換確定要求は、サーバ装置10によって受信される。更新部61は、出品者プレイヤーの端末装置30から取得した交換確定要求に基づいて、図4の保有ゲーム媒体管理テーブルを更新することができる。具体的には、交換された出品ゲーム媒体と入札ゲーム媒体とを交換確定要求に基づいて（例えば、当該交換確定要求に含まれる暗号化取引IDに基づいて）特定し、ゲーム媒体識別情報テーブルにおける出品ゲーム媒体とプレイヤー識別情報との対応、及び、入札ゲーム媒体とプレイヤー識別情報との対応を更新する。例えば、ゲーム媒体識別情報「00000125」で表されるプレイヤー1の出品ゲーム媒体と、ゲーム媒体識別情報「10000031」で表されるプレイヤー5の入札ゲーム媒体とが交換された場合には、プレイヤー1のプレイヤー識別情報「000001」に対応づけられたゲーム媒体識別情報2の項目から、交換の確定により保有しなくなった出品ゲーム媒体に対応するゲーム媒体識別情報「00000125」を消去し、その代わりに、交換によって入手した入札ゲーム媒体に対応するゲーム媒体識別情報「10000031」を登録する。一方、プレイヤー5のプレイヤー識別情報「000005」に対応づけられたゲーム媒体識別情報3の項目から、交換の確定により保有しなくなった入札ゲーム媒体に対応するゲーム媒体識別情報「10000031」を消去し、その代わりに、交換に

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よって入手した出品ゲーム媒体に対応するゲーム媒体識別情報「00000125」を格納する。

【0069】

一方、判定部58によって、取得された交換要求に含まれている出品ゲーム媒体と入札ゲーム媒体との交換が成立しないと判定された場合には、上述した出品ゲーム媒体と入札ゲーム媒体とを交換するための処理は行われず、判定部58では、出品ゲーム媒体と入札ゲーム媒体との価値の差が大きい場合に当該ゲーム媒体同士の交換が成立しないと判定されるので、価値の差が大きいゲーム媒体の交換を介在させる態様のリアルマネートレードを技術的に抑制することができる。

【0070】

判定部58によって交換要求に含まれている出品ゲーム媒体と入札ゲーム媒体との交換が成立しないと判定された場合には、更新部61は、図4の保有ゲーム媒体管理テーブルから、入札者プレイヤーのプレイヤー識別情報に対応付けて記憶されている入札ゲーム媒体のゲーム媒体識別情報を削除することができる。また、当該交換要求に基づいて図7の出品要求管理テーブルに登録された入札ゲーム媒体のゲーム媒体識別情報を、当該出品要求管理テーブルから削除してもよい。

【0071】

また、一実施形態においては、判定部58によって取得された交換要求に含まれている出品ゲーム媒体と入札ゲーム媒体との交換が成立しないと判定された場合に、当該交換要求を送信した入札者プレイヤーとサーバ装置10が提供するオンラインゲームの運営者との間で、当該交換要求に含まれる条件に従って交換を擬似的に成立させてもよい。このような入札者プレイヤーとオンラインゲームの運営者との間での擬似的な交換は、更新部61が、図4の保有ゲーム媒体管理テーブルから、入札者プレイヤーに対応付けられている入札ゲーム媒体に対応するゲーム媒体識別情報を消去し、その代わりにオンラインゲームの運営者から入手した出品ゲーム媒体と同種のゲーム媒体のゲーム媒体識別情報を登録することにより実現される。このように、判定部58によって交換が成立しないと判定された場合には、入札者プレイヤーは、出品者プレイヤーとの間でゲーム媒体との交換を行うことはできないが、更新部61の処理により、入札ゲーム媒体を失う一方で出品ゲーム媒体と同種のゲーム媒体を取得することができる。このように、入札者プレイヤーにとっては、サーバ装置10が提供する機能との間で入札ゲーム媒体と出品ゲーム媒体の交換がなされたのと同等の効果が生じる。本明細書においては、かかる態様で行われる交換を、便宜上、入札者プレイヤーとオンラインゲームの運営者（又はサーバ装置10の運営者）との間での交換と呼ぶ。

【0072】

出品ゲーム媒体と「同種の」ゲーム媒体とは、例えば、当該ゲーム媒体と同じ名称を有するゲーム媒体を指す。図5によれば、ゲーム媒体識別情報「00000125」で識別されるゲーム媒体には、「マシンA」という名称が設定されている。オンラインゲームにおいては、同一名称のゲーム媒体を重複してプレイヤーに提供することができる。例えば、プレイヤー同士が互いに「マシンA」という同一名称を有する「同種の」ゲーム媒体を使用して対戦することができる。また、共通の表示画像が設定されているゲーム媒体を同種のゲーム媒体と考えることもできる。同種のゲーム媒体に対しては、同一の又は近似するゲーム媒体パラメータ値が設定されることが多いが（例えば、同じ名称のゲーム媒体であれば同じレアリティ値を有する。）、当該ゲーム媒体のゲーム内での利用状況等に応じて、同種のゲーム媒体に対して互いに異なるゲーム媒体パラメータ値が設定され得る点に留意されたい。他の実施形態においては、図5のゲーム媒体パラメータ管理テーブルにおいて、各ゲーム媒体の種別を規定する種別コードを、当該ゲーム媒体のゲーム媒体識別情報と対応付けて記憶し、共通の種別コードを有するゲーム媒体同士を同種のゲーム媒体と扱ってもよい。

【0073】

以下に、入札者プレイヤーとオンラインゲームの運営者との間で行われる交換の具体例を提示する。プレイヤー1から出品されたゲーム媒体識別情報「00000125」で特定される出品ゲーム媒体に対し、プレイヤー5がゲーム媒体識別情報「00000005」で特定される入札ゲー

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ム媒体との交換を求めて交換要求を生成する場合には、図5のゲーム媒体パラメータ管理テーブルに記憶されている当該出品ゲーム媒体のレアリティ値と当該入札ゲーム媒体とのレアリティ値の差が「3」なので、上述した判定アルゴリズムに従えば、当該交換要求に基づく交換は成立しないと判断される。この場合、入札者プレイヤ（プレイヤ5）と出品者プレイヤ（プレイヤ1）との間ではなく、入札者プレイヤ（プレイヤ5）とオンラインゲームの運営者との間で、当該交換要求で要求されている取引を成立させることができる。入札者プレイヤとオンラインゲームの運営者との間で交換が成立すると、図4の保有ゲーム媒体管理テーブルにおいて入札者プレイヤ（プレイヤ5）のプレイヤ識別情報「000005」に対応づけられたゲーム媒体識別情報2の項目から、オンラインゲームの運営者と交換が成立したことによって保有しなくなった入札ゲーム媒体に対応するゲーム媒体識別情報「00000005」を削除し、その代わりに、オンラインゲームの運営者から入手した出品ゲーム媒体と同種のゲーム媒体のゲーム媒体識別情報を登録する。

【0074】

このように、判定部58によって取得された交換要求に含まれている出品ゲーム媒体と入札ゲーム媒体との交換が成立しないと判定された場合に、入札者プレイヤ（プレイヤ5）と出品者プレイヤ（プレイヤ1）との間ではなく、入札者プレイヤ（プレイヤ5）とオンラインゲームの運営者との間で交換を成立させることにより、リアルマネートレードの成立を妨げつつ、少なくとも入札者プレイヤの側に対しては、実質的に希望通りの（交換要求で表される交換内容に従った）取引を成立させることができる。

【0075】

次に、図8を参照して、本発明の一実施形態におけるプレイヤ間でのゲーム媒体の交換処理の一例を説明する。図8は、サーバ装置10により提供されるゲームの開始から、判定部58での判定結果に応じたゲーム媒体の交換が完了するまでの処理の概要を示すフロー図である。ここでは、プレイヤ1が出品したゲーム媒体に対してプレイヤ5が交換要求を行う場合を例に説明を行う。

【0076】

まず、工程802においてゲームが開始されると、プレイヤ1は、端末装置30を操作してサーバ装置10にアクセスし、ゲームサイトを構成する複数のウェブページの中から出品要求を生成するためのウェブページを取得する。プレイヤ1は、端末装置30のユーザインタフェースを操作することにより、当該ウェブページ内で、出品するゲーム媒体、その提供数量、及びその出品ゲーム媒体と交換で他のプレイヤから入手を希望するゲーム媒体についての希望条件等を入力又は選択する。プレイヤ1によって、ゲーム媒体識別情報「000000125」で特定されるゲーム媒体1個が出品ゲーム媒体として選択されると（希望条件は入力されないものとする、プレイヤ1のプレイヤ識別情報「000001」、プレイヤ1によって選択された出品ゲーム媒体のゲーム媒体識別情報「000000125」、及び出品数量「1」を含む出品要求が生成され、生成された出品要求が端末装置30によりサーバ装置10に送信される。

【0077】

次に、工程804においてプレイヤ1の端末装置30から出品要求が取得されると処理は工程806に進む。工程806においては、出品データ生成・送信部56によってプレイヤ1から取得された出品要求に基づいて出品データが生成される。プレイヤ5の端末装置30から、出品されているゲーム媒体の一覧の取得が要求されると、出品データ生成・送信部56は、プレイヤ1により出品された出品ゲーム媒体の出品データを含む出品ゲーム媒体用ページを作成して、作成した出品ゲーム媒体用ページをプレイヤ5の端末装置30に対して提供する。図9は、プレイヤ5の端末装置30に対して提供される出品ゲーム媒体用ページの端末装置30における表示例である。図9の出品ゲーム媒体用ページには、複数の出品ゲーム媒体が一覧形式で表示されているので、以下出品一覧ページと呼ぶことがある。図9に示されているように、出品一覧ページ90には、複数のプレイヤから出品された出品データをそれぞれ表す出品データ表示画像91及び出品データ表示画像92が表示されている。出品データ表示画像91が、プレイヤ1によって出品されたゲーム媒体識別情報「000000125」に対応するゲーム媒体（ゲーム媒体125）の出品データの表示画像であり、出品データ表示画像92は、

他のプレイヤーから出品された出品ゲーム媒体の出品データを表す表示画像である。図示のとおり、出品データ表示画像91は、図5のゲーム媒体パラメータ管理テーブルにおいてゲーム媒体125と対応付けて記憶されているゲーム媒体情報（「マシンA」という名称や画像等）を表示している。出品一覧ページには、ゲーム媒体パラメータ管理テーブルに記憶されている出品ゲーム媒体の全てを一覧形式で表示してもよいし、その中から検索条件などに従って絞り込んだ結果のみを表示してもよい。

【0078】

プレイヤー5は、端末装置30を操作して、図9の出品一覧ページに表示されている出品ゲーム媒体の中から、交換を希望するゲーム媒体を選択し、その選択したゲーム媒体と自らが保有するゲーム媒体との交換を要求する交換要求を生成することができる。例えば、出品データ表示画像91の一部として表示されている「交換希望」と表示されている操作ボタン93が操作されると、サーバ装置10からプレイヤー5の端末装置30に対して、入札ゲーム媒体を選択するための入札ゲーム媒体選択用ウェブページが提供される。図10は、本発明の一実施形態に係るゲームシステムにおける入札ゲーム媒体選択用ウェブページ100の表示例を示す。図4の保有ゲーム媒体管理テーブルに示されているように、プレイヤー5は、ゲーム媒体識別情報「10000031」に対応するゲーム媒体とゲーム媒体識別情報「00000005」に対応するゲーム媒体とを保有しているため、入札ゲーム媒体選択用ウェブページ100には、ゲーム媒体識別情報「10000031」に対応するゲーム媒体表示画像101とゲーム媒体識別情報「00000005」に対応するゲーム媒体表示画像102とが表示されている。ゲーム媒体表示画像101、102には、「入札確認」と表示された操作ボタン103、104がそれぞれ含まれている。プレイヤー5によって、操作ボタン103が操作されると、ゲームプログラム及び端末装置30の機能によって、操作ボタン103と関連付けられているマシンCのゲーム媒体識別情報「10000031」と交換相手となる出品ゲーム媒体のゲーム媒体識別情報「000000125」とを含む交換要求が生成される。一方、操作ボタン104が操作されると、操作ボタン104と関連付けられているマシンDのゲーム媒体識別情報「00000005」と交換相手となる出品ゲーム媒体のゲーム媒体識別情報「000000125」とを含む交換要求が生成される。このようにして生成された交換要求は、端末装置30からサーバ装置10に送信される。

【0079】

次に、工程808において、サーバ装置10の交換要求取得部57によって、プレイヤー5の端末装置30から送信された交換要求が取得されると、処理は工程810に進む。工程810においては、判定部58によって、交換要求取得部57で取得された交換要求に基づいて、当該交換要求で特定される出品ゲーム媒体と入札ゲーム媒体との交換が成立するかどうか判定される。操作ボタン103の操作によって交換要求が生成された場合には、当該交換要求には、出品ゲーム媒体を特定するゲーム媒体識別情報として「000000125」が含まれ、入札ゲーム媒体を特定するゲーム媒体識別情報として「10000031」が含まれているため、判定部58は、図5のゲーム媒体パラメータ管理テーブルから、それぞれのゲーム媒体識別情報に対応するレアリティ値を読み出し、その差を所定の閾値（ここでは、「3」が設定されているとする。）と比較する。この場合、いずれのレアリティ値も「1」に設定されているため、レアリティ値の差は「0」となる。この差は設定されている閾値よりも小さいので、判定部58により取引が成立し得ると判定されて、処理は工程812に進む。

【0080】

工程812においては、入札データ生成部59によって、プレイヤー5の端末装置30から取得した交換要求に含まれているゲーム媒体識別情報「10000031」で識別されるゲーム媒体（入札ゲーム媒体）に関する入札データが生成される。出品者プレイヤーであるプレイヤー1は、ゲーム画面中表示される「出品中カードの確認」という操作ボタン又はリンク（いずれも不図示）を選択することにより、サーバ装置10に対して入札データの表示を要求することができる。入札データ送信部60は、この入札データの表示要求に応答して、入札データを含む入札情報確認ページをゲームサイトを構成するウェブページの一部として生成し、当該入札情報確認ページをプレイヤー1の端末装置30に対して送信する。

【0081】

図11は、プレイヤー1の端末装置30に表示される入札情報確認ページの表示例である。図示のとおり、入札情報確認ページ120は、プレイヤー5によって選択された入札ゲーム媒体（ゲーム媒体識別情報「10000031」で識別される「マシンC」という名称のゲーム媒体）を表す入札ゲーム媒体表示画像111と、プレイヤー1が出品した出品ゲーム媒体を表す出品データ表示画像112とを含む。プレイヤー1は、入札情報確認ページ110により、出品データ表示画像112で表される出品ゲーム媒体の交換対象として、他のプレイヤーから、入札ゲーム媒体表示画像111で表されるゲーム媒体との交換が申し込まれたことを理解できる。プレイヤー1によって入札ゲーム媒体表示画像111の一部として表示されている操作ボタン113が選択されると、入札ゲーム媒体表示画像111に対応する入札ゲーム媒体と出品データ表示画像112に対応する出品ゲーム媒体との交換を確定するための交換確定要求が生成され、生成された交換確定要求がサーバ装置10に送信される。この交換確定要求には、入札ゲーム媒体表示画像111に対応する入札ゲーム媒体のゲーム媒体識別情報「10000031」、及び出品データ表示画像112に対応する出品ゲーム媒体のゲーム媒体識別情報「000000125」が含まれる。

【0082】

この交換確定要求は、工程814において、サーバ装置10によって受信され取得される。次に、工程816において、取得された交換確定要求に基づいて、保有ゲーム媒体管理テーブルが更新される。取得された交換確定要求には、出品ゲーム媒体を示すゲーム媒体識別情報として「000000125」が含まれており、入札ゲーム媒体を示すゲーム媒体識別情報として「10000031」が含まれているので、プレイヤー1のプレイヤー識別情報「000001」に対応づけられたゲーム媒体識別情報2の項目から、交換の確定により保有しなくなった出品ゲーム媒体に対応するゲーム媒体識別情報「00000125」が削除され、その代わりに、交換によって入手した入札ゲーム媒体に対応するゲーム媒体識別情報「10000031」が登録される。また、プレイヤー5のプレイヤー識別情報「000005」に対応づけられたゲーム媒体識別情報3の項目に、交換の確定により保有しなくなった入札ゲーム媒体に対応するゲーム媒体識別情報「10000031」に代えて、交換によって入手した出品ゲーム媒体に対応するゲーム媒体識別情報「00000125」が登録される。工程810において交換が成立すると判定された場合には、以上の処理により、交換要求に基づいて特定される出品ゲーム媒体と入札ゲーム媒体との交換が行われる。

【0083】

一方、プレイヤー5が、図10の入札ゲーム媒体選択用ウェブページ100において操作ボタン104を操作してゲーム媒体表示画像102に対応するゲーム媒体を入札ゲーム媒体として特定した場合には、出品ゲーム媒体を特定するゲーム媒体識別情報として「000000125」を含むとともに、入札ゲーム媒体を特定するゲーム媒体識別情報として「00000005」を含む交換要求が生成される。工程808において、サーバ装置10によってこの交換要求が取得された場合には、工程810において、取得された交換要求に含まれている出品ゲーム媒体のゲーム媒体識別情報「000000125」に対応するレアリティ値「1」と、入札ゲーム媒体のゲーム媒体識別情報「10000031」に対応するレアリティ値「4」とが、図5のゲーム媒体パラメータ管理テーブルから読み出される。この場合、レアリティ値の差「3」が所定の閾値「3」以上であるため、プレイヤー1とプレイヤー5との間では当該ゲーム媒体の交換が成立しないと判定され、処理が工程816に進む。

【0084】

工程816においては、更新部61によって、図4の保有ゲーム媒体管理テーブルから、入札者プレイヤー（プレイヤー5）のプレイヤー識別情報「000005」に対応づけられている入札ゲーム媒体に対応するゲーム媒体識別情報「00000005」が消去される。また、サーバ装置10からプレイヤー5の端末装置30に対して、オンラインゲームの運営者との間で交換が成立したことを通知する交換成立通知用ウェブページが提供される。図12は、このような交換成立通知用ウェブページの表示例である。図12に示されているウェブページ120には、プレイヤー5から送信された交換要求で特定された出品ゲーム媒体と入札ゲーム媒体との交換がオンラインゲームの運営者との間で成立したことを通知する通知文121が含まれている。ま

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た、通知文121の下方には、「プレゼント一覧へ」と表示されたハイパーリンクが表示されている。

【0085】

プレイヤー5が端末装置30のインタフェースを操作して当該ハイパーリンクを選択すると、図13に示すプレゼントページ130がサーバ装置10からプレイヤー5の端末装置30に送信される。図13に示すプレゼントページ130には、サーバ装置10からプレイヤー5に提供されるゲーム媒体の画像131、132が一覧形式で表示されている。このプレゼントページ130に、プレイヤー5が送信した交換要求に含まれていた出品ゲーム媒体と同種のゲーム媒体の画像が含まれる。図13においては、画像131が、当該出品ゲーム媒体と同種のゲーム媒体に対応する表示画像である。

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【0086】

プレイヤー5が端末装置30のインタフェースを操作して操作ボタン133に対する入力操作を行うと、当該端末装置30からサーバ装置10に対して、当該操作ボタン133に関連付けられているゲーム媒体の取得要求が送信される。サーバ装置10においては、この取得要求が取得されると、更新部61によって、当該操作ボタン133に関連付けられているゲーム媒体のゲーム媒体識別情報が、保有ゲーム媒体管理テーブルにプレイヤー5のプレイヤー識別情報「000005」と対応付けて登録される。また、サーバ装置10には、オンラインゲームの運営者が入札プレイヤーと交換したゲーム媒体を管理する管理テーブルが設けられ、プレイヤー5から取得した入札ゲーム媒体のゲーム媒体識別情報「00000005」を当該管理テーブルに登録してもよい。なお、保有ゲーム媒体管理テーブルに記憶されている出品者プレイヤーであるプレイヤー1が保有するゲーム媒体の情報は、工程816においては更新されない。工程810においてプレイヤー同士の交換が成立しないと判定された場合には、以上の処理により、交換要求に基づいて特定される出品ゲーム媒体と入札ゲーム媒体との交換が、入札者プレイヤーとオンラインゲームの運営者との間で行われる。

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【0087】

なお、工程810において、出品ゲーム媒体と入札ゲーム媒体との交換が成立しないと判断された場合に、交換処理を中止して、エラーページを入札者プレイヤーの端末装置30に提供してもよい。図14は、交換処理が中止されたときに入札者プレイヤーの端末装置30に提供されるエラーページの表示例である。図14に示すとおり、エラーページ140は、プレイヤー5から送信された交換要求に対する応答として端末装置30に対して送信するようにしてもよい。図示のとおり、エラーページ140には、交換処理を中断した旨のメッセージが表示される。このエラーページは、所定のプレイヤーについて、判定部58の判定結果に基づく交換処理の中止を初めて行う場合にのみ、当該プレイヤーの端末装置30に対して提示されてもよい。2回目以降には、エラーページ140を表示することなく、工程816におけるオンラインゲームの運用者との交換処理に進むようにしてもよい。

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【0088】

以上述べたように、本発明の一実施形態においては、交換が要求されている出品ゲーム媒体と入札ゲーム媒体との価値の差が所定の範囲内に収まる場合にのみ当該ゲーム媒体同士の交換を成立させる（逆に、所定の範囲外である場合には、交換を成立させない）。これにより、価値の差が大きいゲーム媒体同士の交換の成立を妨げることができる。典型的なリアルマネートレードは、価値の差が大きいゲーム媒体の交換を通じて実行されるので、交換要求に含まれる出品ゲーム媒体と入札ゲーム媒体との価値の差が所定の範囲内に収まる場合にのみ当該ゲーム媒体同士交換を成立させることにより、価値の差が大きいゲーム媒体の交換を通じて実行されるリアルマネートレードを阻止することができる。

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【0089】

また、本発明の一実施形態においては、プレイヤー間でゲーム媒体を交換する際に、入札者プレイヤーに対しては、出品者プレイヤーを特定可能なプレイヤー特定情報を含まないように、出品者プレイヤーの出品ゲーム媒体に関する情報が提示される。これにより、ゲーム内においてゲーム媒体を交換する一連のプロセスにおいて、入札者プレイヤーは、出品者プレイヤーを特定することができない。オンラインゲームにおいては、同一又は類似のゲーム媒体

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が多数のプレイヤーから出品されるという事情があるため、ゲーム外でゲーム媒体の対価として金銭の提供を約束していたとしても、ゲーム内でプレイヤー特定情報が秘匿されている場合にはそのゲーム外で取引した相手をゲーム内で特定することができず、ゲーム外で引き渡しを約束したゲーム媒体をゲーム内で引き渡すことができない。このように、ゲーム媒体の交換相手の特定を妨げる機能をゲームシステムに実装することにより、当該機能がリアルマネートレードに対する障害となる。

【0090】

また、本発明の他の実施形態においては、プレイヤー間でゲーム媒体を交換する際に、出品者プレイヤーに対しては、入札者プレイヤーを特定可能なプレイヤー特定情報を含まないように、入札者プレイヤーの入札ゲーム媒体に関する情報が提示される。これにより、出品者プレイヤーは、入札者プレイヤーをゲーム内で特定することができない。したがって、上述した出品者プレイヤーの特定を妨げる例と同様に、現実世界における取引の履行に対する障害を設けることができる。

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【0091】

本発明のさらに他の実施形態においては、プレイヤー間でゲーム媒体を交換する際に、入札者プレイヤーに対しては、出品者プレイヤーを特定可能なプレイヤー特定情報を含まないように、出品者プレイヤーの出品ゲーム媒体に関する情報を提示するとともに、出品者プレイヤーに対しては、入札者プレイヤーを特定可能なプレイヤー特定情報を含まないように、入札者プレイヤーの入札ゲーム媒体に関する情報を提示することもできる。この場合、ゲーム内におけるゲームカードの交換相手の特定が一層困難になり、リアルマネートレードの抑止効果が大きい。

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【0092】

このように、本発明の実施形態に係るゲームシステムによって、リアルマネートレードを技術的な側面から抑制できる。

【0093】

次に、図15を参照し、本発明の他の実施形態に係るゲームシステムについて説明する。図15は、本実施形態に係るサーバ装置10又は当該サーバ装置10と通信可能に接続されたデータベースに備えられるグループ管理テーブルの一例を示す。本実施形態において、サーバ装置10は、グループ管理部（不図示）さらに備えることができる。当該グループ管理部は、ゲームのプレイヤーを、複数のグループにランダムに所属させる。グループ管理部は、例えば、図15に示すグループ管理テーブルにより、プレイヤーが所属するグループを管理する。図15(a)においては、プレイヤー1、プレイヤー3、及びプレイヤー5がグループ識別情報「01」で表される第1グループに所属しており、プレイヤー2及びプレイヤー4がグループ識別情報「02」で表される第2グループに所属している。

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【0094】

また、一実施形態において、サーバ装置10は、グループ更新部（不図示）をさらに備えることができる。このグループ更新部は、プレイヤーのグループ分けを、定期的に又は不定期に、所定のアルゴリズムに基づいて変更する。図15(b)は、グループ分け変更後のグループ管理テーブルの一例である。図15(b)においては、プレイヤー1及びプレイヤー2がグループ識別情報「01」で表される第1グループに所属しており、プレイヤー3、プレイヤー4、及びプレイヤー5がグループ識別情報「02」で表される第2グループに所属している。

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【0095】

本実施形態においては、出品データ生成・送信部56は、出品者プレイヤーと同じグループに属するプレイヤーに対してのみ、出品画面を表示させるように構成される。例えば、図15(a)に示すグループ分けがなされているときに、プレイヤー1が所定のゲーム媒体を出品すると、そのプレイヤー1の出品ゲーム媒体に関する出品データは、プレイヤー3及びプレイヤー5の要求に応じて、プレイヤー3がプレイしているゲーム及びプレイヤー5がプレイしているゲームには表示されるが、プレイヤー2がプレイしているゲーム及びプレイヤー4がプレイしているゲームにおいては表示されない。例えば、プレイヤー2が実行した検索条件に合致するゲーム媒体をプレイヤー1が出品していたとしても、プレイヤー1の出品ゲーム媒体の出品データはプレイヤー2

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のゲームにおいては表示されない。

【0096】

また、グループ管理部は、ゲームのプレイヤーが所属する複数のグループの各々を互いに関連付けて記憶することもできる。例えば、ゲーム管理部は、図16に例示するグループ分類テーブルにより、複数のグループを関連付けることができる。このグループ同士の関連付けは、例えば、出品データを入手、参照、又は閲覧することができるプレイヤーを制限するためになされる。例えば、図16(a)に示す対応付けの例においては、グループ1が、グループ1、グループ5、及びグループ21のそれぞれと対応づけられている。この場合、グループ1に所属するプレイヤーが出品したゲーム媒体に関する出品データは、対応づけられているグループ1、グループ5、及びグループ21に所属するプレイヤーによって取得・参照可能であるが、それ以外のグループに所属するプレイヤーに対しては取得・参照が許可されない。本明細書においては、特定のグループに所属するプレイヤーから出品された出品データの取得・参照が許可されるグループを参照可能グループと称することがある。出品データ生成・送信部56は、出品者プレイヤーが所属するグループに対して参照可能グループとして対応づけられているグループに所属するプレイヤーに対してのみ、当該出品者プレイヤーから出品された出品ゲーム媒体に関する出品データを提供する。例えば、出品者プレイヤーがグループ1に所属している場合には、グループ1、グループ5、及びグループ21のいずれかのグループに所属しているプレイヤーに対してのみ出品画面を表示させる。

【0097】

グループ更新部は、グループの対応付けを、定期的に又は不定期に、所定のアルゴリズムに基づいて変更することができる。図16(b)は、対応付けを変更した後のグループ分類テーブルの一例である。図16(b)に示す例においては、参照可能グループ1は変更されていないが、参照可能グループ2及び参照グループ3が変更される場合の例を示す。このように、参照可能グループは、部分的に変更されてもよい。図16から明らかなように、本発明の一態様においては、特定のグループと同一のグループを参照可能グループとして固定することもできる。つまり、グループ1の参照可能グループとして、グループ1を固定的に設定することができる。このように、特定のグループと同一のグループを参照可能グループとして固定することにより、同一グループに所属するプレイヤーに対して出品画面を提供できるようになる。出品者プレイヤーと同じグループに属するプレイヤーに対してのみ出品画面を表示させるという制御を図15を参照して説明したが、その図15に示した例は、図16に示した実施例において、特定のグループと同一のグループを参照可能グループとして設定した場合の例と考えることができる。

【0098】

以上のようなグループ管理を行うことにより、現実世界においてゲーム媒体の交換に伴う金銭の授受を約束したとしても、その取引の当事者がゲームにおいて同じグループに所属していない限り、ゲーム内において当該ゲーム媒体の交換を行うことはできない。このグループ分けは、所定のアルゴリズムに従ってランダムに行われるため、現実世界における取引相手と同じグループに所属しているか否かは、プレイヤーには判断できない。このように、プレイヤーをランダムにグループ分けし、同じグループに所属するプレイヤー間でのみゲーム媒体の交換を行わせることで、現実世界における取引の履行を阻害し、リアルマネートレードを抑制することができる。

【0099】

また、プレイヤーのグループ分けを変更することにより、仮にプレイヤーの所属グループがプレイヤーに特定されたとしても、グループ分け変更後には、再び所属グループを不明とすることができる。また、参照可能なグループを変更することにより、たとえ参照可能なグループが特定されたとしても、変更後には参照可能なグループは再び不明となる。これにより、リアルマネートレードをより効果的に抑制することができる。

【0100】

本発明の他の実施形態において、サーバ装置10は、プレイヤー管理部（不図示）をさらに備えることができる。このプレイヤー管理部は、例えば、図17に示すプレイヤー管理テーブル

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により、ゲームのプレイヤーのプレイヤー識別情報を、他のプレイヤーのプレイヤー識別情報と動的に対応づけて記憶することができる。例えば、各プレイヤーは、他のプレイヤーを「仲間」として登録することができる。「仲間」として登録されたプレイヤー同士は、例えば、ゲームの進行を協力して行うことができる。「仲間」は、一方のプレイヤーから他方のプレイヤーに申し込みを行い、その申し込みが承認されることで設定される。また、いずれかのプレイヤーが「仲間」設定を解除する処理を行うことにより、「仲間」の設定は解除される。

【0101】

本実施形態において、出品データ生成・送信部56は、出品者プレイヤーに対して「仲間」として登録されているプレイヤーに対してのみ、出品画面を表示させる。例えば、図17に示すように「仲間」の登録がなされている状態でプレイヤー1がゲーム媒体を出品すると、そのプレイヤー1の出品ゲーム媒体に関する出品画面は、プレイヤー1と仲間であるプレイヤー2がプレイするゲーム及びプレイヤー5がプレイするゲームにおいてのみ表示される。一方、プレイヤー3がプレイするゲーム及びプレイヤー5がプレイするゲームにおいてはプレイヤー1の出品ゲーム媒体に関する出品画面は表示されない。

【0102】

これにより、現実世界においてゲーム媒体の交換に伴う金銭の授受を約束したとしても、その取引の当事者がゲームにおいて「仲間」として登録されていない限り、ゲーム内においてゲーム媒体の交換を行うことはできない。設定可能な「仲間」の数には上限が設けられることが多く、ゲーム媒体の取引のみを目的として「仲間」の設定を行うことは発生しづらいと考えられる。このように、「仲間」として登録されたプレイヤー間でのみゲーム媒体の交換を行わせることで、現実世界における取引の履行を阻害し、リアルマネートレードを抑制することができる。

【0103】

以上、現時点で最も実用的で望ましいと考えられる態様に基づいて本発明を説明したが、これらの説明は、本発明の説明のみを目的としたものであり、本発明を開示された実施形態に限定することを意図したものではない。むしろ、本明細書における説明は、上述した各実施形態の任意の特徴に対して、請求項の趣旨及び範囲に含まれる変更及び均等物を含むことを意図するものである。例えば、上述した任意の実施形態の特徴を他の実施形態の一又は複数の特徴と組み合わせたものも、可能な限り本発明の範囲に含まれる。

【0104】

本明細書で説明された処理及び手順は、実施形態中で明示的に説明されたもの以外にも、ソフトウェア、ハードウェアまたはこれらの任意の組み合わせによって実現される。より具体的には、本明細書で説明される処理及び手順は、集積回路、揮発性メモリ、不揮発性メモリ、磁気ディスク、光ストレージ等の媒体に、当該処理に相当するロジックを実装することによって実現される。また、本明細書で説明される処理及び手順は、それらの処理・手順をコンピュータプログラムとして実装し、各種のコンピュータに実行させることが可能である。

【0105】

本明細書中で説明される処理及び手順が単一の装置、ソフトウェア、コンポーネント、モジュールによって実行される旨が説明されたとしても、そのような処理または手順は複数の装置、複数のソフトウェア、複数のコンポーネント、及び/又は複数のモジュールによって実行され得る。また、本明細書中で説明されるデータ、テーブル、又はデータベースが単一のメモリに格納される旨説明されたとしても、そのようなデータ、テーブル、又はデータベースは、単一の装置に備えられた複数のメモリまたは複数の装置に分散して配置された複数のメモリに分散して格納され得る。さらに、本明細書において説明されるソフトウェアおよびハードウェアの要素は、それらをより少ない構成要素に統合して、またはより多い構成要素に分解することによって実現することも可能である。

【0106】

本明細書において、発明の構成要素が単数もしくは複数のいずれか一方として説明された場合、又は、単数もしくは複数のいずれとも限定せずに説明された場合であっても、文

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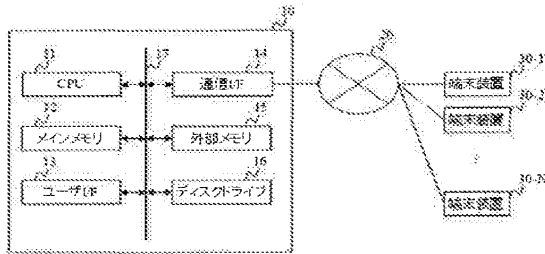
脈上別に解すべき場合を除き、当該構成要素は単数又は複数のいずれであってもよい。

【符号の説明】

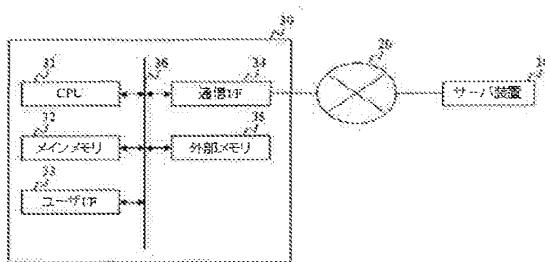
【0107】

- 10 サーバ装置
- 30 端末装置
- 51 ゲーム進行制御部
- 52 保有ゲーム媒体記憶部
- 53 ゲーム媒体パラメータ記憶部
- 54 プレイヤ特定情報記憶部
- 55 出品要求取得部
- 56 出品データ生成・送信部
- 57 交換要求取得部
- 58 判定部
- 59 入札データ生成部
- 60 入札データ送信部
- 61 更新部

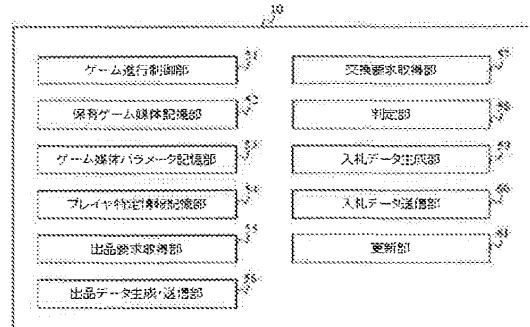
【図1】



【図2】



【図3】



【図4】

プレイヤー種別	ゲーム媒体種別	ゲーム媒体種別	ゲーム媒体種別	ゲーム媒体種別	...	ゲーム媒体種別
000001	00000001	00000101	00000102	00000103	...	00000105
000002	00000001	00000201	00000202	00000203	...	00000205
000003	00000001	00000301	00000302	00000303	...	00000305
000004	00000001	00000401	00000402	00000403	...	00000405
000005	00000001	00000501	00000502	00000503	...	00000505
...

図4は、ゲーム媒体種別を示す。

【図5】

ゲーム種別 3000000	レベル 3000000	攻撃力	防御力	機動力	名称	属性
30000001	1	114	89	182	マシンB	...
30000002	3	152	97	187	ヒーローA	...
30000003	2	95	88	141	ヒーローB	...
30000004	1	98	85	195	マシンE	...
30000005	4	921	867	909	マシンD	...
...
30000125	1	90	90	120	マシンA	...
...
10000001	1	100	100	88	マシンC	...
...

図5はゲーム種別一覧表である。

【図6】

レベル 3000000	レベル 3000000	レベル 3000000	...
30000001	30000001	30000001	...
30000002	30000002	30000002	...
30000003	30000003	30000003	...
30000004	30000004	30000004	...
30000005	30000005	30000005	...
...

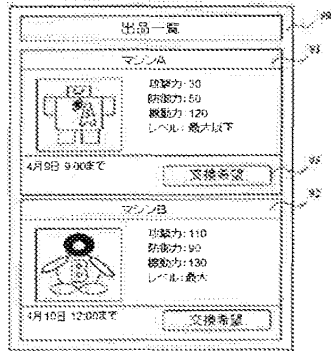
図6はレベル一覧表である。

【図7】

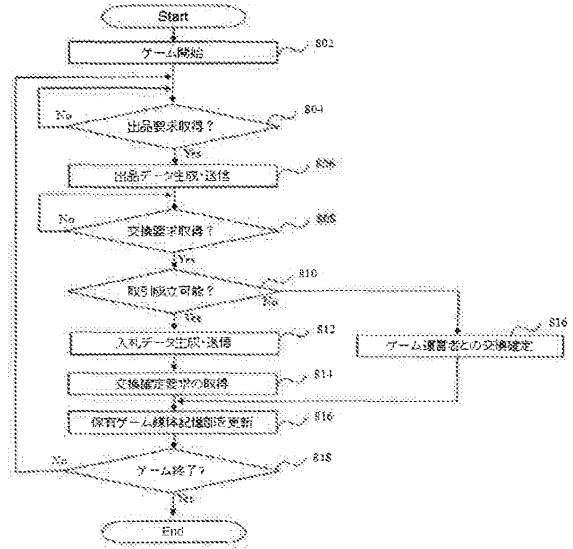
取引ID	出品者の ID	出品者の 名前	出品品	希望条件	希望条件	出品時間	入札ゲームID
AG000001	30000001	30000001	...	N/A	N/A	4月05日 0:00	30000001
AG000002	30000001	30000001	...	N/A	N/A	4月10日 12:00	30000001
AG000003	30000004	30000004	...	ITEM03	121	4月07日 14:31	N/A
AG000004	30000007	30000007	...	N/A	N/A	4月11日 18:00	N/A
AG000005	30000125	30000125	...	ITEM01	020	4月10日 9:15	30000001
...

図7は取引一覧表である。

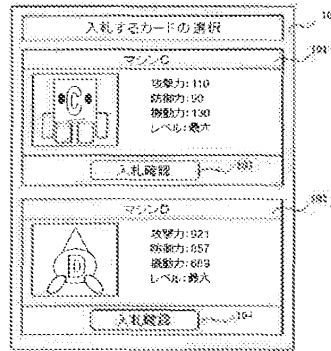
【図9】



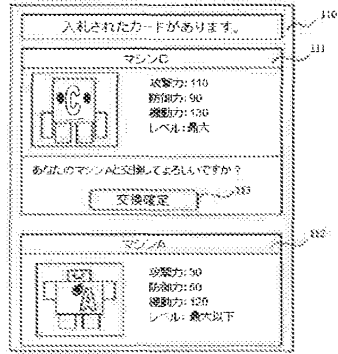
【図8】



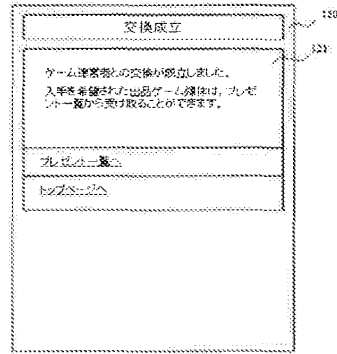
【図10】



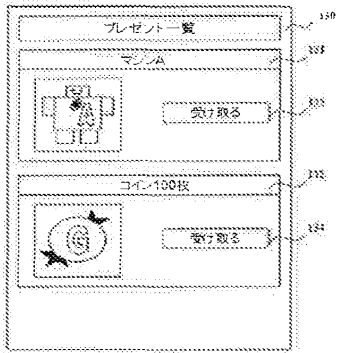
【図 1 1】



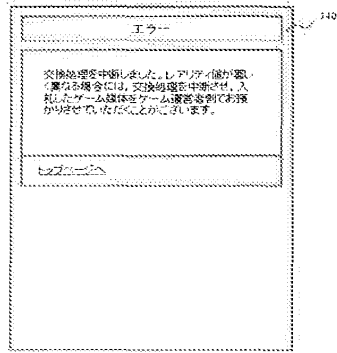
【図 1 2】



【図 1 3】



【図 1 4】



【図 1 5】

プレイヤ名	プレイヤ識別番号	グループ識別番号
プレイヤー1	000001	01
プレイヤー2	000002	02
プレイヤー3	000003	01
プレイヤー4	000004	02
プレイヤー5	000005	01

↓

プレイヤー名	プレイヤ識別番号	グループ識別番号
プレイヤー1	000001	01
プレイヤー2	000002	01
プレイヤー3	000003	02
プレイヤー4	000004	02
プレイヤー5	000005	02

プレイシート管理画面

【図16】

例

グループ名	参照可能なグループ1	参照可能なグループ2	参照可能なグループ3
グループ1	グループ1	グループ6	グループ11
グループ2	グループ2	グループ3	グループ13
グループ3	グループ2	グループ1	グループ9
グループ4	グループ4	グループ8	グループ10
グループ5	グループ6	グループ1	グループ8
...



例

グループ名	参照可能なグループ1	参照可能なグループ2	参照可能なグループ3
グループ1	グループ1	グループ3	グループ10
グループ2	グループ2	グループ4	グループ7
グループ3	グループ2	グループ1	グループ20
グループ4	グループ4	グループ2	グループ18
グループ5	グループ5	グループ7	グループ11
...

グループ参照テーブル

【図17】

スライダ名	参照可能なスライダ1	参照可能なスライダ2	参照可能なスライダ3
スライダ1	000001	000002	000005
スライダ2	000002	000001	000005
スライダ3	000005	N/A	N/A
スライダ4	000004	000008	001003
スライダ5	000005	000001	N/A

スライダ参照テーブル

フロントページの続き

特許法第30条第2項適用申請有り 平成24年4月2日、http://mbga.jp/.m1cad2.RJG54m8uUf/gcard/info/info_120402_traderulechange.html (フィーチャフォン版) http://sp.mbga.jp/gcard/info/info_120402_traderulechange.html (スマートフォン版) 平成24年4月5日、http://onepi.mbga.jp/onepi_notice?id=25&guid=ON (フィーチャフォン版) http://onepi.sp.mbga.jp/onepi_notice?id=25 (スマートフォン版) 平成24年4月14日、http://mbga.jp/.m1cad2.lytPrCHk80/gcard/info/info_120413_traderulechange.html (フィーチャフォン版) http://sp.mbga.jp/gcard/info/info_120413_traderulechange.html (スマートフォン版) 平成24年4月16日、http://gcc.mbga.jp/gcard_trade_search_exhibit (フィーチャフォン版) http://gcc.sp.mbga.jp/gcard_trade_search_exhibit (スマートフォン版) 平成24年4月23日、http://kt.mbga.jp/_kaito_market_t (フィーチャフォン版) http://kt.sp.mbga.jp/_kaito_market_t (スマートフォン版) 平成24年4月23日、http://mbga.jp/kaito/info/info185.html?guid=ON&_ck_=1 (フィーチャフォン版) http://sp.mbga.jp/kaito/info/info185.html?guid=ON&_ck_=1 (スマートフォン版) 平成24年4月24日、http://onepi.mbga.jp/onepi_auc_top (フィーチャフォン版) http://onepi.sp.mbga.jp/onepi_auc_top (スマートフォン版) 平成24年5月16日、<http://mbga.jp/gcard/info/in>

Electronic Patent Application Fee Transmittal

Application Number:	16053149			
Filing Date:	02-Aug-2018			
Title of Invention:	GAME CONTROL METHOD, GAME SERVER, AND PROGRAM			
First Named Inventor/Applicant Name:	Tsuyoshi YOSHIKAWA			
Filer:	James Albert Oliff/Darrisaw Tatum			
Attorney Docket Number:	163485.01			
Filed as Large Entity				
Filing Fees for Utility under 35 USC 111(a)				
Description	Fee Code	Quantity	Amount	Sub-Total in USD(\$)
Basic Filing:				
Pages:				
Claims:				
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD(\$)
Miscellaneous:				
SUBMISSION- INFORMATION DISCLOSURE STMT	1806	1	240	240
Total in USD (\$)				240

Electronic Acknowledgement Receipt	
EFS ID:	35067114
Application Number:	16053149
International Application Number:	
Confirmation Number:	6107
Title of Invention:	GAME CONTROL METHOD, GAME SERVER, AND PROGRAM
First Named Inventor/Applicant Name:	Tsuyoshi YOSHIKAWA
Customer Number:	25944
Filer:	James Albert Oliff/Darrisaw Tatum
Filer Authorized By:	James Albert Oliff
Attorney Docket Number:	163485.01
Receipt Date:	05-FEB-2019
Filing Date:	02-AUG-2018
Time Stamp:	17:23:27
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	DA
Payment was successfully received in RAM	\$ 240
RAM confirmation Number	020619INTEFSW00004195150461
Deposit Account	
Authorized User	

The Director of the USPTO is hereby authorized to charge indicated fees and credit any overpayment as follows:

File Listing:					
Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Transmittal Letter	Information_Disclosure_Statement.pdf	22858 296fd52405350907bb7d378d77ed37e6c6f2d26	no	2
Warnings:					
Information:					
2	Information Disclosure Statement (IDS) Form (SB08)	20190205_-_Information_Disclosure_Statement_Fillable_PDF.pdf	1035035 a686f2350aa9d6119fb1ec33a7ca01e39abd1b	no	5
Warnings:					
Information:					
3	Foreign Reference	R034_JP2014000103A.PDF	2715982 0f57b263ce008c57592a11c3d541b69ec3a6e3c4	no	32
Warnings:					
Information:					
4	Non Patent Literature	SUPERCELL_D010.PDF	1417863 605c1ddaf938559e43391ea5d82150a508154853	no	24
Warnings:					
Information:					
5	Non Patent Literature	GMO_D011.PDF	133176 0662ba4624a49f062d0ae182d8ab6a04d4f162	no	2
Warnings:					
Information:					
6	Non Patent Literature	BANGACHA_D012.PDF	891022 218eee1e8cf17c7333bf99a3cc65ed0812027375	no	11
Warnings:					
Information:					

7	Non Patent Literature	YAMAGUCHI_Masahiro_D013.PDF	1161623	no	13
			be539851fae2ae5ae46a7561e65b5cc54cc0c1ed		
Warnings:					
Information:					
8	Non Patent Literature	NIKKEI_Trendy_Net_D014.PDF	325392	no	4
			42a40f9ceef5d3b4c1fd71321d75543e0b2c3ee3		
Warnings:					
Information:					
9	Non Patent Literature	HobbyJAPAN_Co_Ltd_D015.PDF	439939	no	4
			fb5f1eb87118672efc9331613e07be40152ec214		
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Information:					
10	Non Patent Literature	TAKIZAWA_Osamu_D016.PDF	651416	no	6
			99adfdcd796ac1479189d2c53b949660095c941		
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Information:					
11	Non Patent Literature	TAKIZAWA_Osamu_D017.PDF	159113	no	2
			152e5203825f17262af2afab1b4222d6782c8c05		
Warnings:					
Information:					
12	Non Patent Literature	Supercells_Agent_D018.PDF	125046	no	2
			0e8984df1fba71df0c3186879d588cacee14976d		
Warnings:					
Information:					
13	Fee Worksheet (SB06)	fee-info.pdf	31007	no	2
			924c7607fab7a0bcd1f86c48feef0f3892248a2		
Warnings:					
Information:					
Total Files Size (in bytes):			9109472		

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111

If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371

If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office

If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

PATENT APPLICATION

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Patent Application of: Tsuyoshi YOSHIKAWA et al.	Attorney Docket No.: 163485.01
Application No.: 16/053,149	Confirmation No.: 6107
Filed: August 2, 2018	Art Unit: 3716
For: GAME CONTROL METHOD, GAME SERVER, AND PROGRAM	Examiner: J. S. McClellan

INFORMATION DISCLOSURE STATEMENT

Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Pursuant to 37 CFR §1.56, the attention of the Patent and Trademark Office is hereby directed to the reference(s) listed on the attached PTO/SB/08 Form. Unless otherwise indicated herein, one copy of each item(s) is attached. It is respectfully requested that the information be expressly considered during the prosecution of this application, and that the reference(s) be made of record therein and appear among the "References Cited" on any patent to issue therefrom.

- 1. This Information Disclosure Statement is being filed more than three months after the U.S. filing date AND after the mailing date of the first Office Action on the merits, but before the mailing date of a Final Rejection, Notice of Allowance or other action that closes prosecution (e.g., Quayle Action).
 - a. The fees associated with this filing under 37 C.F.R. §1.17(p) are being paid electronically with this filing. The Commissioner is hereby authorized to charge any additional fee (or credit any overpayment) associated for this filing to Deposit Account No. 15-0461.
- 2. With respect to the following foreign language document, for which a translation is not submitted:

Foreign Cite No	Abstract Provided	Discussed in	Discussed in	Corresponds to
1				U.S. Pub. cite <u>1</u> .

3. Concise Statement of Relevance: Foreign Pat. Cite No. 1 and NPL Cite Nos. 1 to 9 are based on a concurrent proceeding in a foreign jurisdiction.

Respectfully submitted,

Electronic signature: / B. Graham Nelson /
James A. Oliff
Registration No.: 27,075
B. Graham Nelson
Registration No.: 72,699

JAO:BGN/dkt

Date: February 5, 2019

OLIFF PLC
P.O. Box 320850
Alexandria, Virginia 22320-4850
Telephone: (703) 836-6400

<p>DEPOSIT ACCOUNT USE AUTHORIZATION Please grant any extension necessary for entry of this filing; Charge any fee due to our Deposit Account No. 15-0461</p>



UNITED STATES PATENT AND TRADEMARK OFFICE

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Table with 5 columns: APPLICATION NO., FILING DATE, FIRST NAMED INVENTOR, ATTORNEY DOCKET NO., CONFIRMATION NO. Includes application details for 16/053,149 and 25944, inventor Tsuyoshi YOSHIKAWA, and examiner MCCLELLAN, JAMES S.

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

OfficeAction25944@oliff.com
jarmstrong@oliff.com

DETAILED ACTION

Claim Rejections - 35 USC § 103

1. The following is a quotation of pre-AIA 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained through the invention is not identically disclosed or described as set forth in section 102, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

2. Claims 1-9 are rejected under pre-AIA 35 U.S.C. 103(a) as being unpatentable over U.S. Patent Application Publication No. 2005/0282634 to Yamada in view of U.S. Patent Application Publication No. 2011/0124415 to Shimono.

With regard to **claim 1**, Yamada discloses a game control method, the method comprising: associating, in a memory of a game device (e.g., see Figs. 4 and 5), each of a plurality of cells with each of extracted items extracted from the memory (e.g., see Fig. 7); sending information to a user terminal for displaying (e.g., see Fig. 7), in a virtual game, a sheet comprising the plurality of cells and obtainable item information (e.g., see Fig. 7), the obtainable item information comprising at least one of (i) a total number of items for each item type (e.g., see Fig. 5, element 84, possessed item list), (ii) a number of obtained items and (iii) a number of un-obtained items, the obtainable item information being assigned for each user based on identification information unique to each user (e.g., see Fig. 7, Player 1 and Player 2); receiving, in the virtual game, a selection request from the user terminal to select one cell among the plurality of cells (e.g., see at least paragraph 72); sending information for differentiating, in the virtual game, a display of the one cell from another cell of the plurality of cells in the sheet; and

providing, in the virtual game, an item of the extracted items that is associated with the one cell to a user of the user terminal (e.g., Fig. 13);

[**claim 2**] wherein the information for differentiating the display of the one cell includes information for differentiating a pattern of the one cell according to the item type of the item associated with the one cell (e.g., see Fig. 13); and

[**claim 3**] wherein the information sent to the user terminal for displaying the sheet includes information of a character to be displayed in each of the plurality of cells, the character indicating a rarity value of each item associated with each cell (e.g., see at least Fig. 5, Rare item piece).

Claims 4-9 are rejected based on the same analysis as set forth above for claims 1-3.

Conclusion

3. Any inquiry concerning this communication or earlier communications from the examiner should be directed to JAMES S MCCLELLAN whose telephone number is (571)272-7167. The examiner can normally be reached on Monday-Friday (8:30AM-5:00PM).

Examiner interviews are available via telephone, in-person, and video conferencing using a USPTO supplied web-based collaboration tool. To schedule an interview, applicant is encouraged to use the USPTO Automated Interview Request (AIR) at <http://www.uspto.gov/interviewpractice>.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Dmitry Suhol can be reached on (571) 272-4430. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/James S. McClellan/
Primary Examiner, Art Unit 3716

Notice of References Cited	Application/Control No. 16/053,149	Applicant(s)/Patent Under Reexamination	
	Examiner JAMES S MCCLELLAN	Art Unit 3716	Page 1 of 1

U.S. PATENT DOCUMENTS

*	Document Number Country Code-Number-Kind Code	Date MM-YYYY	Name	CPC Classification	US Classification
*	A US-20050282634-A1	12-2005	Yamada, Yoichi	A63F13/12	463/39
*	B US-20110124415-A1	05-2011	SHIMONO; Masataka	A63F13/92	463/42
C					
D					
E					
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H					
I					
J					
K					
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M					


FOREIGN PATENT DOCUMENTS

*	Document Number Country Code-Number-Kind Code	Date MM-YYYY	Country	Name	CPC Classification
N					
O					
P					
Q					
R					
S					
T					

NON-PATENT DOCUMENTS

*	Include as applicable: Author, Title Date, Publisher, Edition or Volume, Pertinent Pages)
U	
V	
W	
X	

*A copy of this reference is not being furnished with this Office action. (See MPEP § 707.05(a).)
Dates in MM-YYYY format are publication dates. Classifications may be US or foreign.

<i>Search Notes</i> 	Application/Control No. 16/053,149	Applicant(s)/Patent Under Reexamination YOSHIKAWA et al.
	Examiner JAMES S MCCLELLAN	Art Unit 3716

CPC - Searched*		
Symbol	Date	Examiner
A63F 13/30, 55, 67, 69, 78, and 798	01/07/2019	JSM

CPC Combination Sets - Searched*		
Symbol	Date	Examiner

US Classification - Searched*			
Class	Subclass	Date	Examiner

* See search history printout included with this form or the SEARCH NOTES box below to determine the scope of the search.

Search Notes		
Search Notes	Date	Examiner
EAST Text Search	01/07/2019	JSM
Reviewed prosecution history of related application 14/409,219	01/07/2019	JSM

Interference Search			
US Class/CPC Symbol	US Subclass/CPC Group	Date	Examiner

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EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	93663	video adj game\$2	US-PGPUB; USPAT	OR	OFF	2016/11/28 11:03
S2	6567737	item\$2 or object\$2	US-PGPUB; USPAT	OR	OFF	2016/11/28 11:03
S3	176873	inventory	US-PGPUB; USPAT	OR	OFF	2016/11/28 11:03
S4	42	S1 with S2 with S3	US-PGPUB; USPAT	OR	OFF	2016/11/28 11:03
S5	9326423	@ad< "20120621"	US-PGPUB; USPAT	OR	OFF	2016/11/28 11:04
S6	25	S5 and S4	US-PGPUB; USPAT	OR	OFF	2016/11/28 11:04
S7	1	("20140038716").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/11/28 11:04
S8	3	("20040259642" "20050282634" "20090124393").PN.	US-PGPUB; USPAT	OR	OFF	2016/11/28 11:05
S9	3	S8 and S5	US-PGPUB; USPAT	OR	OFF	2016/11/28 11:05
S10	8	("2005/0282634").URPN.	USPAT	OR	OFF	2016/11/28 11:05
S11	17	"409,219"	USPAT	OR	OFF	2016/11/28 11:06
S12	3975	a63f13/30,55,67,69,79,798.cpc.	US-PGPUB; USPAT	OR	OFF	2016/11/28 12:02
S13	3545	S2 and S12	US-PGPUB; USPAT	OR	OFF	2016/11/28 12:02
S14	524	S13 and S3	US-PGPUB; USPAT	OR	OFF	2016/11/28 12:03
S15	280	S14 and S5	US-PGPUB; USPAT	OR	OFF	2016/11/28 12:03
S16	101490	video adj game\$2	US-PGPUB; USPAT	OR	OFF	2017/07/10 13:46
S17	6819081	item\$2 or object\$2	US-PGPUB; USPAT	OR	OFF	2017/07/10 13:46
S18	185308	inventory	US-PGPUB; USPAT	OR	OFF	2017/07/10 13:46
S19	47	S16 with S17 with S18	US-PGPUB; USPAT	OR	OFF	2017/07/10 13:46
S20	9350455	@ad< "20120621"	US-PGPUB; USPAT	OR	OFF	2017/07/10 13:46
S21	25	S20 and S19	US-PGPUB; USPAT	OR	OFF	2017/07/10 13:46
S22	17	"409,219"	USPAT	OR	OFF	2018/02/02 14:40

EAST Search History

S23	25	"409,219"	US-PGPUB; USPAT	OR	OFF	2018/02/02 14:41
S24	112301	video adj game\$2	US-PGPUB; USPAT	OR	OFF	2018/05/14 14:38
S25	7165320	item\$2 or object\$2	US-PGPUB; USPAT	OR	OFF	2018/05/14 14:38
S26	197774	inventory	US-PGPUB; USPAT	OR	OFF	2018/05/14 14:38
S27	55	S24 with S25 with S26	US-PGPUB; USPAT	OR	OFF	2018/05/14 14:38
S28	565075	randomly	US-PGPUB; USPAT	OR	OFF	2018/05/14 14:38
S29	198	rarity adj value	US-PGPUB; USPAT	OR	OFF	2018/05/14 14:38
S30	5619	virtual adj game	US-PGPUB; USPAT	OR	OFF	2018/05/14 14:38
S31	0	S28 with S29 with S30	US-PGPUB; USPAT	OR	OFF	2018/05/14 14:38
S32	14434	game adj server	US-PGPUB; USPAT; USOCR	OR	OFF	2019/01/07 10:14
S33	583	rare adj item\$2	US-PGPUB; USPAT; USOCR	OR	OFF	2019/01/07 10:14
S34	9376259	@ad< "20120621"	US-PGPUB; USPAT	OR	OFF	2019/01/07 10:14
S35	81	S32 and S33	US-PGPUB; USPAT	OR	OFF	2019/01/07 10:14
S36	5	S34 and S35	US-PGPUB; USPAT	OR	OFF	2019/01/07 10:14
S37	5916	a63f13/30,55,67,69,79,798.cpc.	US-PGPUB; USPAT	OR	OFF	2019/01/07 10:33
S38	120526	video adj game\$2	US-PGPUB; USPAT	OR	OFF	2019/01/07 10:34

1/7/2019 10:34:57 AM

C:\Users\jmcclellan\Documents\EAST\Workspaces\16053149.wsp

Doc code: IDS
 Doc description: Information Disclosure Statement (IDS) Filed

PTO/SB/08a (02-18)
 Approved for use through 11/30/2020. OMB 0651-0031
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INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number	16053149
	Filing Date	2018-08-02
	First Named Inventor	Tsuyoshi YOSHIKAWA
	Art Unit	3716
	Examiner Name	J. S. McClellan
	Attorney Docket Number	163485.01

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number		16053149
	Filing Date		2018-08-02
	First Named Inventor	Tsuyoshi YOSHIKAWA	
	Art Unit		3716
	Examiner Name	J. S. McClellan	
	Attorney Docket Number		163485.01

1	September 18, 2018 Office Action issued in Japanese Patent Application No. 2017-126020.	<input checked="" type="checkbox"/>
2	Media Works Inc. "YOSHI'S ISLAND DS, THE COMPLETE GUIDE". 3rd Edition, pp. 6-9, June 5, 2007.	<input type="checkbox"/>
3	DigiCube Co., Ltd. "KINGDOM HEART'S ULTIMANIA". Revised Edition, pp. 17, 308, 312, June 12, 2003.	<input type="checkbox"/>
4	Enterbrain Inc. "7th DRAGON 2020, COMPLETE GUIDE". 1st Edition, p. 28, January 10, 2012.	<input type="checkbox"/>

If you wish to add additional non-patent literature document citation information please click the Add button

EXAMINER SIGNATURE

Examiner Signature	/James S. McClellan/	Date Considered	01/07/2019
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*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

¹ See Kind Codes of USPTO Patent Documents at www.USPTO.GOV or MPEP 901.04. ² Enter office that issued the document, by the two-letter code (WIPO Standard ST.3). ³ For Japanese patent documents, the indication of the year of the reign of the Emperor must precede the serial number of the patent document. ⁴ Kind of document by the appropriate symbols as indicated on the document under WIPO Standard ST.16 if possible. ⁵ Applicant is to place a check mark here if English language translation is attached.

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number		16053149
	Filing Date		2018-08-02
	First Named Inventor	Tsuyoshi YOSHIKAWA	
	Art Unit	3716	
	Examiner Name	J. S. McClellan	
	Attorney Docket Number	163485.01	

CERTIFICATION STATEMENT

Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

That each item of information contained in the information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(1).

OR

That no item of information contained in the information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application, and, to the knowledge of the person signing the certification after making reasonable inquiry, no item of information contained in the information disclosure statement was known to any individual designated in 37 CFR 1.56(c) more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(2).

See attached certification statement.

The fee set forth in 37 CFR 1.17 (p) has been submitted herewith.

A certification statement is not submitted herewith.

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/B. Graham Nelson/	Date (YYYY-MM-DD)	2018-12-07
Name/Print	B. Graham Nelson	Registration Number	72,699

This collection of information is required by 37 CFR 1.97 and 1.98. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1 hour to complete, including gathering, preparing and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. **DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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The information provided by you in this form will be subject to the following routine uses:

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2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.
3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).
5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.
6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).
7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.
8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.
9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

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Doc code: IDS

Doc description: Information Disclosure Statement (IDS) Filed

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number	16053149
	Filing Date	2018-08-02
	First Named Inventor	Tsuyoshi YOSHIKAWA
	Art Unit	3714
	Examiner Name	Not Yet Assigned
	Attorney Docket Number	163485.01

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	1	20110294558	A1	2011-12-01	Kim	
	2	20030008710	A1	2003-01-09	Yamaoka et al.	
	3	20050282634	A1	2005-12-22	Yamada et al.	
	4	20140038716	A1	2014-02-06	Endo	
	5	20040259642	A1	2004-12-23	Tanaka et al.	

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	Art Unit	3714		
	Examiner Name	Not Yet Assigned		
	Attorney Docket Number	163485.01		

6	20120004038	A1	2012-01-05	Van Luchene
7	20140143687	A1	2014-05-22	Tan et al.
8	20120202575	A1	2012-08-09	Matsuno
9	20090247260	A1	2009-10-01	Goto et al.

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	1	2002-236773	JP	A	2002-08-23	Dainippon Printing Co Ltd		×
	2	2002-366852	JP	A	2002-12-20	Hiitoshinku Kk		☒
	3	2001-353371	JP	A	2001-12-25	Konami Co Ltd,		☒
	4	2003-019356	JP	A	2003-01-21	Konami Comp Entertainment		☒
	5	2003-154172	JP	A	2003-05-27	Konami Co Ltd,		☒

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6	2005-318995	JP	A	2005-11-17	Nintendo Co Ltd	<input checked="" type="checkbox"/>
7	2013-027477	JP	A	2013-02-07	Konami, Digital Entertainment Co Ltd	<input checked="" type="checkbox"/>
8	2003-016333	JP	A	2003-01-17	Sharp Kk	<input checked="" type="checkbox"/>
9	2008-220984	JP	A	2008-09-25	Nintendo Co Ltd	<input checked="" type="checkbox"/>
10	2011067534	JP	A	2011-04-07	Juno Gaming Co Ltd	<input type="checkbox"/>
11	2007117656	JP	A	2007-05-17	Konami Digital Entertainment	<input type="checkbox"/>
12	2001218981	JP	A	2001-08-14	Kceo Inc	<input checked="" type="checkbox"/>
13	2003260266	JP	A	2003-09-16	Namco Ltd	<input checked="" type="checkbox"/>
14	2001259228	JP	A	2001-09-25	Enix Corp	<input checked="" type="checkbox"/>

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	Art Unit		3714
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	Attorney Docket Number		163485.01

1	September 10, 2013 International Search Report issued in Application No. PCT/JP2013/003899.	
2	March 11, 2014 Japanese Office Action issued in Application No. 2013-544606.	×
3	March 11, 2014 Japanese Office Action issued in Application No. 2014-007086.	☒
4	June 10, 2014 Japanese Office Action issued in Application No. 2013-544606.	☒
5	September 16, 2014 Japanese Office Action issued in Application No. 2014-142613.	☒
6	November 19, 2013 Japanese Office Action issued in Application No. 2013-544606.	☒
7	Social Game Review 7: Social Gacha's payment encouragement scheme has overwhelmed network games [online], GameCast iPhone, February 11, 2012, (with partial translation).	☐
8	"POWER PRO KUN POCKET 14 OFFICIAL COMPLETE GUIDE", Enterbrain, 1st Edition, page 157, February 22, 2012, (with partial translation).	☐
9	"DENGEKI!!! YOEN KUNOICHI", Appli Fan, Cosmic Publishing, Vol. 2, pages 116-117, April 15, 2012.	☐
10	"WONDER LIFE SPECIAL, NINTENDO OFFICIAL GUIDEBOOK, POKEMON XD, GALE OF DARKNESS, DARK LUGIA", Shogakukan Inc., 1st Edition, page 152, October 1, 2005.	☐
11	February 3, 2015 Office Action issued in Japanese Patent Application No. 2014-208126.	☒

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	Attorney Docket Number	163485.01

12	December 22, 2015 Office Action issued in Japanese Patent Application No. 2015-131303.	<input checked="" type="checkbox"/>
13	October 4, 2016 Office Action issued in Japanese Patent Application No. 2016-051444.	<input checked="" type="checkbox"/>
14	December 1, 2016 Office Action issued in U.S. Patent Application No. 14/409,219	<input type="checkbox"/>
15	February 21, 2017 Office Action issued in Japanese Patent Application No. 2016-051444.	<input checked="" type="checkbox"/>
16	Nintendo DREAM August issue separate volume, Tomodachi Collection, Shima No Seikatsu Mankitsu Guide, Mainichi Communications Inc., Vol. 14, No. 8, pg. 19, 2009.	<input type="checkbox"/>
17	May 9, 2017 Office Action issued in Japanese Patent Application No. 2016-051444.	<input checked="" type="checkbox"/>
18	Saka Tsuku DS Touch and Direct Perfect Guide, ENTERBRAIN, INC., First Version, pp. 74-76, January 8, 2009.	<input type="checkbox"/>
19	August 25, 2017 Office Action issued in U.S. Patent Application No. 14/409,219.	<input type="checkbox"/>
20	February 9, 2018 Office Action issued in U.S. Patent Application No. 14/409,219.	<input type="checkbox"/>
21	June 26, 2018 Office Action issued in Japanese Patent Application No. 2017-126020.	<input checked="" type="checkbox"/>
22	May 25, 2018 Notice of Allowance issued in U.S. Patent Application No. 14/409,219.	<input type="checkbox"/>

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Signature	/B. Graham Nelson/	Date (YYYY-MM-DD)	2018-09-11
Name/Print	B. Graham Nelson	Registration Number	72,699

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CONFIRMATION NO. 6107

PUBLICATION NOTICE



25944
OLIFF PLC
P.O. BOX 320850
ALEXANDRIA, VA 22320-4850

Title:GAME CONTROL METHOD, GAME SERVER, AND PROGRAM

Publication No.US-2018-0361249-A1

Publication Date:12/20/2018

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number	16053149
	Filing Date	2018-08-02
	First Named Inventor	Tsuyoshi YOSHIKAWA
	Art Unit	3716
	Examiner Name	J. S. McClellan
	Attorney Docket Number	163485.01

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	Examiner Name	J. S. McClellan	
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1	September 18, 2018 Office Action issued in Japanese Patent Application No. 2017-126020.	✕
2	Media Works Inc. "YOSHI'S ISLAND DS, THE COMPLETE GUIDE". 3rd Edition, pp. 6-9, June 5, 2007.	<input type="checkbox"/>
3	DigiCube Co., Ltd. "KINGDOM HEART'S ULTIMANIA". Revised Edition, pp. 17, 308, 312, June 12, 2003.	<input type="checkbox"/>
4	Enterbrain Inc. "7th DRAGON 2020, COMPLETE GUIDE". 1st Edition, p. 28, January 10, 2012.	<input type="checkbox"/>

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PATENT APPLICATION

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Patent Application of: Tsuyoshi YOSHIKAWA et al.	Attorney Docket No.: 163485.01
Application No.: 16/053,149	Confirmation No.: 6107
Filed: August 2, 2018	Art Unit: 3716
For: GAME CONTROL METHOD, GAME SERVER, AND PROGRAM	Examiner: J. S. McClellan

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NPL Cite No	Abstract Provided	Discussed in	Discussed in	Corresponds to
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Respectfully submitted,

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Date: December 7, 2018

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Electronic Acknowledgement Receipt	
EFS ID:	34519902
Application Number:	16053149
International Application Number:	
Confirmation Number:	6107
Title of Invention:	GAME CONTROL METHOD, GAME SERVER, AND PROGRAM
First Named Inventor/Applicant Name:	Tsuyoshi YOSHIKAWA
Customer Number:	25944
Filer:	Joel S. Armstrong/Amber Cook
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File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Non Patent Literature	S018_0036D_20180918Rejection.PDF	262093 518b6c9fa5c798a27550c5ca4f2a6bac6928053f	no	5

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2	Non Patent Literature	S018_0036D_20180918Rejection_1.PDF	16488 d7f99bb3bff2d2db17df828287c49d48f183c0cc	no	4
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3	Non Patent Literature	D007_Media_Works_Inc2007.PDF	1006767 cab65136d68688454cc226982af2481d25c74cc1	no	6
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6	Information Disclosure Statement (IDS) Form (SB08)	20181207_-_Information_Disclosure_Statement_Fillable_PDF.pdf	1034476 0d2a67008458d4f08a4edd2558201c8d60dc6047	no	4
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Table with 8 columns: APPLICATION NUMBER, FILING or 371(c) DATE, GRP ART UNIT, FIL FEE REC'D, ATTY.DOCKET.NO, TOT CLAIMS, IND CLAIMS. Values: 16/053,149, 08/02/2018, 3714, 1720, 163485.01, 9, 3

CONFIRMATION NO. 6107
UPDATED FILING RECEIPT

25944
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P.O. BOX 320850
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Date Mailed: 09/13/2018

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Assignment For Published Patent Application

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Power of Attorney: The patent practitioners associated with Customer Number 25944

Domestic Priority data as claimed by applicant

This application is a CON of 14/409,219 12/18/2014 PAT 10076708
which is a 371 of PCT/JP2013/003899 06/21/2013

Foreign Applications (You may be eligible to benefit from the Patent Prosecution Highway program at the USPTO. Please see http://www.uspto.gov for more information.)
JAPAN 2012-140213 06/21/2012 No Access Code Provided

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If Required, Foreign Filing License Granted: 08/21/2018

The country code and number of your priority application, to be used for filing abroad under the Paris Convention, is **US 16/053,149**

Projected Publication Date: 12/20/2018

Non-Publication Request: No

Early Publication Request: No

Title

GAME CONTROL METHOD, GAME SERVER, AND PROGRAM

Preliminary Class

463

Statement under 37 CFR 1.55 or 1.78 for AIA (First Inventor to File) Transition Applications: No

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PATENT APPLICATION FEE DETERMINATION RECORD

Substitute for Form PTO-875

Application or Docket Number
16/053,149

APPLICATION AS FILED - PART I

(Column 1)		(Column 2)	SMALL ENTITY		OR	OTHER THAN SMALL ENTITY	
FOR	NUMBER FILED	NUMBER EXTRA	RATE(\$)	FEE(\$)		RATE(\$)	FEE(\$)
BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A			N/A	300
SEARCH FEE (37 CFR 1.16(k), (l), or (m))	N/A	N/A	N/A			N/A	660
EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A			N/A	760
TOTAL CLAIMS (37 CFR 1.16(i))	9 minus 20 = *				OR	x 100 =	0.00
INDEPENDENT CLAIMS (37 CFR 1.16(h))	3 minus 3 = *					x 460 =	0.00
APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is \$310 (\$155 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR 1.16(s).						0.00
MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))							0.00
* If the difference in column 1 is less than zero, enter "0" in column 2.			TOTAL			TOTAL	1720

APPLICATION AS AMENDED - PART II

(Column 1)		(Column 2)	(Column 3)	SMALL ENTITY		OR	OTHER THAN SMALL ENTITY	
AMENDMENT A	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE(\$)	ADDITIONAL FEE(\$)		RATE(\$)	ADDITIONAL FEE(\$)
Total (37 CFR 1.16(i))	*	Minus	**	x	=	OR	x	=
Independent (37 CFR 1.16(h))	*	Minus	***	x	=	OR	x	=
Application Size Fee (37 CFR 1.16(s))						OR		
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))						OR		
				TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	
(Column 1)		(Column 2)	(Column 3)	SMALL ENTITY		OR	OTHER THAN SMALL ENTITY	
AMENDMENT B	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE(\$)	ADDITIONAL FEE(\$)		RATE(\$)	ADDITIONAL FEE(\$)
Total (37 CFR 1.16(i))	*	Minus	**	x	=	OR	x	=
Independent (37 CFR 1.16(h))	*	Minus	***	x	=	OR	x	=
Application Size Fee (37 CFR 1.16(s))						OR		
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))						OR		
				TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
 ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".
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SPECIFICATION

DESCRIPTION

GAME CONTROL METHOD, GAME SERVER, AND PROGRAM

CROSS-REFERENCE TO RELATED APPLICATION

[0001] This application is a continuation of U.S. Application No. 14/409,219 filed December 18, 2014, which is based on and claims priority to and the benefit of Japanese Patent Application No. 2012-140213 filed Jun. 21, 2012, the entire contents of which are incorporated herein by reference.

TECHNICAL FIELD

[0002] The present invention relates to a game control method, a game server, and a program.

BACKGROUND ART

[0003] Conventionally, in a battle game server, each user's deck is formed by a plurality of battle cards or the like stored for each user, and the battle game server allows a plurality of users to compete with each other based on the total value of the attack strength and defense strength of the deck (for example, see Patent Literature 1). In such a battle game server, the user acquires a battle card by methods such as purchasing the battle card or obtaining the battle card by winning a battle against an opponent.

CITATION LIST

Patent Literature

[0004] Patent Literature 1: JP 2008-220984 A

SUMMARY OF INVENTION

(Technical Problem)

[0005] In a conventional battle game server, however, the methods for acquiring battle cards and the like are limited, causing the user to lose interest in the game. In particular, since it is difficult to acquire a battle card or the like with a high rarity value, the user ends up with the impression that such an item cannot be acquired at all and suffers a drastic loss of interest in the game.

[0006] Accordingly, the present invention has been conceived in light of

the above problems and provides a game control method, a game server, and a program that can increase the variations on methods for acquiring battle cards and the like, increase the predictability of acquisition of a card or the like with a high rarity value or the like, and heighten interest in the game.

5 (Solution to Problem)

[0007] A game control method according to the present invention for solving the above problems includes the steps of: (a) presenting a communication terminal, connected over a communication line, with acquirable item information that, for each item type, includes a total count and
10 an acquisition count or a non-acquisition count of items when receiving, from the communication terminal, a request to present information related to items acquirable by the communication terminal; (b) determining an item to provide to the communication terminal when receiving an item acquisition request from the communication terminal; and (c) changing the acquirable item
15 information when receiving a reset request from the communication terminal.

[0008] In the game control method according to the present invention, in step (a), a method for presenting the acquirable item information presented to the communication terminal may differ between a first item and a second item, a numerical value of the item type being at least a predetermined value for the
20 first item, and the numerical value of the item type being less than the predetermined value for the second item.

[0009] In the game control method according to the present invention, the acquirable item information for the first item may include identification information or an image for an item.

25 [0010] In the game control method according to the present invention, information on another user who has acquired the first item may be presented.

[0011] In the game control method according to the present invention, in step (b), based on a selection request from the communication terminal, one item selected from among items for which the count of necessary attempts for
30 acquisition is at most the predetermined value may be determined to be the item to provide.

[0012] A game server according to the present invention includes: information presentation means for presenting a communication terminal, connected over a communication line, with acquirable item information that,

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for each item type, includes a total count and an acquisition count or a non-acquisition count of items when a request to present information related to items acquirable by the communication terminal is received from the communication terminal; and control means for determining an item to provide to the communication terminal when an item acquisition request is received from the communication terminal, such that the control means changes the acquirable item information when receiving a reset request from the communication terminal.

[0013] In the game server according to the present invention, the information presentation means may adopt a different method for presenting the acquirable item information presented to the communication terminal for a first item than for a second item, a numerical value of the item type being at least a predetermined value for the first item, and the numerical value of the item type being less than the predetermined value for the second item

[0014] In the game server according to the present invention, the acquirable item information for the first item may include identification information or an image for an item.

[0015] In the game server according to the present invention, the information presentation means may present information on another user who has acquired the first item.

[0016] In the game server according to the present invention, based on a selection request from the communication terminal, the control means may determine one item selected from among items for which the count of necessary attempts for acquisition is at most the predetermined value to be the item to provide.

[0017] A program according to the present invention is for causing a computer that functions as a battle game server to perform the steps of: (a) presenting a communication terminal, connected over a communication line, with acquirable item information that, for each item type, includes a total count and an acquisition count or a non-acquisition count of items when receiving, from the communication terminal, a request to present information related to items acquirable by the communication terminal; (b) determining an item to provide to the communication terminal when receiving an item acquisition request from the communication terminal; and (c) changing the

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acquirable item information when receiving a reset request from the communication terminal.

5 [0018] In the program according to the present invention, in step (a), a method for presenting the acquirable item information presented to the communication terminal may differ between a first item and a second item, a numerical value of the item type being at least a predetermined value for the first item, and the numerical value of the item type being less than the predetermined value for the second item.

10 [0019] In the program according to the present invention, the acquirable item information for the first item may include identification information or an image for an item.

[0020] In the program according to the present invention, in step (a), information on another user who has acquired the first item may be presented.

15 [0021] In the program according to the present invention, in step (b), based on a selection request from the communication terminal, one item selected from among items for which the count of necessary attempts for acquisition is at most the predetermined value may be determined to be the item to provide.

(Advantageous Effect of Invention)

20 [0022] According to the game control method, game server, and program of the present invention, it is possible to increase the variations on methods for acquiring battle cards and the like, increase the predictability of acquisition of a card or the like with a high numerical value for the item type, and heighten interest in the game.

25

BRIEF DESCRIPTION OF DRAWINGS

[0023] The present invention will be further described below with reference to the accompanying drawings, wherein:

FIG. 1 is a block diagram of a battle game server in Embodiment 1;

30 FIGS. 2(a), 2(b), and 2(c) are examples of an item information table in Embodiment 1;

FIG. 3 is an example of a user information table in Embodiment 1;

FIG. 4 is an example of item data in Embodiment 1;

FIG. 5 is an example of acquirable item information in Embodiment 1;

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FIG. 6 is a flowchart of operations by the battle game server in Embodiment 1;

FIGS. 7(a) and 7(b) are examples of acquirable item information in Embodiment 2;

5 FIG. 8 is an example of acquirable item information in Embodiment 3;

FIG. 9 is an example of a scratch card for selection in Embodiment 3; and

FIGS. 10(a) and 10(b) are examples of a screen for selecting an item to acquire.

10

DESCRIPTION OF EMBODIMENTS

[0024] The following describes embodiments of the present invention.

[0025] Embodiment 1

15 FIG. 1 is a block diagram of a battle game server 1 in Embodiment 1 of the present invention. The battle game server 1 according to Embodiment 1 of the present invention includes a communication unit 10, a memory unit 11, an information presentation unit 12, and a control unit 13.

[0026] The communication unit 10 communicates with a communication terminal 2 over either or both of a wireless and wired connection.

20 [0027] In association with identification information uniquely allocated to each user that operates a communication terminal 2 (referred to below as user identification information), the memory unit 11 stores information on items to provide, a total count of items, item type, and an acquisition count. An "item" refers to any of a variety of objects used within a game, such as a battle card
25 constituting a user's deck, a character, a weapon, armor, an ornament, a plant, food, and the like. The item type is a numerical value representing the rarity value of the item, a numerical value representing the category of the item, or the like.

30 [0028] Specifically, the memory unit 11 stores this information by dividing the information among tables. A plurality of item information tables 111a to 111c, a user information table 112, and item data 113 are stored in the memory unit 11. While three item information tables are described here, this example is not limiting, and the number of item information tables may be two or fewer, or four or more.

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[0029] The item information tables 111a to 111c are tables including information on the total count of items and the item type. FIGS. 2(a) to 2(c) illustrate examples of the item information tables 111a to 111c. As illustrated in FIGS. 2(a) to 2(c), for example the item information table 111a includes
5 item identification information "UNI1", an item name "item A", and an item type "3". The item identification information is an identifier for uniquely identifying an item in the present system. The item information tables 111a to 111c are provided with table identification information for uniquely identifying an item information table in the battle game server 1. Here, the
10 item information tables 111a to 111c are respectively provided with "TID1", "TID2", and "TID3" as the table identification information.

[0030] The user information table 112 is a table storing, for each user, the provided items and information for calculating an item acquisition count. The user information table 112 associates the user identification information, table
15 identification information, and identification information of provided items.

[0031] FIG. 3 illustrates an example of the user information table 112. As illustrated in FIG. 3, the user information table 112 includes user identification information "UID1", table identification information "TID1", identification information of provided items "UNI2" and "UNI4", and the
20 like.

[0032] The item data 113 stores data on an image for an item provided to the user in association with item identification information. FIG. 4 illustrates an example of the item data 113. As illustrated in FIG. 4, the item data for example includes item identification information "UNI1", an item image
25 "item A image", and the like. The image data may be in any image format, such as JPEG, GIF, PNG, or the like.

[0033] When receiving a request to present information from the communication terminal 2, then based on information, stored in the memory unit 11, that corresponds to the user identification information pertaining to
30 the communication terminal 2, the information presentation unit 12 presents the communication terminal 2, via the communication unit 10, with acquirable item information that includes information, for each item type, on a total count and an acquisition count of items.

[0034] Specifically, when a request to present information is received

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from the communication terminal 2 via the communication unit 10, then based on the item information tables 111a to 111c, the information presentation unit 12 tallies the total count of items for each item type. The information presentation unit 12 also refers to the user information table 112 to calculate the acquisition count of items for each item type based on the identification information of provided items and the table identification information that correspond to the user identification information pertaining to the communication terminal 2. The information presentation unit 12 then presents the communication terminal 2, via the communication unit 10, with the result of calculation as the acquirable item information.

[0035] FIG. 5 is an example of the acquirable item information that the information presentation unit 12 presents. FIG. 5 illustrates an example of the acquirable item information presented when a request to present information is received from the communication terminal 2 and the user identification information pertaining to the communication terminal 2 is "UID1". As illustrated in FIG. 5, information 501 on the total count and information 502 on the acquisition count of items for each item type are presented to the communication terminal 2. The case of presenting the acquisition count has been described above, yet this example is not limiting. For example, a non-acquisition count may be presented by subtracting the acquisition count from the total count of items.

[0036] The control unit 13 performs a variety of control pertaining to the battle game server 1. For example, when receiving an item acquisition request from the communication terminal 2, the control unit 13 determines one item to provide to the communication terminal 2 based on information corresponding to the user identification information pertaining to the communication terminal 2.

[0037] Specifically, when receiving an item acquisition request from the communication terminal 2 via the communication unit 10, the control unit 13 refers to the user information table 112, and based on the table identification information that corresponds to the user identification information pertaining to the communication terminal 2, retrieves the item information table. Next, the control unit 13 refers to the user information table 112 and retrieves the identification information of provided items that corresponds to the user

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identification information pertaining to the communication terminal 2. Subsequently, the control unit 13 refers to one of the item information tables 111a to 111c, randomly selects an item not included in the identification information of provided items, and determines that the selected item is the
5 item to provide to the communication terminal 2.

[0038] The control unit 13 then provides the item to the communication terminal 2 via the communication unit 10. Specifically, the control unit 13 refers to the item data 113 and provides the communication terminal 2, via the communication unit 10, with the item image corresponding to the item
10 identification information pertaining to the item to be provided. The control unit 13 also adds the item identification information pertaining to the provided item to the user information table 112 as identification information of provided items.

[0039] For example, when an item acquisition request is received from the
15 communication terminal 2, and the user identification information pertaining to the communication terminal 2 is "UID1", then the control unit 13 refers to the user information table 112, and based on the table identification information "TID1" corresponding to UID1, retrieves the item information table 111a. Next, the control unit 13 refers to the user information table 112
20 and retrieves the identification information of provided items that corresponds to "UID1". Subsequently, the control unit refers to the item information table 111a, randomly selects item identification information not included in the identification information of provided items (for example, "UN11"), and determines that the selected item is the item to provide to the communication
25 terminal 2. The control unit 13 then refers to the item data 113 and provides the communication terminal 2, via the communication unit 10, with the item image "item A image" corresponding to the item identification information "UN11" pertaining to the item to be provided. The control unit 13 also adds the item identification information "UN11" pertaining to the provided item to
30 the user information table 112 as identification information of provided items.

[0040] Furthermore, in the present invention, the battle game server 1 is configured to allow for receipt of a reset request at any time from the communication terminal 2. In general terms, the reset request is a request for resetting the current user information table 112. When receiving a reset

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request from the communication terminal 2 pertaining to predetermined user identification information, the control unit 13 changes and stores, in the memory unit 11, the table identification information and identification information of provided items that correspond to the user identification information pertaining to the communication terminal 2.

5 [0041] Specifically, when receiving a reset request from the communication terminal 2 via the communication unit 10, the control unit 13 changes the table identification information that corresponds to the user identification information pertaining to the communication terminal 2 and that was stored in the user information table 112 of the memory unit 11 to other
10 table identification information.

[0042] For example, when a reset request is received from the communication terminal 2, and the user identification information pertaining to the communication terminal 2 is "UID1", the control unit 13 changes the
15 table identification information that corresponds to "UID1" of the user information table 112 randomly from "TID1" to "TID2" or "TID3".

[0043] Next, operations by the battle game server 1 in Embodiment 1 of the present invention are described using the flowchart in FIG. 6. It is assumed that the tables illustrated in FIGS. 2(a), 2(b), and 2(c) through FIG. 4 have
20 been stored in advance in the memory unit 11 at the time of operation by the battle game server 1.

[0044] First, when a request to present information is received from the communication terminal 2 (step S1), then based on information, stored in the memory unit 11, that corresponds to the user identification information
25 pertaining to the communication terminal 2, the information presentation unit 12 presents the communication terminal 2, via the communication unit 10, with acquirable item information that includes information, for each item type, on the total count and the acquisition count of items (step S2).

[0045] Specifically, when a request to present information is received
30 from the communication terminal 2 via the communication unit 10, then based on the item information tables 111a to 111c, the information presentation unit 12 tallies the total count of items for each item type. The information presentation unit 12 also refers to the user information table 112 to calculate the acquisition count of items for each item type based on the identification

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information of provided items and the table identification information that correspond to the user identification information pertaining to the communication terminal 2. The information presentation unit 12 then presents the communication terminal 2, via the communication unit 10, with the result of calculation as the acquirable item information.

5 [0046] Subsequently, when receiving an item acquisition request from the communication terminal 2 (step S3), the control unit 13 determines one item to provide to the communication terminal 2 based on information corresponding to the user identification information pertaining to the communication terminal 2 (step S4).

10 [0047] Specifically, when receiving an item acquisition request from the communication terminal 2 via the communication unit 10, the control unit 13 refers to the user information table 112, and based on the table identification information that corresponds to the user identification information pertaining to the communication terminal 2, retrieves the item information table. Next, the control unit 13 refers to the user information table 112 and retrieves the identification information of provided items that corresponds to the user identification information pertaining to the communication terminal 2. Subsequently, the control unit 13 refers to one of the item information tables 111a to 111c, randomly selects an item not included in the identification information of provided items, and determines that the selected item is the item to provide to the communication terminal 2.

15 [0048] Subsequently, the control unit 13 provides the item to the communication terminal 2 via the communication unit 10 (step S5). Specifically, the control unit 13 refers to the item data 113 and provides the communication terminal 2, via the communication unit 10, with the item image corresponding to the item identification information pertaining to the item to be provided. The control unit 13 also adds the item identification information pertaining to the provided item to the user information table 112 as identification information of provided items.

20 [0049] Subsequently, when receiving a reset request from the communication terminal 2 pertaining to predetermined user identification information (step S6), the control unit 13 changes and stores, in the memory unit 11, the table identification information and identification information of

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provided items that correspond to the user identification information pertaining to the communication terminal 2 (step S7).

5 [0050] Specifically, when receiving a reset request from the communication terminal 2 via the communication unit 10, the control unit 13 changes the table identification information that corresponds to the user identification information pertaining to the communication terminal 2 and that was stored in the user information table 112 of the memory unit 11 to other table identification information.

10 [0051] In this way, according to the battle game server 1 of Embodiment 1, based on information in the memory unit 11, the information presentation unit 12 presents the communication terminal 2 with acquirable item information that includes information, for each item type of items, on a total count and an acquisition count of items, thereby increasing the predictability of acquisition of an item with a predetermined item type (for example, an item with a high
15 rarity value or the like). Furthermore, the battle game server 1 receives a reset request at any time from the communication terminal 2 and changes information pertaining to items that are provided, the total count of items, and the item type and acquisition count for each item, thereby increasing the variations on methods for acquiring items, increasing the predictability of
20 acquisition of an item for which the numerical value of the item type is at least a predetermined value, and heightening interest in the game.

[0052] After step S7, the information presentation unit 12 may present the communication terminal 2 with post-reset acquirable item information based on the item information tables 111a to 111c and the table identification
25 information of the user information table 112 in the memory unit 11. By doing so, the user can more easily grasp the number of items for each item type after the reset, thereby further increasing the predictability of acquisition of an item for which the numerical value of the item type is at least a predetermined value and heightening interest in the game.

30 [0053] The remaining number of all items may be included in the acquirable item information that the information presentation unit 12 presents. Specifically, the information presentation unit 12 may calculate the remaining number of items by subtracting the item acquisition count from the total number of items stored in the item information tables 111a to 111c and include

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the result of calculation in the acquirable item information.

[0054] In step S5, the control unit 13 may adopt a different method for presenting the acquirable item information to the communication terminal 2 for an item (first item) for which the numerical value of the item type is at least a predetermined value and an item (second item) for which the numerical value of the item type is less than the predetermined value. For example, the information presentation unit 12 may display an image for the first item yet display only the item name or the like, without displaying an image, for the second item. In other words, the acquirable item information that the information presentation unit 12 presents for the first item may include identification information (item name or the like) or an image for the item.

[0055] The information presentation unit 12 may present information related to another user who has acquired the first item.

[0056] Embodiment 2

The following describes Embodiment 2 of the present invention. Since the structure of the battle game server 1 according to Embodiment 2 is the same as the structure of the battle game server 1 according to Embodiment 1, the same reference numerals are used in the following description. In general terms, Embodiment 2 differs from Embodiment 1 in that the acquirable item information presented by the information presentation unit 12 includes a count of necessary attempts for acquisition for each item for which the numerical value of the item type is at least a predetermined value. The count of necessary attempts for acquisition is retrieved based on information corresponding to the user identification information pertaining to the communication terminal 2.

[0057] Specifically, the information presentation unit 12 refers to the user information table 112, and based on the table identification information that corresponds to the user identification information pertaining to the communication terminal 2, retrieves the item information table pertaining to the user identification information. Next, the information presentation unit 12 refers to the user information table 112 and retrieves the identification information of provided items pertaining to the communication terminal 2. Subsequently, the information presentation unit 12 randomly extracts, from the item information table, 19 pieces of item identification information not

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included in the identification information of provided items. The information presentation unit 12 stores the 19 extracted pieces of item identification information and stores provision sequence numbers (1 to 19) in the memory unit 11. When receiving an item acquisition request, the control unit 13
5 determines the item to provide based on the provision sequence numbers stored in the memory unit. In other words, the numbers 1 to 19 each represent the count of acquisition attempts that are necessary in order to acquire the item corresponding to the item identification information (referred to below as the count of necessary attempts for acquisition).

10 [0058] Subsequently, the information presentation unit 12 retrieves the item and item type pertaining to each piece of item identification information from one of the item information tables 111a to 111c. Next, for the retrieved items, the information presentation unit 12 retrieves the count of necessary attempts for acquisition for each item for which the numerical value of the
15 item type is at least a predetermined value. The information presentation unit 12 then presents the communication terminal 2 with acquirable item information that includes the retrieved count of necessary attempts for acquisition for each item for which the numerical value of the item type is at least a predetermined value.

20 [0059] FIG. 7(a) illustrates an example of acquirable item information presented by the information presentation unit 12 in Embodiment 2. FIG. 7(a) illustrates an example of displaying the provision sequence of items provided to the communication terminal 2 as a gauge when a request to present information is received from the communication terminal 2. The gauge is
25 composed of a plurality of boxes. Items are associated with the boxes 201 to 219 so that the respective counts of necessary acquisition attempts are 1 to 19. Each box is displayed with a pattern that differs in accordance with the item type of the corresponding item.

[0060] As illustrated in the example in FIG. 7(a), when the numerical
30 value of the item type is at least a predetermined value, the pattern shown in box 204 and the like is displayed. Here, the case of the predetermined value being four is illustrated. Conversely, when the numerical value of the item type is less than the predetermined value, the pattern shown in box 201 and the like is displayed. In other words, FIG. 7(a) displays the count of necessary

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attempts for acquisition for each item for which the numerical value of the item type is at least a predetermined value. FIG. 8(a) also displays each count of necessary attempts for acquisition when the numerical value of the item type is less than a predetermined value.

5 [0061] When an item acquisition request is received from the communication terminal 2, an item is provided, and the count of acquisition attempts increases by one, then the count of necessary attempts for acquisition decreases by one for all items. In this case, as illustrated in FIG. 8(b), the items corresponding to boxes 201 to 219 each shift (move) one box to the left.
10 Accordingly, with this gauge, the user can intuitively grasp the predictability of acquisition of items for which the numerical value of the item type is at least a predetermined value.

[0062] In this way, according to the battle game server 1 of Embodiment 2, the information presentation unit 12 presents the communication terminal 2
15 with the count of necessary attempts for acquisition for each item for which the numerical value of the item type is at least a predetermined value, thereby increasing the variations on methods for acquiring items, increasing the predictability of acquisition of an item for which the item type is at least a predetermined value, and heightening interest in the game. Furthermore,
20 displaying the count of necessary attempts for acquisition when the numerical value of the item type is at least a predetermined value further increases the user's sense of anticipation, enticing the user to continue to play the game longer.

[0063] The patterns for displaying the boxes 201 to 219 are not limited to
25 these examples. The boxes 201 to 219 may be painted a predetermined color in accordance with the item type, or a predetermined icon, character, or the like may be displayed in the boxes 201 to 219.

[0064] A certain percentage of the boxes for which the numerical value of the item type is less than a predetermined value may be displayed with the
30 same pattern as boxes corresponding to items for which the numerical value of the item type is at least a predetermined value. In this way, items for which the numerical value of the item type is less than a predetermined value are mixed in among the boxes displayed with the pattern corresponding to items for which the numerical value of the item type is at least a predetermined

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value, thereby making the game more interesting and enticing the user to continue to play the game longer.

[0065] When the count of necessary attempts for acquisition is at most a predetermined value, detailed information on the item to be provided (referred to below as item detail information) may be presented. The item detail information is preferably the item name and item type. The predetermined value is, for example, two. FIG. 8 is an example of presenting item detail information. The counts of necessary acquisition attempts for boxes 201 and 202 are respectively one and two. Accordingly, the item name is displayed as the item detail information in boxes 201 and 202. With this configuration, the user can grasp the item detail information for items that can be acquired in a range in which the count of necessary attempts for acquisition is at most a predetermined value. Therefore, the user is provided with incentive to increase the occasions of an item acquisition request and is enticed to continue to play the game longer.

[0066] In the example in FIGS. 7(a) and 7(b), the boxes are displayed with two types of patterns, using the numerical value of the item type as a standard, yet this example is not limiting. A plurality of standard predetermined values may be established to display the boxes with three or more types of patterns. The patterns that are displayed may also be increased as the count of necessary attempts for acquisition is smaller. With this approach, as the count of necessary attempts for acquisition is smaller, the item type of the item to be acquired can be grasped in greater detail. Therefore, the user is provided with incentive to increase the occasions of an item acquisition request and is enticed to continue to play the game longer.

[0067] Note that while the gauges in FIGS. 7(a), 7(b), and 8 are composed of 19 boxes, the number of boxes is not limited to 19. The number may be 18 or less, or 20 or more. Furthermore, the approach gauge illustrated in FIG. 8 has an I shape, yet this example is not limiting. Many variations are possible, such as a winding S shape, or a Y shape with a forking tip. In the forking variation, predetermined dummy boxes assigned randomly by the battle game server 1 may be displayed in one of the two forks.

[0068] In FIGS. 7(a), 7(b), and 8, examples are illustrated in which information, for each item type, on the total count and the acquisition count of

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items is also displayed, yet these examples are not limiting. Display may be limited to the gauge, without displaying the information, for each item type, on the total count and the acquisition count of items. In other words, in FIGS. 7(a), 7(b), and 8, examples are illustrated in which the acquirable item information includes information, for each item type, on the total count and the acquisition count of items and includes the count of necessary attempts for acquisition for each item for which the numerical value of the item type is at least a predetermined value, yet these examples are not limiting. The acquirable item information may be configured to include only the count of necessary attempts for acquisition for each item for which the numerical value of the item type is at least a predetermined value.

[0069] Embodiment 3

The following describes Embodiment 3 of the present invention. Since the structure of the battle game server 1 according to Embodiment 3 is the same as the structure of the battle game server 1 according to Embodiment 1, the same reference numerals are used in the following description. In general terms, Embodiment 3 differs from Embodiment 1 in that the acquirable item information presented by the information presentation unit 12 includes the total count of items, for each item type, among items for which the count of necessary attempts for acquisition is at most a predetermined value.

[0070] The acquirable item information presented by the information presentation unit 12 in Embodiment 3 includes the total count of items for which the numerical value of the item type is at least a predetermined value among items for which the count of necessary attempts for acquisition is at most a predetermined value, as retrieved based on the information corresponding to the user identification information pertaining to the communication terminal 2.

[0071] Specifically, the information presentation unit 12 refers to the user information table 112, and based on the table identification information that corresponds to the user identification information pertaining to the communication terminal 2, retrieves the item information table pertaining to the user identification information. Next, the information presentation unit 12 refers to the user information table 112 and retrieves the identification information of provided items pertaining to the communication terminal 2.

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Subsequently, the information presentation unit 12 randomly extracts, from the item information table, 25 pieces of item identification information not included in the identification information of provided items. The information presentation unit 12 stores the 25 extracted pieces of item identification information and stores provision sequence numbers (1 to 25) in the memory unit 5 11. When receiving an item acquisition request, the control unit 13 determines the item to provide based on the provision sequence numbers stored in the memory unit. In other words, the numbers 1 to 25 each represent the count of necessary attempts for acquisition corresponding to the item identification information.

[0072] Subsequently, the information presentation unit 12 retrieves the item and item type pertaining to each piece of item identification information from one of the item information tables 111a to 111c. The information presentation unit 12 then tallies the total count of items for which the numerical value of the retrieved item type is at least a predetermined number and presents the communication terminal 2 with acquirable item information that includes the tallied total count of items for each item type.

15 [0073] FIG. 9 illustrates an example of acquirable item information presented by the information presentation unit 12 in Embodiment 3. In FIG. 409, items for which the count of necessary attempts for acquisition is 25 or less are displayed with a sheet (scratch card) composed of 25 cells 301 to 325. Each cell corresponds to an item for which the count of necessary attempts for acquisition is 25 or less. The items for which the count of necessary 20 attempts for acquisition is 25 or less are randomly associated with the cells 301 to 325.

[0074] As illustrated in the example in FIG. 9, when the numerical value of the item type is at least a predetermined value, the pattern shown in cell 301 and the like is displayed. Here, the predetermined value is four. Conversely, when the item type is less than the predetermined value, the pattern shown in cell 302 and the like is displayed. In other words, FIG. 8-9 displays 25 the total count of items for which the numerical value of the item type is at least a predetermined value among items for which the count of necessary attempts for acquisition is 25 or less.

[0075] In this way, according to the battle game server 1 of Embodiment 3, the information presentation unit 12 presents the communication terminal 2

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with the total count of items for which the numerical value of the item type is at least a predetermined value among items for which the count of necessary attempts for acquisition is at most a predetermined value, thereby increasing the variations on methods for acquiring items, further increasing the predictability of acquisition of an item for which the numerical value of the item type is at least a predetermined value, and heightening interest in the game.

5 [0076] The patterns for displaying the cells 301 to 325 are not limited to these examples. The cells 301 to 325 may be painted a predetermined color in accordance with the item type, or a predetermined icon, character, or the like may be displayed in the cells 301 to 325.

10 [0077] Furthermore, based on a selection request from the communication terminal 2, the control unit 13 may select one item, from among items for which the count of necessary attempts for acquisition is at most a predetermined value, as the item to provide. In this case, the information presentation unit 12 may present the communication terminal 2 with a scratch card for selection in which all cells are displayed with the same pattern to prompt the communication terminal 2 to select one of the cells.

15 [0078] FIG. 10(a) illustrates an example of a screen for selecting an item to acquire. The screen displays the scratch card for selection. Each cell in the scratch card in FIG. 10(a) corresponds to an item for which the count of necessary attempts for acquisition is 25 or less. As illustrated in FIG. 10(a), the cells of the scratch card are displayed with the same pattern, and the user cannot tell what items corresponds to which cells.

20 [0079] The user can select any location on the scratch card using an operation unit (not illustrated) such as a key or a touch panel of the communication terminal 2, and the communication terminal 2 transmits a selection request to the battle game server 1 based on the user operation. The control unit 13 of the battle game server 1 then determines that the item corresponding to the cell pertaining to the selection request is the item to provide to the communication terminal 2.

25 [0080] FIG. 10(b) illustrates an example of cells 308, 316, and 320 being selected. The selected cells are displayed with the same pattern as the cells in the scratch card shown in FIG. 10. Note that the item detail information

corresponding to the selected cells may be displayed in the selected cells.

[0081] In this way, the variations on methods for acquiring items can be further increased, the predictability of acquisition of an item with a high item type can be further increased, and interest in the game can be heightened.

5 [0082] The scratch cards in FIGS. 9, 10(a), and 10(b) are composed of 25 cells in a sheet with 5 rows and 5 columns, yet this example is not limiting. The scratch card may be composed of $M \times N$ cells in a sheet with M rows and N columns (M and N being integers greater than or equal to 2). Furthermore, the scratch cards in FIGS. 10(a) and 10(b) are not limited to a square shape.
10 For example, the scratch cards may be a polygon, or instead of being two-dimensional, the scratch cards may be in a three-dimensional rectangular shape of a die.

[0083] In FIGS. 9, 10(a), and 10(b), examples are illustrated in which information, for each item type, on the total count and the acquisition count of
15 items is also displayed, yet these examples are not limiting. Display may be limited to the scratch card, without displaying the information, for each item type, on the total count and the acquisition count of items. In other words, in FIGS. 10(a), 10(b), and 11, examples are illustrated in which the acquirable item information includes information, for each item type, on the total count
20 and the acquisition count of items and includes the total count of items, for each item type, among items for which the count of necessary attempts for acquisition is at most a predetermined value, yet these examples are not limiting. The acquirable item information may be configured to include only the total count of items, for each item type, among items for which the count
25 of necessary attempts for acquisition is at most a predetermined value.

[0084] A computer is preferably used to function as the battle game server 1. A program containing a description of the processing for achieving the functions of the battle game server 1 is stored in the memory unit of the computer, and the functions are achieved by the central processing unit (CPU)
30 of the computer reading and executing the program.

[0085] Although the present invention has been described based on drawings and examples, it is to be noted that various changes and modifications will be apparent to those skilled in the art based on the present disclosure. Therefore, such changes and modifications are to be understood as

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included within the scope of the present invention. For example, the functions and the like included in the various units and steps may be reordered in any logically consistent way. Furthermore, units or steps may be combined into one or divided. For example, in Embodiments 1 to 3, a separate one of the
5 item information tables 111a to 111c is associated with each user identification number, yet for example a plurality of users may share one of the item information tables 111a to 111c.

REFERENCE SIGNS LIST

10 [0086] 1: Battle game server
2: Communication terminal
10: Communication unit
11: Memory unit
12: Information presentation unit
15 13: Control unit
111a to 111c: Item information table
112: User information table
113: Item data
201 to 219: Box
20 301 to 325: Cell
501: Information on the total count of items
502: Information on the acquisition count

PATENT APPLICATION

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Patent Application of: Tsuyoshi YOSHIKAWA et al.	Attorney Docket No.: 163485.01
Application No.: 16/053,149	Confirmation No.: 6107
Filed: August 2, 2018	Art Unit: 3714
For: <u>GAME CONTROL METHOD, GAME SERVER, AND PROGRAM</u>	Examiner: Not Yet Assigned

INFORMATION DISCLOSURE STATEMENT

Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Pursuant to 37 CFR §1.56, the attention of the Patent and Trademark Office is hereby directed to the reference(s) listed on the attached PTO/SB/08 Form. Unless otherwise indicated herein, one copy of each item(s) is attached. It is respectfully requested that the information be expressly considered during the prosecution of this application, and that the reference(s) be made of record therein and appear among the "References Cited" on any patent to issue therefrom.

1. This Information Disclosure Statement is being filed (a) within three months of the U.S. filing date of this non-CPA application, OR (b) before the mailing date of a first Office Action on the merits in the present application. No certification or fee is required.

2. The references cited herein were cited by or submitted to the Office in parent Application No. 14/409,219, filed December 18, 2014, which is relied upon for an earlier filing date under 35 U.S.C. §120. Thus, no copy of any such reference is attached. 37 CFR §1.98(d). It is also understood that the Examiner will consider in this application all of the information that has been considered by the Office in the parent application(s), including the Office Actions and other papers issued in such application(s). See MPEP §609.02.

Respectfully submitted,

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number	16053149
	Filing Date	2018-08-02
	First Named Inventor	Tsuyoshi YOSHIKAWA
	Art Unit	3714
	Examiner Name	Not Yet Assigned
	Attorney Docket Number	163485.01

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	2	20030008710	A1	2003-01-09	Yamaoka et al.	
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	4	20140038716	A1	2014-02-06	Endo	
	5	20040259642	A1	2004-12-23	Tanaka et al.	

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number	16053149
	Filing Date	2018-08-02
	First Named Inventor	Tsuyoshi YOSHIKAWA
	Art Unit	3714
	Examiner Name	Not Yet Assigned
	Attorney Docket Number	163485.01

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	1	2002-236773	JP	A	2002-08-23	Dainippon Printing Co Ltd		×
	2	2002-366852	JP	A	2002-12-20	Hiitoshinku Kk		☒
	3	2001-353371	JP	A	2001-12-25	Konami Co Ltd,		☒
	4	2003-019356	JP	A	2003-01-21	Konami Comp Entertainment		☒
	5	2003-154172	JP	A	2003-05-27	Konami Co Ltd,		☒

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number		16053149	
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	First Named Inventor	Tsuyoshi YOSHIKAWA		
	Art Unit	3714		
	Examiner Name	Not Yet Assigned		
	Attorney Docket Number	163485.01		

6	2005-318995	JP	A	2005-11-17	Nintendo Co Ltd	<input checked="" type="checkbox"/>
7	2013-027477	JP	A	2013-02-07	Konami, Digital Entertainment Co Ltd	<input checked="" type="checkbox"/>
8	2003-016333	JP	A	2003-01-17	Sharp Kk	<input checked="" type="checkbox"/>
9	2008-220984	JP	A	2008-09-25	Nintendo Co Ltd	<input checked="" type="checkbox"/>
10	2011067534	JP	A	2011-04-07	Juno Gaming Co Ltd	<input type="checkbox"/>
11	2007117656	JP	A	2007-05-17	Konami Digital Entertainment	<input type="checkbox"/>
12	2001218981	JP	A	2001-08-14	Kceo Inc	<input checked="" type="checkbox"/>
13	2003260266	JP	A	2003-09-16	Namco Ltd	<input checked="" type="checkbox"/>
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NON-PATENT LITERATURE DOCUMENTS

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	Art Unit		3714
	Examiner Name	Not Yet Assigned	
	Attorney Docket Number		163485.01

1	September 10, 2013 International Search Report issued in Application No. PCT/JP2013/003899.	
2	March 11, 2014 Japanese Office Action issued in Application No. 2013-544606.	×
3	March 11, 2014 Japanese Office Action issued in Application No. 2014-007086.	☒
4	June 10, 2014 Japanese Office Action issued in Application No. 2013-544606.	☒
5	September 16, 2014 Japanese Office Action issued in Application No. 2014-142613.	☒
6	November 19, 2013 Japanese Office Action issued in Application No. 2013-544606.	☒
7	Social Game Review 7: Social Gacha's payment encouragement scheme has overwhelmed network games [online], GameCast iPhone, February 11, 2012, (with partial translation).	☐
8	"POWER PRO KUN POCKET 14 OFFICIAL COMPLETE GUIDE", Enterbrain, 1st Edition, page 157, February 22, 2012, (with partial translation).	☐
9	"DENGEKI!!! YOEN KUNOICHI", Appli Fan, Cosmic Publishing, Vol. 2, pages 116-117, April 15, 2012.	☐
10	"WONDER LIFE SPECIAL, NINTENDO OFFICIAL GUIDEBOOK, POKEMON XD, GALE OF DARKNESS, DARK LUGIA", Shogakukan Inc., 1st Edition, page 152, October 1, 2005.	☐
11	February 3, 2015 Office Action issued in Japanese Patent Application No. 2014-208126.	☒

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number	16053149
	Filing Date	2018-08-02
	First Named Inventor	Tsuyoshi YOSHIKAWA
	Art Unit	3714
	Examiner Name	Not Yet Assigned
	Attorney Docket Number	163485.01

12	December 22, 2015 Office Action issued in Japanese Patent Application No. 2015-131303.	<input checked="" type="checkbox"/>
13	October 4, 2016 Office Action issued in Japanese Patent Application No. 2016-051444.	<input checked="" type="checkbox"/>
14	December 1, 2016 Office Action issued in U.S. Patent Application No. 14/409,219	<input type="checkbox"/>
15	February 21, 2017 Office Action issued in Japanese Patent Application No. 2016-051444.	<input checked="" type="checkbox"/>
16	Nintendo DREAM August issue separate volume, Tomodachi Collection, Shima No Seikatsu Mankitsu Guide, Mainichi Communications Inc., Vol. 14, No. 8, pg. 19, 2009.	<input type="checkbox"/>
17	May 9, 2017 Office Action issued in Japanese Patent Application No. 2016-051444.	<input checked="" type="checkbox"/>
18	Saka Tsuku DS Touch and Direct Perfect Guide, ENTERBRAIN, INC., First Version, pp. 74-76, January 8, 2009.	<input type="checkbox"/>
19	August 25, 2017 Office Action issued in U.S. Patent Application No. 14/409,219.	<input type="checkbox"/>
20	February 9, 2018 Office Action issued in U.S. Patent Application No. 14/409,219.	<input type="checkbox"/>
21	June 26, 2018 Office Action issued in Japanese Patent Application No. 2017-126020.	<input checked="" type="checkbox"/>
22	May 25, 2018 Notice of Allowance issued in U.S. Patent Application No. 14/409,219.	<input type="checkbox"/>

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number	16053149
	Filing Date	2018-08-02
	First Named Inventor	Tsuyoshi YOSHIKAWA
	Art Unit	3714
	Examiner Name	Not Yet Assigned
	Attorney Docket Number	163485.01

If you wish to add additional non-patent literature document citation information please click the Add button

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*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

¹ See Kind Codes of USPTO Patent Documents at www.USPTO.GOV or MPEP 901.04. ² Enter office that issued the document, by the two-letter code (WIPO Standard ST.3). ³ For Japanese patent documents, the indication of the year of the reign of the Emperor must precede the serial number of the patent document. ⁴ Kind of document by the appropriate symbols as indicated on the document under WIPO Standard ST.16 if possible. ⁵ Applicant is to place a check mark here if English language translation is attached.

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)	Application Number	16053149
	Filing Date	2018-08-02
	First Named Inventor	Tsuyoshi YOSHIKAWA
	Art Unit	3714
	Examiner Name	Not Yet Assigned
	Attorney Docket Number	163485.01

CERTIFICATION STATEMENT

Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

That each item of information contained in the information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(1).

OR

That no item of information contained in the information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application, and, to the knowledge of the person signing the certification after making reasonable inquiry, no item of information contained in the information disclosure statement was known to any individual designated in 37 CFR 1.56(c) more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(2).

See attached certification statement.

The fee set forth in 37 CFR 1.17 (p) has been submitted herewith.

A certification statement is not submitted herewith.

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/B. Graham Nelson/	Date (YYYY-MM-DD)	2018-09-11
Name/Print	B. Graham Nelson	Registration Number	72,699

This collection of information is required by 37 CFR 1.97 and 1.98. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1 hour to complete, including gathering, preparing and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. **DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

Electronic Acknowledgement Receipt	
EFS ID:	33690236
Application Number:	16053149
International Application Number:	
Confirmation Number:	6107
Title of Invention:	GAME CONTROL METHOD, GAME SERVER, AND PROGRAM
First Named Inventor/Applicant Name:	Tsuyoshi YOSHIKAWA
Customer Number:	25944
Filer:	James Albert Oliff/Darrisaw Tatum
Filer Authorized By:	James Albert Oliff
Attorney Docket Number:	163485.01
Receipt Date:	11-SEP-2018
Filing Date:	02-AUG-2018
Time Stamp:	17:28:29
Application Type:	Utility under 35 USC 111(a)

Payment information:

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File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Applicant Response to Pre-Exam Formalities Notice	20180911_Response_to_NTFC AP.pdf	18319 <small>0ccdaad57597f45290e6e7bd688f8c6504bea677</small>	no	1

Warnings:

Information:					
2	Miscellaneous Incoming Letter	Notice_to_File_Corrected_Application_Papers.pdf	70290	no	2
			f1f969f7bedb264bba124100f454dd5a0c752306		
Warnings:					
Information:					
3	Preliminary Amendment	20180911_Suppl_Prelim_Amdt.pdf	20299	no	3
			2b1bd3e5b0debd88084561ff0a0416e3b010040b		
Warnings:					
Information:					
4	Specification	Clean_Sub_Spec.PDF	1119574	no	21
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Warnings:					
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5	Specification	Marked_up_Sub_Spec.PDF	1119815	no	21
			9813be675269c84d73d54d9f4264f5cf92c19efd		
Warnings:					
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6	Transmittal Letter	Information_Disclosure_Statement.pdf	21611	no	2
			225cb620e9d17fa56361dbb09a4d1311bf36f817		
Warnings:					
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7	Information Disclosure Statement (IDS) Form (SB08)	Information_Disclosure_Statement_Fillable_PDF.pdf	1036074	no	8
			492110cfbd30eda0dddf6c864f5252ea7c36e9613		
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If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371

If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office

If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

PATENT APPLICATION

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re the Application of

Attn: **Mail Stop Missing Parts**

Tsuyoshi YOSHIKAWA et al.

Application No.: 16/053,149

Filed: August 2, 2018

Docket No.: 163485.01

For: GAME CONTROL METHOD, GAME SERVER, AND PROGRAM

**RESPONSE TO NOTICE TO FILE CORRECTED
APPLICATION PAPERS WITH SUBSTITUTE SPECIFICATION**

Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

In response to the Notice to File Corrected Application Papers - Filing Date Granted (copy attached) mailed on August 22, 2018, a Supplemental Preliminary Amendment with a substitute specification is attached. The substitute specification includes all of the changes made in the Preliminary Amendment filed on August 2, 2018.

Entry of this document should complete all of the filing formalities and fully satisfy all requirements of the Notice to File Corrected Application Papers. Examination and allowance of this application in due course are respectfully solicited.

Respectfully submitted,

/ B. Graham Nelson /

James A. Oliff
Registration No. 27,075

B. Graham Nelson
Registration No. 72,699

JAO:BGN/dkt

Date: September 11, 2018

OLIFF PLC
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Alexandria, Virginia 22320-4850
Telephone: (703) 836-6400

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APPLICATION NUMBER	FILING OR 371(C) DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
16/053,149	08/02/2018	Tsuyoshi YOSHIKAWA	163485.01

CONFIRMATION NO. 6107

FORMALITIES LETTER



25944
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ALEXANDRIA, VA 22320-4850

Date Mailed: 08/22/2018

NOTICE TO FILE CORRECTED APPLICATION PAPERS

Filing Date Granted

An application number and filing date have been accorded to this application. The application is informal since it does not comply with the regulations for the reason(s) indicated below. Applicant is given TWO MONTHS from the date of this Notice within which to correct the informalities indicated below. Extensions of time may be obtained by filing a petition accompanied by the extension fee under the provisions of 37 CFR 1.136(a).

The required item(s) identified below must be timely submitted to avoid abandonment:

- A substitute specification excluding claims in compliance with 37 CFR 1.52, 1.121(b)(3), and 1.125 is required. The substitute specification must be submitted with markings and be accompanied by a clean version (without markings) as set forth in 37 CFR 1.125(c) and a statement that the substitute specification contains no new matter (see 37 CFR 1.125(b)). Since a preliminary amendment was present on the filing date of the application and such amendment is part of the original disclosure of the application, the substitute specification must include all of the desired changes made in the preliminary amendment. See 37 CFR 1.115 and 1.215.

Applicant is cautioned that correction of the above items may cause the specification and drawings page count to exceed 100 pages. If the specification and drawings exceed 100 pages, applicant will need to submit the required application size fee.

Replies must be received in the USPTO within the set time period or must include a proper Certificate of Mailing or Transmission under 37 CFR 1.8 with a mailing or transmission date within the set time period. For more information and a suggested format, see Form PTO/SB/92 and MPEP 512.

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Questions about the contents of this notice and the requirements it sets forth should be directed to the Office of Data Management, Application Assistance Unit, at (571) 272-4000 or (571) 272-4200 or 1-888-786-0101.

/agoitom/

PATENT APPLICATION

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re the Application of

Tsuyoshi YOSHIKAWA et al.

Application No.: 16/053,149

Filed: August 2, 2018

Docket No.: 163485.01

For: GAME CONTROL METHOD, GAME SERVER, AND PROGRAM

SUPPLEMENTAL PRELIMINARY AMENDMENT

Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

In reply to the August 22, 2018 Notice to File Corrected Application Papers, please
consider the following:

Amendments to the Specification; and

Remarks.

Amendments to the Specification:

Attached are a marked-up copy of the originally filed specification and a clean substitute specification in accordance with 37 CFR §§1.121(b)(3) and 1.125(c). The substitute specification contains no new matter.

REMARKS

Claims 1-9 are pending in this application. By this Amendment, a substitute specification is submitted to include the changes made in the Preliminary Amendment filed with this application on August 2, 2018.

Respectfully submitted,

/ B. Graham Nelson /

James A. Oliff
Registration No. 27,075

B. Graham Nelson
Registration No. 72,699

JAO:BGN/dkt

Date: September 11, 2018

OLIFF PLC
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CLEAN COPY OF
SUBSTITUTE
SPECIFICATION

DESCRIPTION

GAME CONTROL METHOD, GAME SERVER, AND PROGRAM

CROSS-REFERENCE TO RELATED APPLICATION

[0001] This application is a continuation of U.S. Application No. 14/409,219 filed December 18, 2014, which is based on and claims priority to and the benefit of Japanese Patent Application No. 2012-140213 filed Jun. 21, 2012, the entire contents of which are incorporated herein by reference.

TECHNICAL FIELD

[0002] The present invention relates to a game control method, a game server, and a program.

BACKGROUND ART

[0003] Conventionally, in a battle game server, each user's deck is formed by a plurality of battle cards or the like stored for each user, and the battle game server allows a plurality of users to compete with each other based on the total value of the attack strength and defense strength of the deck (for example, see Patent Literature 1). In such a battle game server, the user acquires a battle card by methods such as purchasing the battle card or obtaining the battle card by winning a battle against an opponent.

CITATION LIST

Patent Literature

[0004] Patent Literature 1: JP 2008-220984 A

SUMMARY OF INVENTION

(Technical Problem)

[0005] In a conventional battle game server, however, the methods for acquiring battle cards and the like are limited, causing the user to lose interest in the game. In particular, since it is difficult to acquire a battle card or the like with a high rarity value, the user ends up with the impression that such an item cannot be acquired at all and suffers a drastic loss of interest in the game.

[0006] Accordingly, the present invention has been conceived in light of

the above problems and provides a game control method, a game server, and a program that can increase the variations on methods for acquiring battle cards and the like, increase the predictability of acquisition of a card or the like with a high rarity value or the like, and heighten interest in the game.

5 (Solution to Problem)

[0007] A game control method according to the present invention for solving the above problems includes the steps of: (a) presenting a communication terminal, connected over a communication line, with acquirable item information that, for each item type, includes a total count and
10 an acquisition count or a non-acquisition count of items when receiving, from the communication terminal, a request to present information related to items acquirable by the communication terminal; (b) determining an item to provide to the communication terminal when receiving an item acquisition request from the communication terminal; and (c) changing the acquirable item
15 information when receiving a reset request from the communication terminal.

[0008] In the game control method according to the present invention, in step (a), a method for presenting the acquirable item information presented to the communication terminal may differ between a first item and a second item, a numerical value of the item type being at least a predetermined value for the
20 first item, and the numerical value of the item type being less than the predetermined value for the second item.

[0009] In the game control method according to the present invention, the acquirable item information for the first item may include identification information or an image for an item.

25 [0010] In the game control method according to the present invention, information on another user who has acquired the first item may be presented.

[0011] In the game control method according to the present invention, in step (b), based on a selection request from the communication terminal, one item selected from among items for which the count of necessary attempts for
30 acquisition is at most the predetermined value may be determined to be the item to provide.

[0012] A game server according to the present invention includes: information presentation means for presenting a communication terminal, connected over a communication line, with acquirable item information that,

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for each item type, includes a total count and an acquisition count or a non-acquisition count of items when a request to present information related to items acquirable by the communication terminal is received from the communication terminal; and control means for determining an item to provide to the communication terminal when an item acquisition request is received from the communication terminal, such that the control means changes the acquirable item information when receiving a reset request from the communication terminal.

[0013] In the game server according to the present invention, the information presentation means may adopt a different method for presenting the acquirable item information presented to the communication terminal for a first item than for a second item, a numerical value of the item type being at least a predetermined value for the first item, and the numerical value of the item type being less than the predetermined value for the second item

[0014] In the game server according to the present invention, the acquirable item information for the first item may include identification information or an image for an item.

[0015] In the game server according to the present invention, the information presentation means may present information on another user who has acquired the first item.

[0016] In the game server according to the present invention, based on a selection request from the communication terminal, the control means may determine one item selected from among items for which the count of necessary attempts for acquisition is at most the predetermined value to be the item to provide.

[0017] A program according to the present invention is for causing a computer that functions as a battle game server to perform the steps of: (a) presenting a communication terminal, connected over a communication line, with acquirable item information that, for each item type, includes a total count and an acquisition count or a non-acquisition count of items when receiving, from the communication terminal, a request to present information related to items acquirable by the communication terminal; (b) determining an item to provide to the communication terminal when receiving an item acquisition request from the communication terminal; and (c) changing the

PO131690-PCT-US (3/24)

acquirable item information when receiving a reset request from the communication terminal.

[0018] In the program according to the present invention, in step (a), a method for presenting the acquirable item information presented to the communication terminal may differ between a first item and a second item, a numerical value of the item type being at least a predetermined value for the first item, and the numerical value of the item type being less than the predetermined value for the second item.

[0019] In the program according to the present invention, the acquirable item information for the first item may include identification information or an image for an item.

[0020] In the program according to the present invention, in step (a), information on another user who has acquired the first item may be presented.

[0021] In the program according to the present invention, in step (b), based on a selection request from the communication terminal, one item selected from among items for which the count of necessary attempts for acquisition is at most the predetermined value may be determined to be the item to provide.

(Advantageous Effect of Invention)

[0022] According to the game control method, game server, and program of the present invention, it is possible to increase the variations on methods for acquiring battle cards and the like, increase the predictability of acquisition of a card or the like with a high numerical value for the item type, and heighten interest in the game.

BRIEF DESCRIPTION OF DRAWINGS

[0023] The present invention will be further described below with reference to the accompanying drawings, wherein:

FIG. 1 is a block diagram of a battle game server in Embodiment 1;

FIGS. 2(a), 2(b), and 2(c) are examples of an item information table in Embodiment 1;

FIG. 3 is an example of a user information table in Embodiment 1;

FIG. 4 is an example of item data in Embodiment 1;

FIG. 5 is an example of acquirable item information in Embodiment 1;

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FIG. 6 is a flowchart of operations by the battle game server in Embodiment 1;

FIGS. 7(a) and 7(b) are examples of acquirable item information in Embodiment 2;

5 FIG. 8 is an example of acquirable item information in Embodiment 3;

FIG. 9 is an example of a scratch card for selection in Embodiment 3; and

FIGS. 10(a) and 10(b) are examples of a screen for selecting an item to acquire.

10

DESCRIPTION OF EMBODIMENTS

[0024] The following describes embodiments of the present invention.

[0025] Embodiment 1

15 FIG. 1 is a block diagram of a battle game server 1 in Embodiment 1 of the present invention. The battle game server 1 according to Embodiment 1 of the present invention includes a communication unit 10, a memory unit 11, an information presentation unit 12, and a control unit 13.

[0026] The communication unit 10 communicates with a communication terminal 2 over either or both of a wireless and wired connection.

20 [0027] In association with identification information uniquely allocated to each user that operates a communication terminal 2 (referred to below as user identification information), the memory unit 11 stores information on items to provide, a total count of items, item type, and an acquisition count. An "item" refers to any of a variety of objects used within a game, such as a battle card
25 constituting a user's deck, a character, a weapon, armor, an ornament, a plant, food, and the like. The item type is a numerical value representing the rarity value of the item, a numerical value representing the category of the item, or the like.

30 [0028] Specifically, the memory unit 11 stores this information by dividing the information among tables. A plurality of item information tables 111a to 111c, a user information table 112, and item data 113 are stored in the memory unit 11. While three item information tables are described here, this example is not limiting, and the number of item information tables may be two or fewer, or four or more.

PO131690-PCT-US (5/24)

[0029] The item information tables 111a to 111c are tables including information on the total count of items and the item type. FIGS. 2(a) to 2(c) illustrate examples of the item information tables 111a to 111c. As illustrated in FIGS. 2(a) to 2(c), for example the item information table 111a includes
5 item identification information "UNI1", an item name "item A", and an item type "3". The item identification information is an identifier for uniquely identifying an item in the present system. The item information tables 111a to 111c are provided with table identification information for uniquely identifying an item information table in the battle game server 1. Here, the
10 item information tables 111a to 111c are respectively provided with "TID1", "TID2", and "TID3" as the table identification information.

[0030] The user information table 112 is a table storing, for each user, the provided items and information for calculating an item acquisition count. The user information table 112 associates the user identification information, table
15 identification information, and identification information of provided items.

[0031] FIG. 3 illustrates an example of the user information table 112. As illustrated in FIG. 3, the user information table 112 includes user identification information "UID1", table identification information "TID1", identification information of provided items "UNI2" and "UNI4", and the
20 like.

[0032] The item data 113 stores data on an image for an item provided to the user in association with item identification information. FIG. 4 illustrates an example of the item data 113. As illustrated in FIG. 4, the item data for example includes item identification information "UNI1", an item image
25 "item A image", and the like. The image data may be in any image format, such as JPEG, GIF, PNG, or the like.

[0033] When receiving a request to present information from the communication terminal 2, then based on information, stored in the memory unit 11, that corresponds to the user identification information pertaining to
30 the communication terminal 2, the information presentation unit 12 presents the communication terminal 2, via the communication unit 10, with acquirable item information that includes information, for each item type, on a total count and an acquisition count of items.

[0034] Specifically, when a request to present information is received

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from the communication terminal 2 via the communication unit 10, then based on the item information tables 111a to 111c, the information presentation unit 12 tallies the total count of items for each item type. The information presentation unit 12 also refers to the user information table 112 to calculate the acquisition count of items for each item type based on the identification information of provided items and the table identification information that correspond to the user identification information pertaining to the communication terminal 2. The information presentation unit 12 then presents the communication terminal 2, via the communication unit 10, with the result of calculation as the acquirable item information.

[0035] FIG. 5 is an example of the acquirable item information that the information presentation unit 12 presents. FIG. 5 illustrates an example of the acquirable item information presented when a request to present information is received from the communication terminal 2 and the user identification information pertaining to the communication terminal 2 is "UID1". As illustrated in FIG. 5, information 501 on the total count and information 502 on the acquisition count of items for each item type are presented to the communication terminal 2. The case of presenting the acquisition count has been described above, yet this example is not limiting. For example, a non-acquisition count may be presented by subtracting the acquisition count from the total count of items.

[0036] The control unit 13 performs a variety of control pertaining to the battle game server 1. For example, when receiving an item acquisition request from the communication terminal 2, the control unit 13 determines one item to provide to the communication terminal 2 based on information corresponding to the user identification information pertaining to the communication terminal 2.

[0037] Specifically, when receiving an item acquisition request from the communication terminal 2 via the communication unit 10, the control unit 13 refers to the user information table 112, and based on the table identification information that corresponds to the user identification information pertaining to the communication terminal 2, retrieves the item information table. Next, the control unit 13 refers to the user information table 112 and retrieves the identification information of provided items that corresponds to the user

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identification information pertaining to the communication terminal 2. Subsequently, the control unit 13 refers to one of the item information tables 111a to 111c, randomly selects an item not included in the identification information of provided items, and determines that the selected item is the item to provide to the communication terminal 2.

5 [0038] The control unit 13 then provides the item to the communication terminal 2 via the communication unit 10. Specifically, the control unit 13 refers to the item data 113 and provides the communication terminal 2, via the communication unit 10, with the item image corresponding to the item identification information pertaining to the item to be provided. The control unit 13 also adds the item identification information pertaining to the provided item to the user information table 112 as identification information of provided items.

10 [0039] For example, when an item acquisition request is received from the communication terminal 2, and the user identification information pertaining to the communication terminal 2 is "UID1", then the control unit 13 refers to the user information table 112, and based on the table identification information "TID1" corresponding to UID1, retrieves the item information table 111a. Next, the control unit 13 refers to the user information table 112 and retrieves the identification information of provided items that corresponds to "UID1". Subsequently, the control unit refers to the item information table 111a, randomly selects item identification information not included in the identification information of provided items (for example, "UNI1"), and determines that the selected item is the item to provide to the communication terminal 2. The control unit 13 then refers to the item data 113 and provides the communication terminal 2, via the communication unit 10, with the item image "item A image" corresponding to the item identification information "UNI1" pertaining to the item to be provided. The control unit 13 also adds the item identification information "UNI1" pertaining to the provided item to the user information table 112 as identification information of provided items.

20 25 30 [0040] Furthermore, in the present invention, the battle game server 1 is configured to allow for receipt of a reset request at any time from the communication terminal 2. In general terms, the reset request is a request for resetting the current user information table 112. When receiving a reset

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request from the communication terminal 2 pertaining to predetermined user identification information, the control unit 13 changes and stores, in the memory unit 11, the table identification information and identification information of provided items that correspond to the user identification information pertaining to the communication terminal 2.

5 [0041] Specifically, when receiving a reset request from the communication terminal 2 via the communication unit 10, the control unit 13 changes the table identification information that corresponds to the user identification information pertaining to the communication terminal 2 and that was stored in the user information table 112 of the memory unit 11 to other table identification information.

10 [0042] For example, when a reset request is received from the communication terminal 2, and the user identification information pertaining to the communication terminal 2 is "UID1", the control unit 13 changes the table identification information that corresponds to "UID1" of the user information table 112 randomly from "TID1" to "TID2" or "TID3".

15 [0043] Next, operations by the battle game server 1 in Embodiment 1 of the present invention are described using the flowchart in FIG. 6. It is assumed that the tables illustrated in FIGS. 2(a), 2(b), and 2(c) through FIG. 4 have been stored in advance in the memory unit 11 at the time of operation by the battle game server 1.

20 [0044] First, when a request to present information is received from the communication terminal 2 (step S1), then based on information, stored in the memory unit 11, that corresponds to the user identification information pertaining to the communication terminal 2, the information presentation unit 12 presents the communication terminal 2, via the communication unit 10, with acquirable item information that includes information, for each item type, on the total count and the acquisition count of items (step S2).

25 [0045] Specifically, when a request to present information is received from the communication terminal 2 via the communication unit 10, then based on the item information tables 111a to 111c, the information presentation unit 12 tallies the total count of items for each item type. The information presentation unit 12 also refers to the user information table 112 to calculate the acquisition count of items for each item type based on the identification

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information of provided items and the table identification information that correspond to the user identification information pertaining to the communication terminal 2. The information presentation unit 12 then presents the communication terminal 2, via the communication unit 10, with the result of calculation as the acquirable item information.

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[0046] Subsequently, when receiving an item acquisition request from the communication terminal 2 (step S3), the control unit 13 determines one item to provide to the communication terminal 2 based on information corresponding to the user identification information pertaining to the communication terminal 2 (step S4).

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[0047] Specifically, when receiving an item acquisition request from the communication terminal 2 via the communication unit 10, the control unit 13 refers to the user information table 112, and based on the table identification information that corresponds to the user identification information pertaining to the communication terminal 2, retrieves the item information table. Next, the control unit 13 refers to the user information table 112 and retrieves the identification information of provided items that corresponds to the user identification information pertaining to the communication terminal 2. Subsequently, the control unit 13 refers to one of the item information tables 111a to 111c, randomly selects an item not included in the identification information of provided items, and determines that the selected item is the item to provide to the communication terminal 2.

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[0048] Subsequently, the control unit 13 provides the item to the communication terminal 2 via the communication unit 10 (step S5). Specifically, the control unit 13 refers to the item data 113 and provides the communication terminal 2, via the communication unit 10, with the item image corresponding to the item identification information pertaining to the item to be provided. The control unit 13 also adds the item identification information pertaining to the provided item to the user information table 112 as identification information of provided items.

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[0049] Subsequently, when receiving a reset request from the communication terminal 2 pertaining to predetermined user identification information (step S6), the control unit 13 changes and stores, in the memory unit 11, the table identification information and identification information of

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provided items that correspond to the user identification information pertaining to the communication terminal 2 (step S7).

5 [0050] Specifically, when receiving a reset request from the communication terminal 2 via the communication unit 10, the control unit 13 changes the table identification information that corresponds to the user identification information pertaining to the communication terminal 2 and that was stored in the user information table 112 of the memory unit 11 to other table identification information.

10 [0051] In this way, according to the battle game server 1 of Embodiment 1, based on information in the memory unit 11, the information presentation unit 12 presents the communication terminal 2 with acquirable item information that includes information, for each item type of items, on a total count and an acquisition count of items, thereby increasing the predictability of acquisition of an item with a predetermined item type (for example, an item with a high
15 rarity value or the like). Furthermore, the battle game server 1 receives a reset request at any time from the communication terminal 2 and changes information pertaining to items that are provided, the total count of items, and the item type and acquisition count for each item, thereby increasing the variations on methods for acquiring items, increasing the predictability of
20 acquisition of an item for which the numerical value of the item type is at least a predetermined value, and heightening interest in the game.

[0052] After step S7, the information presentation unit 12 may present the communication terminal 2 with post-reset acquirable item information based on the item information tables 111a to 111c and the table identification
25 information of the user information table 112 in the memory unit 11. By doing so, the user can more easily grasp the number of items for each item type after the reset, thereby further increasing the predictability of acquisition of an item for which the numerical value of the item type is at least a predetermined value and heightening interest in the game.

30 [0053] The remaining number of all items may be included in the acquirable item information that the information presentation unit 12 presents. Specifically, the information presentation unit 12 may calculate the remaining number of items by subtracting the item acquisition count from the total number of items stored in the item information tables 111a to 111c and include

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the result of calculation in the acquirable item information.

[0054] In step S5, the control unit 13 may adopt a different method for presenting the acquirable item information to the communication terminal 2 for an item (first item) for which the numerical value of the item type is at least a predetermined value and an item (second item) for which the numerical value of the item type is less than the predetermined value. For example, the information presentation unit 12 may display an image for the first item yet display only the item name or the like, without displaying an image, for the second item. In other words, the acquirable item information that the information presentation unit 12 presents for the first item may include identification information (item name or the like) or an image for the item.

[0055] The information presentation unit 12 may present information related to another user who has acquired the first item.

[0056] Embodiment 2

15 The following describes Embodiment 2 of the present invention. Since the structure of the battle game server 1 according to Embodiment 2 is the same as the structure of the battle game server 1 according to Embodiment 1, the same reference numerals are used in the following description. In general terms, Embodiment 2 differs from Embodiment 1 in that the acquirable item information presented by the information presentation unit 12 includes a count of necessary attempts for acquisition for each item for which the numerical value of the item type is at least a predetermined value. The count of necessary attempts for acquisition is retrieved based on information corresponding to the user identification information pertaining to the communication terminal 2.

20 [0057] Specifically, the information presentation unit 12 refers to the user information table 112, and based on the table identification information that corresponds to the user identification information pertaining to the communication terminal 2, retrieves the item information table pertaining to the user identification information. Next, the information presentation unit 12 refers to the user information table 112 and retrieves the identification information of provided items pertaining to the communication terminal 2. Subsequently, the information presentation unit 12 randomly extracts, from the item information table, 19 pieces of item identification information not

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included in the identification information of provided items. The information presentation unit 12 stores the 19 extracted pieces of item identification information and stores provision sequence numbers (1 to 19) in the memory unit 11. When receiving an item acquisition request, the control unit 13
5 determines the item to provide based on the provision sequence numbers stored in the memory unit. In other words, the numbers 1 to 19 each represent the count of acquisition attempts that are necessary in order to acquire the item corresponding to the item identification information (referred to below as the count of necessary attempts for acquisition).

10 [0058] Subsequently, the information presentation unit 12 retrieves the item and item type pertaining to each piece of item identification information from one of the item information tables 111a to 111c. Next, for the retrieved items, the information presentation unit 12 retrieves the count of necessary attempts for acquisition for each item for which the numerical value of the
15 item type is at least a predetermined value. The information presentation unit 12 then presents the communication terminal 2 with acquirable item information that includes the retrieved count of necessary attempts for acquisition for each item for which the numerical value of the item type is at least a predetermined value.

20 [0059] FIG. 7(a) illustrates an example of acquirable item information presented by the information presentation unit 12 in Embodiment 2. FIG. 7(a) illustrates an example of displaying the provision sequence of items provided to the communication terminal 2 as a gauge when a request to present information is received from the communication terminal 2. The gauge is
25 composed of a plurality of boxes. Items are associated with the boxes 201 to 219 so that the respective counts of necessary acquisition attempts are 1 to 19. Each box is displayed with a pattern that differs in accordance with the item type of the corresponding item.

[0060] As illustrated in the example in FIG. 7(a), when the numerical
30 value of the item type is at least a predetermined value, the pattern shown in box 204 and the like is displayed. Here, the case of the predetermined value being four is illustrated. Conversely, when the numerical value of the item type is less than the predetermined value, the pattern shown in box 201 and the like is displayed. In other words, FIG. 7(a) displays the count of necessary

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attempts for acquisition for each item for which the numerical value of the item type is at least a predetermined value. FIG. 8(a) also displays each count of necessary attempts for acquisition when the numerical value of the item type is less than a predetermined value.

5 [0061] When an item acquisition request is received from the communication terminal 2, an item is provided, and the count of acquisition attempts increases by one, then the count of necessary attempts for acquisition decreases by one for all items. In this case, as illustrated in FIG. 8(b), the items corresponding to boxes 201 to 219 each shift (move) one box to the left.
10 Accordingly, with this gauge, the user can intuitively grasp the predictability of acquisition of items for which the numerical value of the item type is at least a predetermined value.

[0062] In this way, according to the battle game server 1 of Embodiment 2, the information presentation unit 12 presents the communication terminal 2
15 with the count of necessary attempts for acquisition for each item for which the numerical value of the item type is at least a predetermined value, thereby increasing the variations on methods for acquiring items, increasing the predictability of acquisition of an item for which the item type is at least a predetermined value, and heightening interest in the game. Furthermore,
20 displaying the count of necessary attempts for acquisition when the numerical value of the item type is at least a predetermined value further increases the user's sense of anticipation, enticing the user to continue to play the game longer.

[0063] The patterns for displaying the boxes 201 to 219 are not limited to
25 these examples. The boxes 201 to 219 may be painted a predetermined color in accordance with the item type, or a predetermined icon, character, or the like may be displayed in the boxes 201 to 219.

[0064] A certain percentage of the boxes for which the numerical value of the item type is less than a predetermined value may be displayed with the
30 same pattern as boxes corresponding to items for which the numerical value of the item type is at least a predetermined value. In this way, items for which the numerical value of the item type is less than a predetermined value are mixed in among the boxes displayed with the pattern corresponding to items for which the numerical value of the item type is at least a predetermined

value, thereby making the game more interesting and enticing the user to continue to play the game longer.

[0065] When the count of necessary attempts for acquisition is at most a predetermined value, detailed information on the item to be provided (referred to below as item detail information) may be presented. The item detail information is preferably the item name and item type. The predetermined value is, for example, two. FIG. 8 is an example of presenting item detail information. The counts of necessary acquisition attempts for boxes 201 and 202 are respectively one and two. Accordingly, the item name is displayed as the item detail information in boxes 201 and 202. With this configuration, the user can grasp the item detail information for items that can be acquired in a range in which the count of necessary attempts for acquisition is at most a predetermined value. Therefore, the user is provided with incentive to increase the occasions of an item acquisition request and is enticed to continue to play the game longer.

[0066] In the example in FIGS. 7(a) and 7(b), the boxes are displayed with two types of patterns, using the numerical value of the item type as a standard, yet this example is not limiting. A plurality of standard predetermined values may be established to display the boxes with three or more types of patterns. The patterns that are displayed may also be increased as the count of necessary attempts for acquisition is smaller. With this approach, as the count of necessary attempts for acquisition is smaller, the item type of the item to be acquired can be grasped in greater detail. Therefore, the user is provided with incentive to increase the occasions of an item acquisition request and is enticed to continue to play the game longer.

[0067] Note that while the gauges in FIGS. 7(a), 7(b), and 8 are composed of 19 boxes, the number of boxes is not limited to 19. The number may be 18 or less, or 20 or more. Furthermore, the approach gauge illustrated in FIG. 8 has an I shape, yet this example is not limiting. Many variations are possible, such as a winding S shape, or a Y shape with a forking tip. In the forking variation, predetermined dummy boxes assigned randomly by the battle game server 1 may be displayed in one of the two forks.

[0068] In FIGS. 7(a), 7(b), and 8, examples are illustrated in which information, for each item type, on the total count and the acquisition count of

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items is also displayed, yet these examples are not limiting. Display may be limited to the gauge, without displaying the information, for each item type, on the total count and the acquisition count of items. In other words, in FIGS. 7(a), 7(b), and 8, examples are illustrated in which the acquirable item information includes information, for each item type, on the total count and the acquisition count of items and includes the count of necessary attempts for acquisition for each item for which the numerical value of the item type is at least a predetermined value, yet these examples are not limiting. The acquirable item information may be configured to include only the count of necessary attempts for acquisition for each item for which the numerical value of the item type is at least a predetermined value.

[0069] Embodiment 3

The following describes Embodiment 3 of the present invention. Since the structure of the battle game server 1 according to Embodiment 3 is the same as the structure of the battle game server 1 according to Embodiment 1, the same reference numerals are used in the following description. In general terms, Embodiment 3 differs from Embodiment 1 in that the acquirable item information presented by the information presentation unit 12 includes the total count of items, for each item type, among items for which the count of necessary attempts for acquisition is at most a predetermined value.

[0070] The acquirable item information presented by the information presentation unit 12 in Embodiment 3 includes the total count of items for which the numerical value of the item type is at least a predetermined value among items for which the count of necessary attempts for acquisition is at most a predetermined value, as retrieved based on the information corresponding to the user identification information pertaining to the communication terminal 2.

[0071] Specifically, the information presentation unit 12 refers to the user information table 112, and based on the table identification information that corresponds to the user identification information pertaining to the communication terminal 2, retrieves the item information table pertaining to the user identification information. Next, the information presentation unit 12 refers to the user information table 112 and retrieves the identification information of provided items pertaining to the communication terminal 2.

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Subsequently, the information presentation unit 12 randomly extracts, from the item information table, 25 pieces of item identification information not included in the identification information of provided items. The information presentation unit 12 stores the 25 extracted pieces of item identification information and stores provision sequence numbers (1 to 25) in the memory unit 5 11. When receiving an item acquisition request, the control unit 13 determines the item to provide based on the provision sequence numbers stored in the memory unit. In other words, the numbers 1 to 25 each represent the count of necessary attempts for acquisition corresponding to the item identification information.

[0072] Subsequently, the information presentation unit 12 retrieves the item and item type pertaining to each piece of item identification information from one of the item information tables 111a to 111c. The information presentation unit 12 then tallies the total count of items for which the numerical value of the retrieved item type is at least a predetermined number and presents the communication terminal 2 with acquirable item information that includes the tallied total count of items for each item type.

[0073] FIG. 9 illustrates an example of acquirable item information presented by the information presentation unit 12 in Embodiment 3. In FIG. 9, items for which the count of necessary attempts for acquisition is 25 or less are displayed with a sheet (scratch card) composed of 25 cells 301 to 325. Each cell corresponds to an item for which the count of necessary attempts for acquisition is 25 or less. The items for which the count of necessary attempts for acquisition is 25 or less are randomly associated with the cells 301 to 325.

[0074] As illustrated in the example in FIG. 9, when the numerical value of the item type is at least a predetermined value, the pattern shown in cell 301 and the like is displayed. Here, the predetermined value is four. Conversely, when the item type is less than the predetermined value, the pattern shown in cell 302 and the like is displayed. In other words, FIG. 9 displays the total count of items for which the numerical value of the item type is at least a predetermined value among items for which the count of necessary attempts for acquisition is 25 or less.

[0075] In this way, according to the battle game server 1 of Embodiment 3, the information presentation unit 12 presents the communication terminal 2

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with the total count of items for which the numerical value of the item type is at least a predetermined value among items for which the count of necessary attempts for acquisition is at most a predetermined value, thereby increasing the variations on methods for acquiring items, further increasing the predictability of acquisition of an item for which the numerical value of the item type is at least a predetermined value, and heightening interest in the game.

5 [0076] The patterns for displaying the cells 301 to 325 are not limited to these examples. The cells 301 to 325 may be painted a predetermined color in accordance with the item type, or a predetermined icon, character, or the like may be displayed in the cells 301 to 325.

10 [0077] Furthermore, based on a selection request from the communication terminal 2, the control unit 13 may select one item, from among items for which the count of necessary attempts for acquisition is at most a predetermined value, as the item to provide. In this case, the information presentation unit 12 may present the communication terminal 2 with a scratch card for selection in which all cells are displayed with the same pattern to prompt the communication terminal 2 to select one of the cells.

15 [0078] FIG. 10(a) illustrates an example of a screen for selecting an item to acquire. The screen displays the scratch card for selection. Each cell in the scratch card in FIG. 10(a) corresponds to an item for which the count of necessary attempts for acquisition is 25 or less. As illustrated in FIG. 10(a), the cells of the scratch card are displayed with the same pattern, and the user cannot tell what items corresponds to which cells.

20 [0079] The user can select any location on the scratch card using an operation unit (not illustrated) such as a key or a touch panel of the communication terminal 2, and the communication terminal 2 transmits a selection request to the battle game server 1 based on the user operation. The control unit 13 of the battle game server 1 then determines that the item corresponding to the cell pertaining to the selection request is the item to provide to the communication terminal 2.

25 [0080] FIG. 10(b) illustrates an example of cells 308, 316, and 320 being selected. The selected cells are displayed with the same pattern as the cells in the scratch card shown in FIG. 9. Note that the item detail information

corresponding to the selected cells may be displayed in the selected cells.

[0081] In this way, the variations on methods for acquiring items can be further increased, the predictability of acquisition of an item with a high item type can be further increased, and interest in the game can be heightened.

5 [0082] The scratch cards in FIGS. 9, 10(a), and 10(b) are composed of 25 cells in a sheet with 5 rows and 5 columns, yet this example is not limiting. The scratch card may be composed of $M \times N$ cells in a sheet with M rows and N columns (M and N being integers greater than or equal to 2). Furthermore, the scratch cards in FIGS. 10(a) and 10(b) are not limited to a square shape.
10 For example, the scratch cards may be a polygon, or instead of being two-dimensional, the scratch cards may be in a three-dimensional rectangular shape of a die.

[0083] In FIGS. 9, 10(a), and 10(b), examples are illustrated in which information, for each item type, on the total count and the acquisition count of
15 items is also displayed, yet these examples are not limiting. Display may be limited to the scratch card, without displaying the information, for each item type, on the total count and the acquisition count of items. In other words, in FIGS. 10(a), 10(b), and 11, examples are illustrated in which the acquirable item information includes information, for each item type, on the total count
20 and the acquisition count of items and includes the total count of items, for each item type, among items for which the count of necessary attempts for acquisition is at most a predetermined value, yet these examples are not limiting. The acquirable item information may be configured to include only the total count of items, for each item type, among items for which the count
25 of necessary attempts for acquisition is at most a predetermined value.

[0084] A computer is preferably used to function as the battle game server 1. A program containing a description of the processing for achieving the functions of the battle game server 1 is stored in the memory unit of the computer, and the functions are achieved by the central processing unit (CPU)
30 of the computer reading and executing the program.

[0085] Although the present invention has been described based on drawings and examples, it is to be noted that various changes and modifications will be apparent to those skilled in the art based on the present disclosure. Therefore, such changes and modifications are to be understood as

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included within the scope of the present invention. For example, the functions and the like included in the various units and steps may be reordered in any logically consistent way. Furthermore, units or steps may be combined into one or divided. For example, in Embodiments 1 to 3, a separate one of the
5 item information tables 111a to 111c is associated with each user identification number, yet for example a plurality of users may share one of the item information tables 111a to 111c.

REFERENCE SIGNS LIST

- 10 [0086] 1: Battle game server
2: Communication terminal
10: Communication unit
11: Memory unit
12: Information presentation unit
15 13: Control unit
111a to 111c: Item information table
112: User information table
113: Item data
201 to 219: Box
20 301 to 325: Cell
501: Information on the total count of items
502: Information on the acquisition count

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PATENT APPLICATION FEE DETERMINATION RECORD
Substitute for Form PTO-875

Application or Docket Number
16/053,149

APPLICATION AS FILED - PART I

(Column 1)		(Column 2)	SMALL ENTITY		OR	OTHER THAN SMALL ENTITY	
FOR	NUMBER FILED	NUMBER EXTRA	RATE(\$)	FEE(\$)		RATE(\$)	FEE(\$)
BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A			N/A	300
SEARCH FEE (37 CFR 1.16(k), (l), or (m))	N/A	N/A	N/A			N/A	660
EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A			N/A	760
TOTAL CLAIMS (37 CFR 1.16(i))	9	minus 20 = *			OR	x 100 =	0.00
INDEPENDENT CLAIMS (37 CFR 1.16(h))	3	minus 3 = *				x 460 =	0.00
APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is \$310 (\$155 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR 1.16(s).						0.00
MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))							0.00
* If the difference in column 1 is less than zero, enter "0" in column 2.			TOTAL			TOTAL	1720

APPLICATION AS AMENDED - PART II

AMENDMENT A	(Column 1)	(Column 2)	(Column 3)	SMALL ENTITY		OR	OTHER THAN SMALL ENTITY	
	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE(\$)	ADDITIONAL FEE(\$)		RATE(\$)	ADDITIONAL FEE(\$)
Total (37 CFR 1.16(i))	*	Minus	**	x	=	OR	x	=
Independent (37 CFR 1.16(h))	*	Minus	***	x	=	OR	x	=
Application Size Fee (37 CFR 1.16(s))						OR		
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))						OR		
				TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	
AMENDMENT B	(Column 1)	(Column 2)	(Column 3)	SMALL ENTITY		OR	OTHER THAN SMALL ENTITY	
	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE(\$)	ADDITIONAL FEE(\$)		RATE(\$)	ADDITIONAL FEE(\$)
Total (37 CFR 1.16(i))	*	Minus	**	x	=	OR	x	=
Independent (37 CFR 1.16(h))	*	Minus	***	x	=	OR	x	=
Application Size Fee (37 CFR 1.16(s))						OR		
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))						OR		
				TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
 ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".
 *** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".
 The "Highest Number Previously Paid For" (Total or Independent) is the highest found in the appropriate box in column 1.



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Table with 8 columns: APPLICATION NUMBER, FILING or 371(c) DATE, GRP ART UNIT, FIL FEE REC'D, ATTY.DOCKET.NO, TOT CLAIMS, IND CLAIMS. Values: 16/053,149, 08/02/2018, 3714, 1720, 163485.01, 9, 3

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FILING RECEIPT



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Assignment For Published Patent Application

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Title

GAME CONTROL METHOD, GAME SERVER, AND PROGRAM

Preliminary Class

463

Statement under 37 CFR 1.55 or 1.78 for AIA (First Inventor to File) Transition Applications: No

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16/053,149	08/02/2018	Tsuyoshi YOSHIKAWA	163485.01

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PATENT APPLICATION

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re the Application of

Tsuyoshi YOSHIKAWA et al.

Group Art Unit:

Application No.: New U.S. Patent Application

Examiner:

Filed: August 2, 2018

Docket No.: 163485.01

For: GAME CONTROL METHOD, GAME SERVER, AND PROGRAM

PRELIMINARY AMENDMENT

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Amendments to the Specification; and

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ABSTRACT

A game control method, game server, and program can increase variations on methods for acquiring items, increase the predictability of acquisition of an item with a high rarity value or the like, and heighten interest in the game. Included are the steps of presenting a communication terminal, connected over a communication line, with acquirable item information that, for each item type, includes a total count and an acquisition count or a non-acquisition count of items when receiving, from the communication terminal, a request to present information related to items acquirable by the communication terminal, determining an item to provide to the communication terminal when receiving an item acquisition request from the communication terminal, and changing the acquirable item information when receiving a reset request from the communication terminal.

CLAIMS

1. A game control method executed by a game server, the method comprising:
 - associating, in a memory of the game server, each of a plurality of cells with each of extracted items extracted from the memory;
 - sending information to a user terminal for displaying, in a virtual game, a sheet comprising the plurality of cells and obtainable item information, the obtainable item information comprising at least one of (i) a total number of items for each item type, (ii) a number of obtained items and (iii) a number of un-obtained items, the obtainable item information being assigned for each user based on identification information unique to each user;
 - receiving, in the virtual game, a selection request from the user terminal to select one cell among the plurality of cells;
 - sending information for differentiating, in the virtual game, a display of the one cell from another cell of the plurality of cells in the sheet; and
 - providing, in the virtual game, an item of the extracted items that is associated with the one cell to a user of the user terminal.
2. The game control method of claim 1, wherein
 - the information for differentiating the display of the one cell includes information for differentiating a pattern of the one cell according to the item type of the item associated with the one cell.
3. The game control method of claim 1, wherein
 - the information sent to the user terminal for displaying the sheet includes information of a character to be displayed in each of the plurality of cells, the character indicating a rarity value of each item associated with each cell.

4. A game server comprising:

a memory in which each of a plurality of cells is associated with each of extracted items extracted from the memory; and

a controller configured to

send information to a user terminal for displaying, in a virtual game, a sheet comprising the plurality of cells and obtainable item information, the obtainable item information comprising at least one of (i) a total number of items for each item type, (ii) a number of obtained items and (iii) a number of un-obtained items, the obtainable item information being assigned for each user based on identification information unique to each user,

receive, in the virtual game, a selection request from the user terminal to select one cell among the plurality of cells,

send information for differentiating, in the virtual game, a display of the one cell from another cell of the plurality of cells in the sheet, and

provide, in the virtual game, an item of the extracted items that is associated with the one cell to a user of the user terminal.

5. The game server of claim 4, wherein

the information for differentiating the display of the one cell includes information for differentiating a pattern of the one cell according to the item type of the item associated with the one cell.

6. The game server of claim 4, wherein

the information sent to the user terminal for displaying the sheet includes information of a character to be displayed in each of the plurality of cells, the character indicating a rarity value of each item associated with each cell.

7. A non-transitory computer readable recording medium having stored thereon instructions to be executed on a computer, the instructions causing the computer to perform the steps of:

associating, in a memory of the computer, each of a plurality of cells with each of extracted items extracted from the memory;

sending information to a user terminal for displaying, in a virtual game, a sheet comprising the plurality of cells and obtainable item information, the obtainable item information comprising at least one of (i) a total number of items for each item type, (ii) a number of obtained items and (iii) a number of un-obtained items, the obtainable item information being assigned for each user based on identification information unique to each user;

receiving, in the virtual game, a selection request from the user terminal to select one cell among the plurality of cells;

sending information for differentiating, in the virtual game, a display of the one cell from another cell of the plurality of cells in the sheet; and

providing, in the virtual game, an item of the extracted items that is associated with the one cell to a user of the user terminal.

8. The non-transitory computer readable recording medium of claim 7, wherein the information for differentiating the display of the one cell includes information for differentiating a pattern of the one cell according to the item type of the item associated with the one cell.

9. The non-transitory computer readable recording medium of claim 7, wherein

the information sent to the user terminal for displaying the sheet includes information of a character to be displayed in each of the plurality of cells, the character indicating a rarity value of each item associated with each cell.

DESCRIPTION

GAME CONTROL METHOD, GAME SERVER, AND PROGRAM

CROSS-REFERENCE TO RELATED APPLICATION

[0001] This application is a continuation of U.S. Application No. 14/409,219 filed December 18, 2014, which is based on and claims priority to and the benefit of Japanese Patent Application No. 2012-140213 filed Jun. 21, 2012, the entire contents of which are incorporated herein by reference.

TECHNICAL FIELD

[0002] The present invention relates to a game control method, a game server, and a program.

BACKGROUND ART

[0003] Conventionally, in a battle game server, each user's deck is formed by a plurality of battle cards or the like stored for each user, and the battle game server allows a plurality of users to compete with each other based on the total value of the attack strength and defense strength of the deck (for example, see Patent Literature 1). In such a battle game server, the user acquires a battle card by methods such as purchasing the battle card or obtaining the battle card by winning a battle against an opponent.

CITATION LIST

Patent Literature

[0004] Patent Literature 1: JP 2008-220984 A

SUMMARY OF INVENTION

(Technical Problem)

[0005] In a conventional battle game server, however, the methods for acquiring battle cards and the like are limited, causing the user to lose interest in the game. In particular, since it is difficult to acquire a battle card or the like with a high rarity value, the user ends up with the impression that such an item cannot be acquired at all and suffers a drastic loss of interest in the game.

[0006] Accordingly, the present invention has been conceived in light of

the above problems and provides a game control method, a game server, and a program that can increase the variations on methods for acquiring battle cards and the like, increase the predictability of acquisition of a card or the like with a high rarity value or the like, and heighten interest in the game.

5 (Solution to Problem)

[0007] A game control method according to the present invention for solving the above problems includes the steps of: (a) presenting a communication terminal, connected over a communication line, with acquirable item information that, for each item type, includes a total count and
10 an acquisition count or a non-acquisition count of items when receiving, from the communication terminal, a request to present information related to items acquirable by the communication terminal; (b) determining an item to provide to the communication terminal when receiving an item acquisition request from the communication terminal; and (c) changing the acquirable item
15 information when receiving a reset request from the communication terminal.

[0008] In the game control method according to the present invention, in step (a), a method for presenting the acquirable item information presented to the communication terminal may differ between a first item and a second item, a numerical value of the item type being at least a predetermined value for the
20 first item, and the numerical value of the item type being less than the predetermined value for the second item.

[0009] In the game control method according to the present invention, the acquirable item information for the first item may include identification information or an image for an item.

25 [0010] In the game control method according to the present invention, information on another user who has acquired the first item may be presented.

[0011] In the game control method according to the present invention, in step (b), based on a selection request from the communication terminal, one item selected from among items for which the count of necessary attempts for
30 acquisition is at most the predetermined value may be determined to be the item to provide.

[0012] A game server according to the present invention includes: information presentation means for presenting a communication terminal, connected over a communication line, with acquirable item information that,

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for each item type, includes a total count and an acquisition count or a non-acquisition count of items when a request to present information related to items acquirable by the communication terminal is received from the communication terminal; and control means for determining an item to provide to the communication terminal when an item acquisition request is received from the communication terminal, such that the control means changes the acquirable item information when receiving a reset request from the communication terminal.

[0013] In the game server according to the present invention, the information presentation means may adopt a different method for presenting the acquirable item information presented to the communication terminal for a first item than for a second item, a numerical value of the item type being at least a predetermined value for the first item, and the numerical value of the item type being less than the predetermined value for the second item

[0014] In the game server according to the present invention, the acquirable item information for the first item may include identification information or an image for an item.

[0015] In the game server according to the present invention, the information presentation means may present information on another user who has acquired the first item.

[0016] In the game server according to the present invention, based on a selection request from the communication terminal, the control means may determine one item selected from among items for which the count of necessary attempts for acquisition is at most the predetermined value to be the item to provide.

[0017] A program according to the present invention is for causing a computer that functions as a battle game server to perform the steps of: (a) presenting a communication terminal, connected over a communication line, with acquirable item information that, for each item type, includes a total count and an acquisition count or a non-acquisition count of items when receiving, from the communication terminal, a request to present information related to items acquirable by the communication terminal; (b) determining an item to provide to the communication terminal when receiving an item acquisition request from the communication terminal; and (c) changing the

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acquirable item information when receiving a reset request from the communication terminal.

[0018] In the program according to the present invention, in step (a), a method for presenting the acquirable item information presented to the communication terminal may differ between a first item and a second item, a numerical value of the item type being at least a predetermined value for the first item, and the numerical value of the item type being less than the predetermined value for the second item.

[0019] In the program according to the present invention, the acquirable item information for the first item may include identification information or an image for an item.

[0020] In the program according to the present invention, in step (a), information on another user who has acquired the first item may be presented.

[0021] In the program according to the present invention, in step (b), based on a selection request from the communication terminal, one item selected from among items for which the count of necessary attempts for acquisition is at most the predetermined value may be determined to be the item to provide.

(Advantageous Effect of Invention)

[0022] According to the game control method, game server, and program of the present invention, it is possible to increase the variations on methods for acquiring battle cards and the like, increase the predictability of acquisition of a card or the like with a high numerical value for the item type, and heighten interest in the game.

BRIEF DESCRIPTION OF DRAWINGS

[0023] The present invention will be further described below with reference to the accompanying drawings, wherein:

FIG. 1 is a block diagram of a battle game server in Embodiment 1;

FIGS. 2(a), 2(b), and 2(c) are examples of an item information table in Embodiment 1;

FIG. 3 is an example of a user information table in Embodiment 1;

FIG. 4 is an example of item data in Embodiment 1;

FIG. 5 is an example of acquirable item information in Embodiment 1;

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FIG. 6 is a flowchart of operations by the battle game server in Embodiment 1;

FIGS. 7(a) and 7(b) are examples of acquirable item information in Embodiment 2;

5 FIG. 8 is an example of acquirable item information in Embodiment 3;

FIG. 9 is an example of a scratch card for selection in Embodiment 3; and

FIGS. 10(a) and 10(b) are examples of a screen for selecting an item to acquire.

10

DESCRIPTION OF EMBODIMENTS

[0024] The following describes embodiments of the present invention.

[0025] Embodiment 1

15 FIG. 1 is a block diagram of a battle game server 1 in Embodiment 1 of the present invention. The battle game server 1 according to Embodiment 1 of the present invention includes a communication unit 10, a memory unit 11, an information presentation unit 12, and a control unit 13.

[0026] The communication unit 10 communicates with a communication terminal 2 over either or both of a wireless and wired connection.

20 [0027] In association with identification information uniquely allocated to each user that operates a communication terminal 2 (referred to below as user identification information), the memory unit 11 stores information on items to provide, a total count of items, item type, and an acquisition count. An "item" refers to any of a variety of objects used within a game, such as a battle card
25 constituting a user's deck, a character, a weapon, armor, an ornament, a plant, food, and the like. The item type is a numerical value representing the rarity value of the item, a numerical value representing the category of the item, or the like.

[0028] Specifically, the memory unit 11 stores this information by
30 dividing the information among tables. A plurality of item information tables 111a to 111c, a user information table 112, and item data 113 are stored in the memory unit 11. While three item information tables are described here, this example is not limiting, and the number of item information tables may be two or fewer, or four or more.

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[0029] The item information tables 111a to 111c are tables including information on the total count of items and the item type. FIGS. 2(a) to 2(c) illustrate examples of the item information tables 111a to 111c. As illustrated in FIGS. 2(a) to 2(c), for example the item information table 111a includes
5 item identification information “UNI1”, an item name “item A”, and an item type “3”. The item identification information is an identifier for uniquely identifying an item in the present system. The item information tables 111a to 111c are provided with table identification information for uniquely identifying an item information table in the battle game server 1. Here, the
10 item information tables 111a to 111c are respectively provided with “TID1”, “TID2”, and “TID3” as the table identification information.

[0030] The user information table 112 is a table storing, for each user, the provided items and information for calculating an item acquisition count. The user information table 112 associates the user identification information, table
15 identification information, and identification information of provided items.

[0031] FIG. 3 illustrates an example of the user information table 112. As illustrated in FIG. 3, the user information table 112 includes user identification information “UID1”, table identification information “TID1”, identification information of provided items “UNI2” and “UNI4”, and the
20 like.

[0032] The item data 113 stores data on an image for an item provided to the user in association with item identification information. FIG. 4 illustrates an example of the item data 113. As illustrated in FIG. 4, the item data for example includes item identification information “UNI1”, an item image
25 “item A image”, and the like. The image data may be in any image format, such as JPEG, GIF, PNG, or the like.

[0033] When receiving a request to present information from the communication terminal 2, then based on information, stored in the memory unit 11, that corresponds to the user identification information pertaining to
30 the communication terminal 2, the information presentation unit 12 presents the communication terminal 2, via the communication unit 10, with acquirable item information that includes information, for each item type, on a total count and an acquisition count of items.

[0034] Specifically, when a request to present information is received

from the communication terminal 2 via the communication unit 10, then based on the item information tables 111a to 111c, the information presentation unit 12 tallies the total count of items for each item type. The information presentation unit 12 also refers to the user information table 112 to calculate the acquisition count of items for each item type based on the identification information of provided items and the table identification information that correspond to the user identification information pertaining to the communication terminal 2. The information presentation unit 12 then presents the communication terminal 2, via the communication unit 10, with the result of calculation as the acquirable item information.

[0035] FIG. 5 is an example of the acquirable item information that the information presentation unit 12 presents. FIG. 5 illustrates an example of the acquirable item information presented when a request to present information is received from the communication terminal 2 and the user identification information pertaining to the communication terminal 2 is "UID1". As illustrated in FIG. 5, information 501 on the total count and information 502 on the acquisition count of items for each item type are presented to the communication terminal 2. The case of presenting the acquisition count has been described above, yet this example is not limiting. For example, a non-acquisition count may be presented by subtracting the acquisition count from the total count of items.

[0036] The control unit 13 performs a variety of control pertaining to the battle game server 1. For example, when receiving an item acquisition request from the communication terminal 2, the control unit 13 determines one item to provide to the communication terminal 2 based on information corresponding to the user identification information pertaining to the communication terminal 2.

[0037] Specifically, when receiving an item acquisition request from the communication terminal 2 via the communication unit 10, the control unit 13 refers to the user information table 112, and based on the table identification information that corresponds to the user identification information pertaining to the communication terminal 2, retrieves the item information table. Next, the control unit 13 refers to the user information table 112 and retrieves the identification information of provided items that corresponds to the user

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identification information pertaining to the communication terminal 2. Subsequently, the control unit 13 refers to one of the item information tables 111a to 111c, randomly selects an item not included in the identification information of provided items, and determines that the selected item is the item to provide to the communication terminal 2.

5 [0038] The control unit 13 then provides the item to the communication terminal 2 via the communication unit 10. Specifically, the control unit 13 refers to the item data 113 and provides the communication terminal 2, via the communication unit 10, with the item image corresponding to the item identification information pertaining to the item to be provided. The control unit 13 also adds the item identification information pertaining to the provided item to the user information table 112 as identification information of provided items.

10 [0039] For example, when an item acquisition request is received from the communication terminal 2, and the user identification information pertaining to the communication terminal 2 is "UID1", then the control unit 13 refers to the user information table 112, and based on the table identification information "TID1" corresponding to UID1, retrieves the item information table 111a. Next, the control unit 13 refers to the user information table 112 and retrieves the identification information of provided items that corresponds to "UID1". Subsequently, the control unit refers to the item information table 111a, randomly selects item identification information not included in the identification information of provided items (for example, "UNI1"), and determines that the selected item is the item to provide to the communication terminal 2. The control unit 13 then refers to the item data 113 and provides the communication terminal 2, via the communication unit 10, with the item image "item A image" corresponding to the item identification information "UNI1" pertaining to the item to be provided. The control unit 13 also adds the item identification information "UNI1" pertaining to the provided item to the user information table 112 as identification information of provided items.

20 [0040] Furthermore, in the present invention, the battle game server 1 is configured to allow for receipt of a reset request at any time from the communication terminal 2. In general terms, the reset request is a request for resetting the current user information table 112. When receiving a reset

request from the communication terminal 2 pertaining to predetermined user identification information, the control unit 13 changes and stores, in the memory unit 11, the table identification information and identification information of provided items that correspond to the user identification information pertaining to the communication terminal 2.

5 [0041] Specifically, when receiving a reset request from the communication terminal 2 via the communication unit 10, the control unit 13 changes the table identification information that corresponds to the user identification information pertaining to the communication terminal 2 and that was stored in the user information table 112 of the memory unit 11 to other table identification information.

10 [0042] For example, when a reset request is received from the communication terminal 2, and the user identification information pertaining to the communication terminal 2 is "UID1", the control unit 13 changes the table identification information that corresponds to "UID1" of the user information table 112 randomly from "TID1" to "TID2" or "TID3".

15 [0043] Next, operations by the battle game server 1 in Embodiment 1 of the present invention are described using the flowchart in FIG. 6. It is assumed that the tables illustrated in FIGS. 2(a), 2(b), and 2(c) through FIG. 4 have been stored in advance in the memory unit 11 at the time of operation by the battle game server 1.

20 [0044] First, when a request to present information is received from the communication terminal 2 (step S1), then based on information, stored in the memory unit 11, that corresponds to the user identification information pertaining to the communication terminal 2, the information presentation unit 12 presents the communication terminal 2, via the communication unit 10, with acquirable item information that includes information, for each item type, on the total count and the acquisition count of items (step S2).

25 [0045] Specifically, when a request to present information is received from the communication terminal 2 via the communication unit 10, then based on the item information tables 111a to 111c, the information presentation unit 12 tallies the total count of items for each item type. The information presentation unit 12 also refers to the user information table 112 to calculate the acquisition count of items for each item type based on the identification

information of provided items and the table identification information that correspond to the user identification information pertaining to the communication terminal 2. The information presentation unit 12 then presents the communication terminal 2, via the communication unit 10, with the result
5 of calculation as the acquirable item information.

[0046] Subsequently, when receiving an item acquisition request from the communication terminal 2 (step S3), the control unit 13 determines one item to provide to the communication terminal 2 based on information corresponding to the user identification information pertaining to the
10 communication terminal 2 (step S4).

[0047] Specifically, when receiving an item acquisition request from the communication terminal 2 via the communication unit 10, the control unit 13 refers to the user information table 112, and based on the table identification information that corresponds to the user identification information pertaining
15 to the communication terminal 2, retrieves the item information table. Next, the control unit 13 refers to the user information table 112 and retrieves the identification information of provided items that corresponds to the user identification information pertaining to the communication terminal 2. Subsequently, the control unit 13 refers to one of the item information tables
20 111a to 111c, randomly selects an item not included in the identification information of provided items, and determines that the selected item is the item to provide to the communication terminal 2.

[0048] Subsequently, the control unit 13 provides the item to the communication terminal 2 via the communication unit 10 (step S5).
25 Specifically, the control unit 13 refers to the item data 113 and provides the communication terminal 2, via the communication unit 10, with the item image corresponding to the item identification information pertaining to the item to be provided. The control unit 13 also adds the item identification information pertaining to the provided item to the user information table 112
30 as identification information of provided items.

[0049] Subsequently, when receiving a reset request from the communication terminal 2 pertaining to predetermined user identification information (step S6), the control unit 13 changes and stores, in the memory unit 11, the table identification information and identification information of

provided items that correspond to the user identification information pertaining to the communication terminal 2 (step S7).

5 [0050] Specifically, when receiving a reset request from the communication terminal 2 via the communication unit 10, the control unit 13 changes the table identification information that corresponds to the user identification information pertaining to the communication terminal 2 and that was stored in the user information table 112 of the memory unit 11 to other table identification information.

10 [0051] In this way, according to the battle game server 1 of Embodiment 1, based on information in the memory unit 11, the information presentation unit 12 presents the communication terminal 2 with acquirable item information that includes information, for each item type of items, on a total count and an acquisition count of items, thereby increasing the predictability of acquisition of an item with a predetermined item type (for example, an item with a high
15 rarity value or the like). Furthermore, the battle game server 1 receives a reset request at any time from the communication terminal 2 and changes information pertaining to items that are provided, the total count of items, and the item type and acquisition count for each item, thereby increasing the variations on methods for acquiring items, increasing the predictability of
20 acquisition of an item for which the numerical value of the item type is at least a predetermined value, and heightening interest in the game.

[0052] After step S7, the information presentation unit 12 may present the communication terminal 2 with post-reset acquirable item information based on the item information tables 111a to 111c and the table identification
25 information of the user information table 112 in the memory unit 11. By doing so, the user can more easily grasp the number of items for each item type after the reset, thereby further increasing the predictability of acquisition of an item for which the numerical value of the item type is at least a predetermined value and heightening interest in the game.

30 [0053] The remaining number of all items may be included in the acquirable item information that the information presentation unit 12 presents. Specifically, the information presentation unit 12 may calculate the remaining number of items by subtracting the item acquisition count from the total number of items stored in the item information tables 111a to 111c and include

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the result of calculation in the acquirable item information.

[0054] In step S5, the control unit 13 may adopt a different method for presenting the acquirable item information to the communication terminal 2 for an item (first item) for which the numerical value of the item type is at least a predetermined value and an item (second item) for which the numerical value of the item type is less than the predetermined value. For example, the information presentation unit 12 may display an image for the first item yet display only the item name or the like, without displaying an image, for the second item. In other words, the acquirable item information that the information presentation unit 12 presents for the first item may include identification information (item name or the like) or an image for the item.

[0055] The information presentation unit 12 may present information related to another user who has acquired the first item.

[0056] Embodiment 2

The following describes Embodiment 2 of the present invention. Since the structure of the battle game server 1 according to Embodiment 2 is the same as the structure of the battle game server 1 according to Embodiment 1, the same reference numerals are used in the following description. In general terms, Embodiment 2 differs from Embodiment 1 in that the acquirable item information presented by the information presentation unit 12 includes a count of necessary attempts for acquisition for each item for which the numerical value of the item type is at least a predetermined value. The count of necessary attempts for acquisition is retrieved based on information corresponding to the user identification information pertaining to the communication terminal 2.

[0057] Specifically, the information presentation unit 12 refers to the user information table 112, and based on the table identification information that corresponds to the user identification information pertaining to the communication terminal 2, retrieves the item information table pertaining to the user identification information. Next, the information presentation unit 12 refers to the user information table 112 and retrieves the identification information of provided items pertaining to the communication terminal 2. Subsequently, the information presentation unit 12 randomly extracts, from the item information table, 19 pieces of item identification information not

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included in the identification information of provided items. The information presentation unit 12 stores the 19 extracted pieces of item identification information and stores provision sequence numbers (1 to 19) in the memory unit 11. When receiving an item acquisition request, the control unit 13
5 determines the item to provide based on the provision sequence numbers stored in the memory unit. In other words, the numbers 1 to 19 each represent the count of acquisition attempts that are necessary in order to acquire the item corresponding to the item identification information (referred to below as the count of necessary attempts for acquisition).

10 **[0058]** Subsequently, the information presentation unit 12 retrieves the item and item type pertaining to each piece of item identification information from one of the item information tables 111a to 111c. Next, for the retrieved items, the information presentation unit 12 retrieves the count of necessary attempts for acquisition for each item for which the numerical value of the
15 item type is at least a predetermined value. The information presentation unit 12 then presents the communication terminal 2 with acquirable item information that includes the retrieved count of necessary attempts for acquisition for each item for which the numerical value of the item type is at least a predetermined value.

20 **[0059]** FIG. 7(a) illustrates an example of acquirable item information presented by the information presentation unit 12 in Embodiment 2. FIG. 7(a) illustrates an example of displaying the provision sequence of items provided to the communication terminal 2 as a gauge when a request to present information is received from the communication terminal 2. The gauge is
25 composed of a plurality of boxes. Items are associated with the boxes 201 to 219 so that the respective counts of necessary acquisition attempts are 1 to 19. Each box is displayed with a pattern that differs in accordance with the item type of the corresponding item.

[0060] As illustrated in the example in FIG. 7(a), when the numerical
30 value of the item type is at least a predetermined value, the pattern shown in box 204 and the like is displayed. Here, the case of the predetermined value being four is illustrated. Conversely, when the numerical value of the item type is less than the predetermined value, the pattern shown in box 201 and the like is displayed. In other words, FIG. 7(a) displays the count of necessary

attempts for acquisition for each item for which the numerical value of the item type is at least a predetermined value. FIG. 8(a) also displays each count of necessary attempts for acquisition when the numerical value of the item type is less than a predetermined value.

5 [0061] When an item acquisition request is received from the communication terminal 2, an item is provided, and the count of acquisition attempts increases by one, then the count of necessary attempts for acquisition decreases by one for all items. In this case, as illustrated in FIG. 8(b), the items corresponding to boxes 201 to 219 each shift (move) one box to the left.
10 Accordingly, with this gauge, the user can intuitively grasp the predictability of acquisition of items for which the numerical value of the item type is at least a predetermined value.

[0062] In this way, according to the battle game server 1 of Embodiment 2, the information presentation unit 12 presents the communication terminal 2
15 with the count of necessary attempts for acquisition for each item for which the numerical value of the item type is at least a predetermined value, thereby increasing the variations on methods for acquiring items, increasing the predictability of acquisition of an item for which the item type is at least a predetermined value, and heightening interest in the game. Furthermore,
20 displaying the count of necessary attempts for acquisition when the numerical value of the item type is at least a predetermined value further increases the user's sense of anticipation, enticing the user to continue to play the game longer.

[0063] The patterns for displaying the boxes 201 to 219 are not limited to
25 these examples. The boxes 201 to 219 may be painted a predetermined color in accordance with the item type, or a predetermined icon, character, or the like may be displayed in the boxes 201 to 219.

[0064] A certain percentage of the boxes for which the numerical value of the item type is less than a predetermined value may be displayed with the
30 same pattern as boxes corresponding to items for which the numerical value of the item type is at least a predetermined value. In this way, items for which the numerical value of the item type is less than a predetermined value are mixed in among the boxes displayed with the pattern corresponding to items for which the numerical value of the item type is at least a predetermined

value, thereby making the game more interesting and enticing the user to continue to play the game longer.

[0065] When the count of necessary attempts for acquisition is at most a predetermined value, detailed information on the item to be provided (referred to below as item detail information) may be presented. The item detail information is preferably the item name and item type. The predetermined value is, for example, two. FIG. 8 is an example of presenting item detail information. The counts of necessary acquisition attempts for boxes 201 and 202 are respectively one and two. Accordingly, the item name is displayed as the item detail information in boxes 201 and 202. With this configuration, the user can grasp the item detail information for items that can be acquired in a range in which the count of necessary attempts for acquisition is at most a predetermined value. Therefore, the user is provided with incentive to increase the occasions of an item acquisition request and is enticed to continue to play the game longer.

[0066] In the example in FIGS. 7(a) and 7(b), the boxes are displayed with two types of patterns, using the numerical value of the item type as a standard, yet this example is not limiting. A plurality of standard predetermined values may be established to display the boxes with three or more types of patterns. The patterns that are displayed may also be increased as the count of necessary attempts for acquisition is smaller. With this approach, as the count of necessary attempts for acquisition is smaller, the item type of the item to be acquired can be grasped in greater detail. Therefore, the user is provided with incentive to increase the occasions of an item acquisition request and is enticed to continue to play the game longer.

[0067] Note that while the gauges in FIGS. 7(a), 7(b), and 8 are composed of 19 boxes, the number of boxes is not limited to 19. The number may be 18 or less, or 20 or more. Furthermore, the approach gauge illustrated in FIG. 8 has an I shape, yet this example is not limiting. Many variations are possible, such as a winding S shape, or a Y shape with a forking tip. In the forking variation, predetermined dummy boxes assigned randomly by the battle game server 1 may be displayed in one of the two forks.

[0068] In FIGS. 7(a), 7(b), and 8, examples are illustrated in which information, for each item type, on the total count and the acquisition count of

items is also displayed, yet these examples are not limiting. Display may be limited to the gauge, without displaying the information, for each item type, on the total count and the acquisition count of items. In other words, in FIGS. 7(a), 7(b), and 8, examples are illustrated in which the acquirable item information includes information, for each item type, on the total count and the acquisition count of items and includes the count of necessary attempts for acquisition for each item for which the numerical value of the item type is at least a predetermined value, yet these examples are not limiting. The acquirable item information may be configured to include only the count of necessary attempts for acquisition for each item for which the numerical value of the item type is at least a predetermined value.

[0069] Embodiment 3

The following describes Embodiment 3 of the present invention. Since the structure of the battle game server 1 according to Embodiment 3 is the same as the structure of the battle game server 1 according to Embodiment 1, the same reference numerals are used in the following description. In general terms, Embodiment 3 differs from Embodiment 1 in that the acquirable item information presented by the information presentation unit 12 includes the total count of items, for each item type, among items for which the count of necessary attempts for acquisition is at most a predetermined value.

[0070] The acquirable item information presented by the information presentation unit 12 in Embodiment 3 includes the total count of items for which the numerical value of the item type is at least a predetermined value among items for which the count of necessary attempts for acquisition is at most a predetermined value, as retrieved based on the information corresponding to the user identification information pertaining to the communication terminal 2.

[0071] Specifically, the information presentation unit 12 refers to the user information table 112, and based on the table identification information that corresponds to the user identification information pertaining to the communication terminal 2, retrieves the item information table pertaining to the user identification information. Next, the information presentation unit 12 refers to the user information table 112 and retrieves the identification information of provided items pertaining to the communication terminal 2.

Subsequently, the information presentation unit 12 randomly extracts, from the item information table, 25 pieces of item identification information not included in the identification information of provided items. The information presentation unit 12 stores the 25 extracted pieces of item identification information and stores provision sequence numbers (1 to 25) in the memory unit 11. When receiving an item acquisition request, the control unit 13 determines the item to provide based on the provision sequence numbers stored in the memory unit. In other words, the numbers 1 to 25 each represent the count of necessary attempts for acquisition corresponding to the item identification information.

[0072] Subsequently, the information presentation unit 12 retrieves the item and item type pertaining to each piece of item identification information from one of the item information tables 111a to 111c. The information presentation unit 12 then tallies the total count of items for which the numerical value of the retrieved item type is at least a predetermined number and presents the communication terminal 2 with acquirable item information that includes the tallied total count of items for each item type.

[0073] FIG. 9 illustrates an example of acquirable item information presented by the information presentation unit 12 in Embodiment 3. In FIG. 10, items for which the count of necessary attempts for acquisition is 25 or less are displayed with a sheet (scratch card) composed of 25 cells 301 to 325. Each cell corresponds to an item for which the count of necessary attempts for acquisition is 25 or less. The items for which the count of necessary attempts for acquisition is 25 or less are randomly associated with the cells 301 to 325.

[0074] As illustrated in the example in FIG. 9, when the numerical value of the item type is at least a predetermined value, the pattern shown in cell 301 and the like is displayed. Here, the predetermined value is four. Conversely, when the item type is less than the predetermined value, the pattern shown in cell 302 and the like is displayed. In other words, FIG. 8 displays the total count of items for which the numerical value of the item type is at least a predetermined value among items for which the count of necessary attempts for acquisition is 25 or less.

[0075] In this way, according to the battle game server 1 of Embodiment 3, the information presentation unit 12 presents the communication terminal 2

with the total count of items for which the numerical value of the item type is at least a predetermined value among items for which the count of necessary attempts for acquisition is at most a predetermined value, thereby increasing the variations on methods for acquiring items, further increasing the predictability of acquisition of an item for which the numerical value of the item type is at least a predetermined value, and heightening interest in the game.

[0076] The patterns for displaying the cells 301 to 325 are not limited to these examples. The cells 301 to 325 may be painted a predetermined color in accordance with the item type, or a predetermined icon, character, or the like may be displayed in the cells 301 to 325.

[0077] Furthermore, based on a selection request from the communication terminal 2, the control unit 13 may select one item, from among items for which the count of necessary attempts for acquisition is at most a predetermined value, as the item to provide. In this case, the information presentation unit 12 may present the communication terminal 2 with a scratch card for selection in which all cells are displayed with the same pattern to prompt the communication terminal 2 to select one of the cells.

[0078] FIG. 10(a) illustrates an example of a screen for selecting an item to acquire. The screen displays the scratch card for selection. Each cell in the scratch card in FIG. 10(a) corresponds to an item for which the count of necessary attempts for acquisition is 25 or less. As illustrated in FIG. 10(a), the cells of the scratch card are displayed with the same pattern, and the user cannot tell what items corresponds to which cells.

[0079] The user can select any location on the scratch card using an operation unit (not illustrated) such as a key or a touch panel of the communication terminal 2, and the communication terminal 2 transmits a selection request to the battle game server 1 based on the user operation. The control unit 13 of the battle game server 1 then determines that the item corresponding to the cell pertaining to the selection request is the item to provide to the communication terminal 2.

[0080] FIG. 10(b) illustrates an example of cells 308, 316, and 320 being selected. The selected cells are displayed with the same pattern as the cells in the scratch card shown in FIG. 10. Note that the item detail information

corresponding to the selected cells may be displayed in the selected cells.

[0081] In this way, the variations on methods for acquiring items can be further increased, the predictability of acquisition of an item with a high item type can be further increased, and interest in the game can be heightened.

5 [0082] The scratch cards in FIGS. 9, 10(a), and 10(b) are composed of 25 cells in a sheet with 5 rows and 5 columns, yet this example is not limiting. The scratch card may be composed of $M \times N$ cells in a sheet with M rows and N columns (M and N being integers greater than or equal to 2). Furthermore, the scratch cards in FIGS. 10(a) and 10(b) are not limited to a square shape.
10 For example, the scratch cards may be a polygon, or instead of being two-dimensional, the scratch cards may be in a three-dimensional rectangular shape of a die.

[0083] In FIGS. 9, 10(a), and 10(b), examples are illustrated in which information, for each item type, on the total count and the acquisition count of
15 items is also displayed, yet these examples are not limiting. Display may be limited to the scratch card, without displaying the information, for each item type, on the total count and the acquisition count of items. In other words, in FIGS. 10(a), 10(b), and 11, examples are illustrated in which the acquirable item information includes information, for each item type, on the total count
20 and the acquisition count of items and includes the total count of items, for each item type, among items for which the count of necessary attempts for acquisition is at most a predetermined value, yet these examples are not limiting. The acquirable item information may be configured to include only the total count of items, for each item type, among items for which the count
25 of necessary attempts for acquisition is at most a predetermined value.

[0084] A computer is preferably used to function as the battle game server 1. A program containing a description of the processing for achieving the functions of the battle game server 1 is stored in the memory unit of the computer, and the functions are achieved by the central processing unit (CPU)
30 of the computer reading and executing the program.

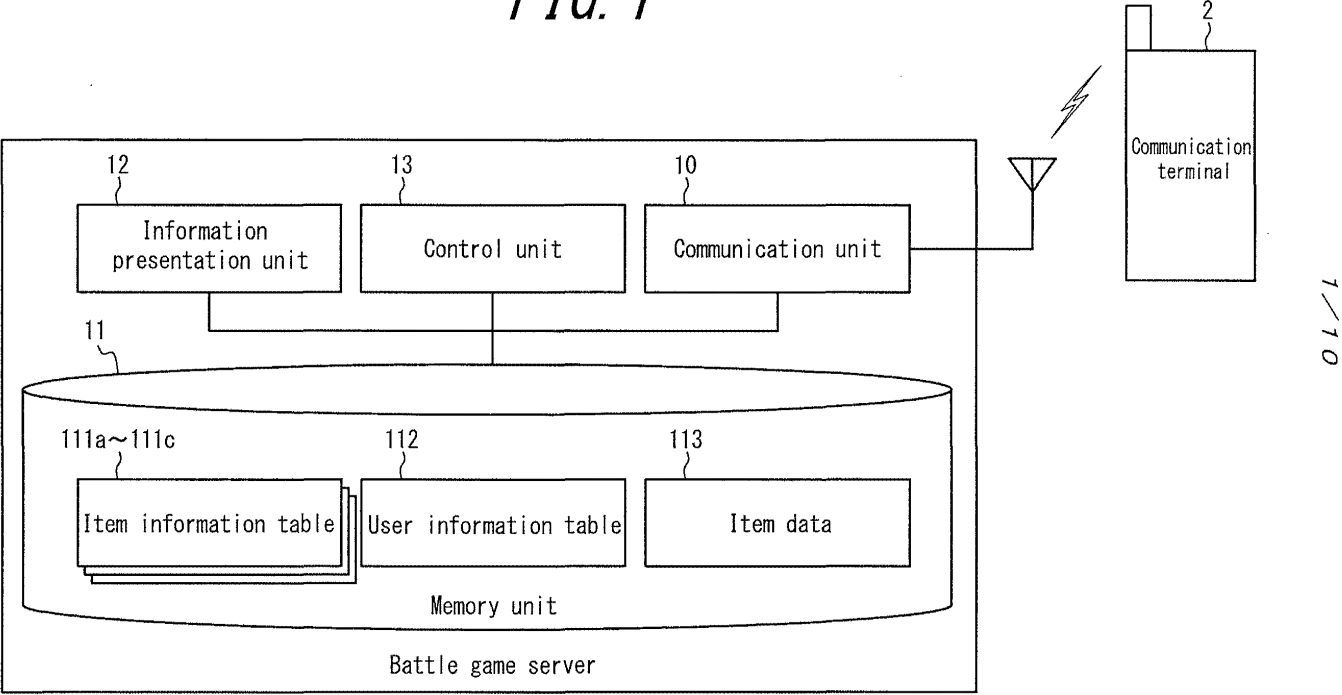
[0085] Although the present invention has been described based on drawings and examples, it is to be noted that various changes and modifications will be apparent to those skilled in the art based on the present disclosure. Therefore, such changes and modifications are to be understood as

included within the scope of the present invention. For example, the functions and the like included in the various units and steps may be reordered in any logically consistent way. Furthermore, units or steps may be combined into one or divided. For example, in Embodiments 1 to 3, a separate one of the
5 item information tables 111a to 111c is associated with each user identification number, yet for example a plurality of users may share one of the item information tables 111a to 111c.

REFERENCE SIGNS LIST

- 10 [0086] 1: Battle game server
2: Communication terminal
10: Communication unit
11: Memory unit
12: Information presentation unit
15 13: Control unit
111a to 111c: Item information table
112: User information table
113: Item data
201 to 219: Box
20 301 to 325: Cell
501: Information on the total count of items
502: Information on the acquisition count

FIG. 1



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FIG. 2A

TID1		
Item identification information	Item name	Item type
UNI11	Item A	3
UNI12	Item B	1
UNI13	Item C	2
UNI14	Item D	5
UNI15	Item E	1
UNI16	Item F	1
UNI17	Item G	1
UNI18	Item H	3
UNI19	Item I	4
UNI110	Item J	2
UNI111	Item K	2
UNI112	Item K	2
UNI113	Item K	2
UNI114	Item L	1
UNI115	Item M	1
UNI116	Item M	1
UNI117	Item N	4
UNI118	Item O	2
UNI119	Item P	1
UNI120	Item Q	1
UNI121	Item M	3
UNI122	Item M	3
UNI123	Item N	5
UNI124	Item O	2
UNI125	Item P	1
UNI126	Item Q	1
UNI127	Item R	6
UNI128	Item S	2
UNI129	Item T	1
UNI130	Item U	1

FIG. 2B

TID2		
Item identification information	Item name	Item type
UNI101	Item A1	2
UNI102	Item B1	3
UNI103	Item C1	1
UNI104	Item D1	5
UNI105	Item E1	2
UNI106	Item F1	2
UNI107	Item G1	2
UNI108	Item H1	3
UNI109	Item I1	4
UNI110	Item J1	2
UNI111	Item K1	2
UNI112	Item K1	2
UNI113	Item K1	2
UNI114	Item L1	1
UNI115	Item M1	2
UNI116	Item M1	2
UNI117	Item N1	2
UNI118	Item O1	2
UNI119	Item P1	1
UNI120	Item Q1	5
UNI121	Item M1	5
UNI122	Item M1	3
UNI123	Item N1	5
UNI124	Item O1	5
UNI125	Item P1	1
UNI126	Item Q1	1
UNI127	Item R1	6
UNI128	Item S1	2
UNI129	Item T1	1
UNI130	Item U1	1

FIG. 2C

TID3		
Item identification information	Item name	Item type
UNI201	Item A2	5
UNI202	Item B2	2
UNI203	Item C2	1
UNI204	Item D2	5
UNI205	Item E2	2
UNI206	Item F2	2
UNI207	Item G2	2
UNI208	Item H2	3
UNI209	Item I2	2
UNI210	Item J2	3
UNI211	Item K2	1
UNI212	Item K2	1
UNI213	Item K2	3
UNI214	Item L2	2
UNI215	Item M2	2
UNI216	Item M2	2
UNI217	Item N2	4
UNI218	Item O2	2
UNI219	Item P2	6
UNI220	Item Q2	2
UNI221	Item M2	3
UNI222	Item M2	3
UNI223	Item N2	4
UNI224	Item O2	2
UNI225	Item P2	1
UNI226	Item Q2	1
UNI227	Item R2	6
UNI228	Item S2	2
UNI229	Item T2	1
UNI230	Item U2	1

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FIG. 3

User identification information	Table identification information	Identification information of provided items		
UID1	TID1	UNI2	UNI4	...
UID2	TID2	UNI119	UNI127	...
UID3	TID1	UNI8	UNI12	...
UID4	TID3	UNI204	UNI215	...
UID5	TID2	UNI10	UNI17	...
...

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FIG. 4

Item identification information	Item image
UNI1	Item A image
UNI2	Item B image
UNI3	Item C image
UNI4	Item D image
UNI5	Item E image
...	...

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FIG. 5

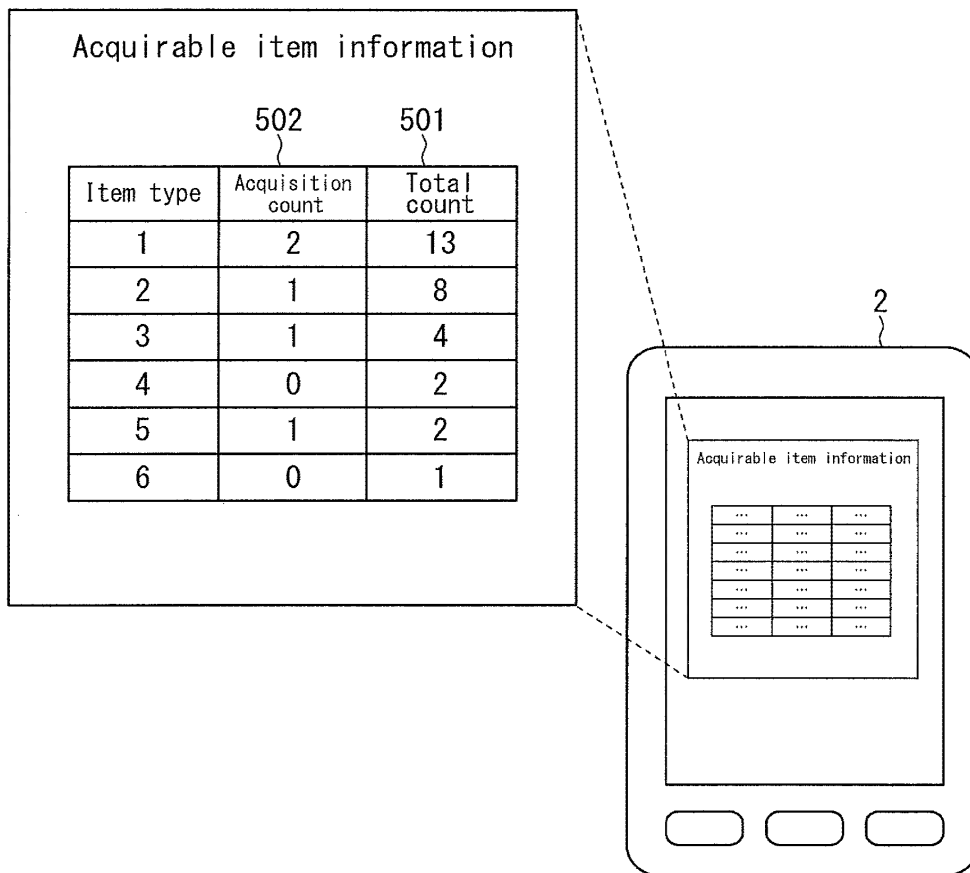


FIG. 6

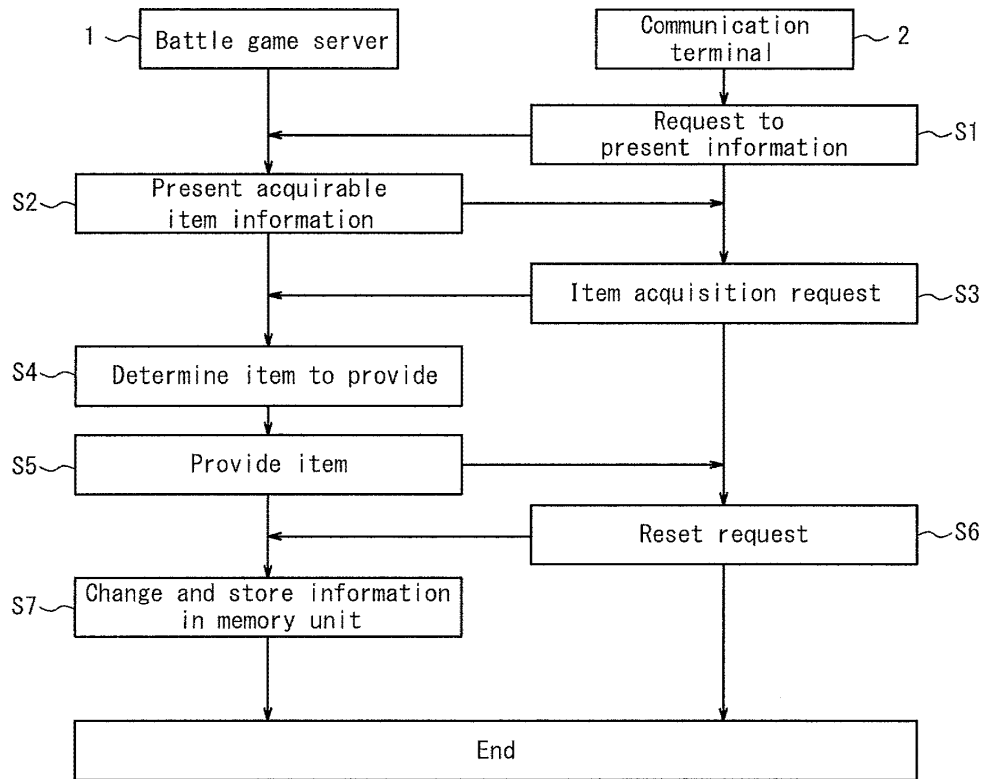


FIG. 7A

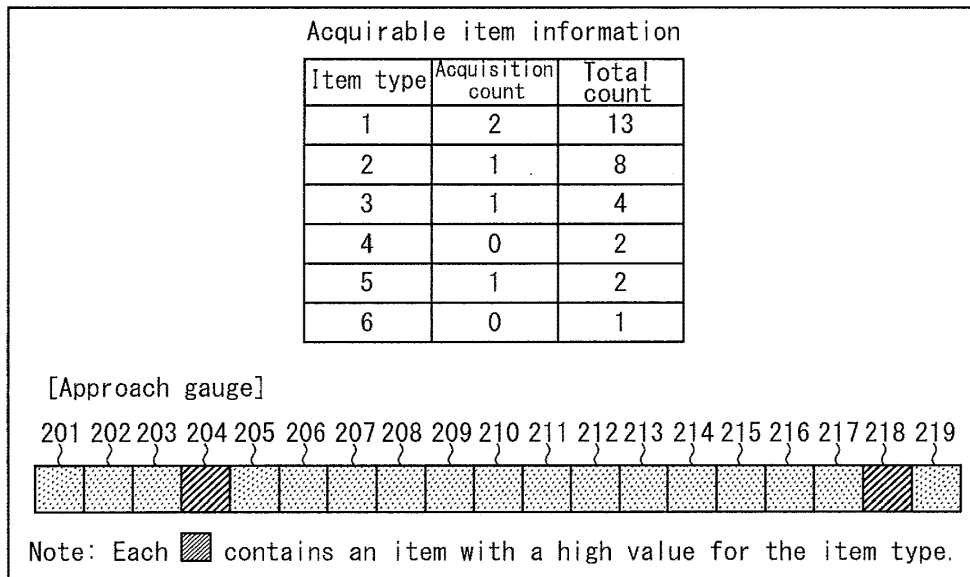


FIG. 7B

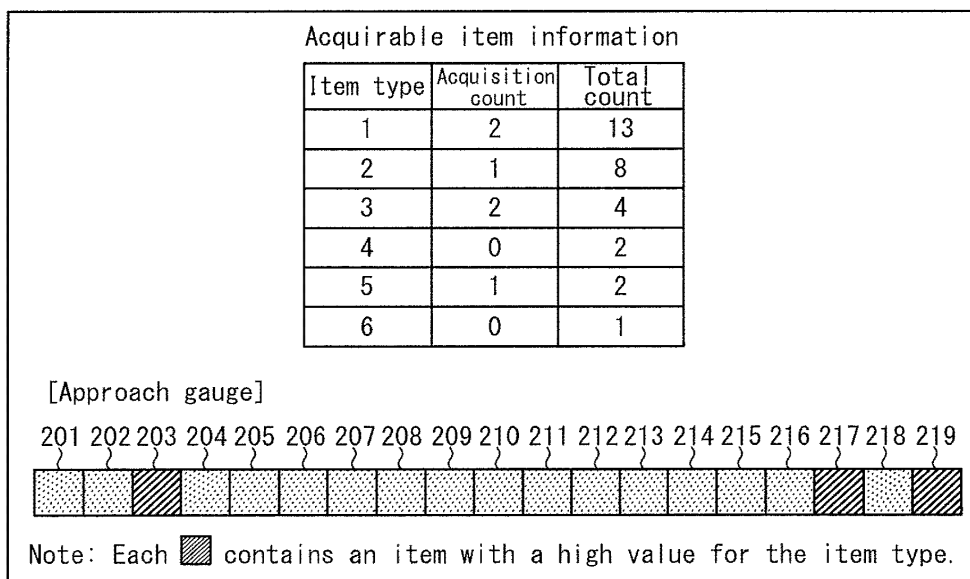


FIG. 8

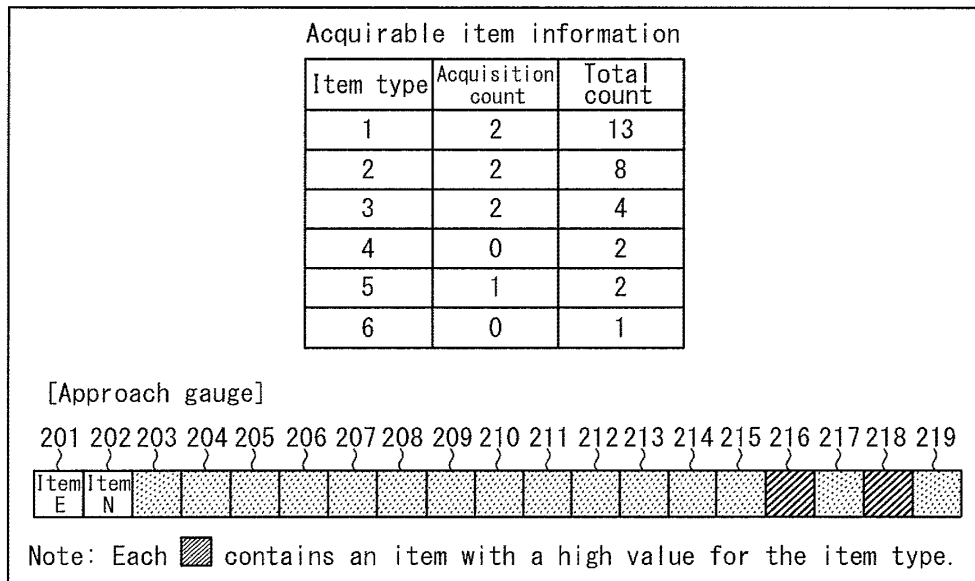


FIG. 9

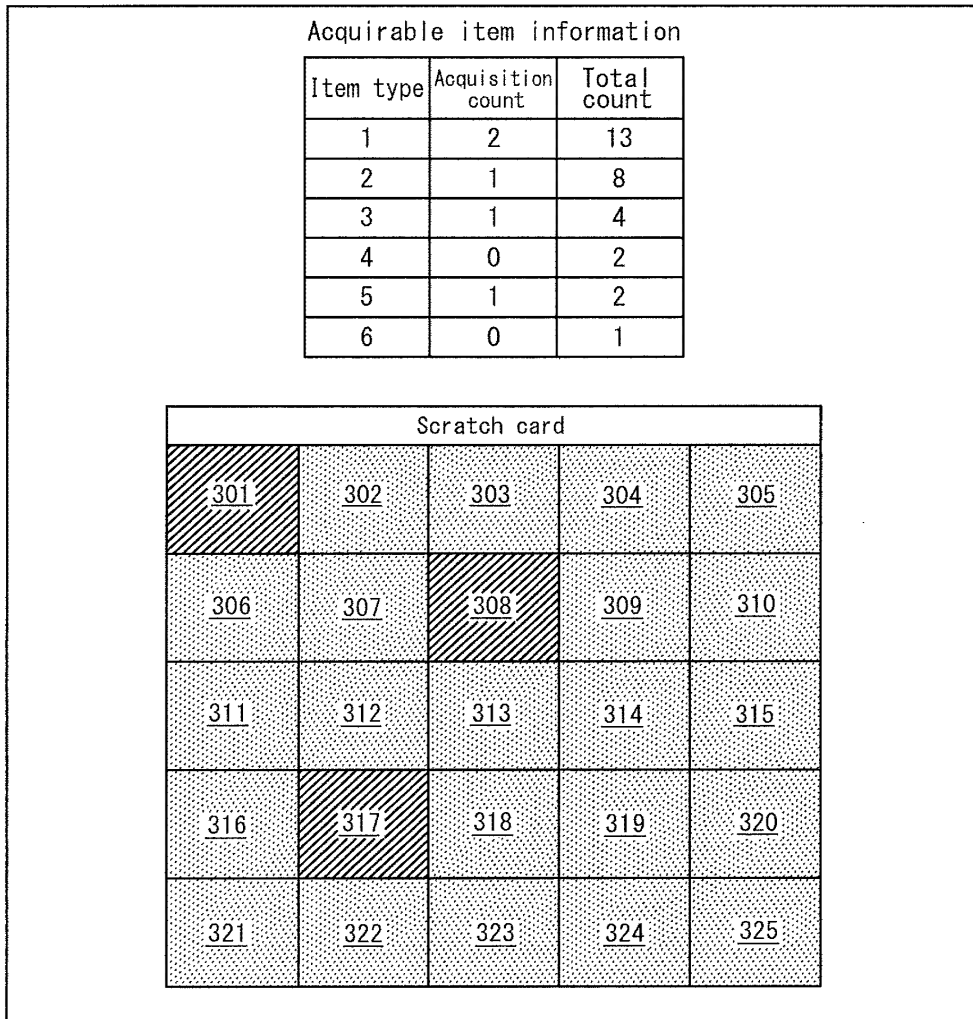


FIG. 10A

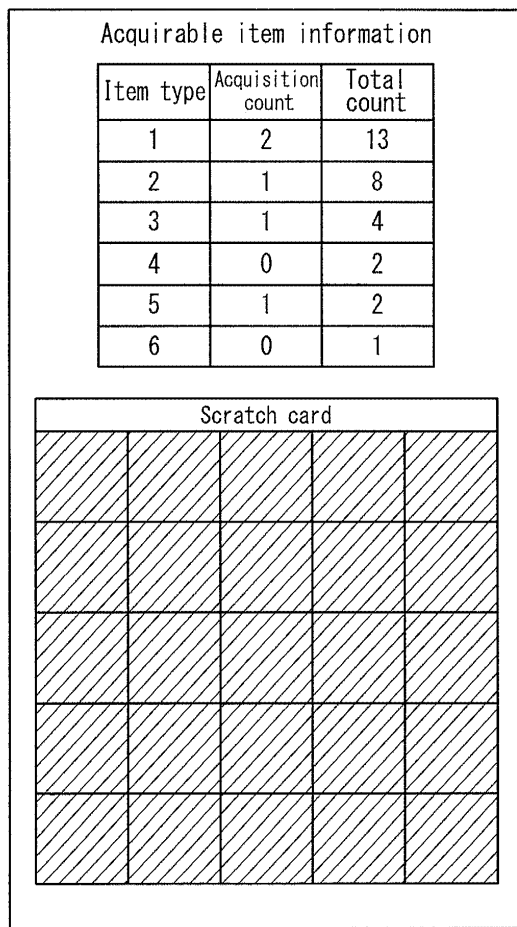
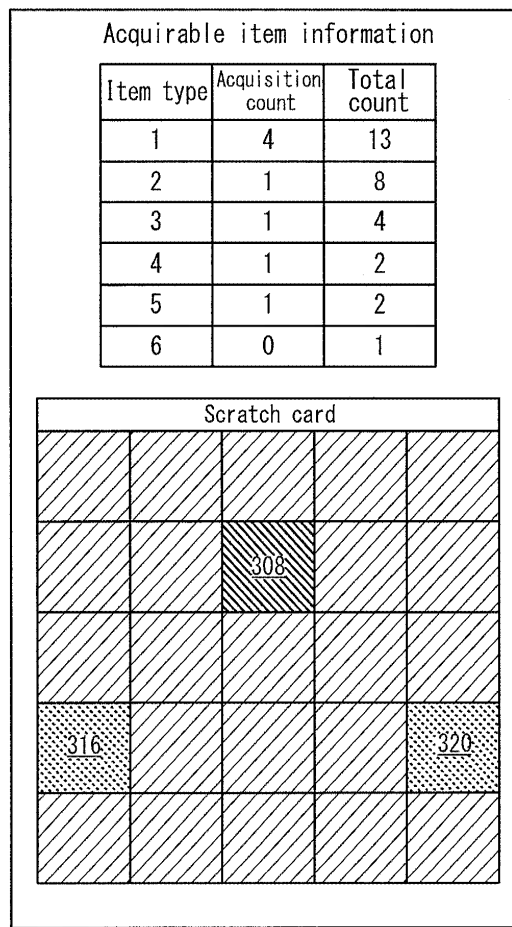


FIG. 10B



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FIG. 10A

ASSIGNMENT (BEING FILED FOR DUAL PURPOSE UNDER 37 CFR 1.63(e))
For Application with Filing Date on or after September 16, 2012.

2012年9月16日以降の日付で提出する出願における
(37 CFR 1.63(e)に基づき兼用で提出する)譲渡証

Japanese Language Assignment

(1-8) Insert Legal Name(s) of Inventor(s)

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(5)

(6)

(7)

(8)

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In consideration of the sum of one dollar (\$1.00) and other good and valuable consideration paid to each of the undersigned, the receipt and sufficiency of which are hereby acknowledged, each undersigned agrees to assign, and hereby does assign, transfer and set over to

(9) Insert Name of Assignee

譲受人氏名を記入すること

(9) GREE, Inc.

(10) Insert Address of Assignee

譲受人住所を記入すること

(10) 6-10-1, Roppongi, Minato-ku, Tokyo 106-6112, JAPAN

(以下「譲受人」と称する)、譲受人の继承人、後継者、被譲渡者、および法定代理人に対して、下記の名称の発明および仮出願、非仮出願、分割出願、継続出願、国際出願、差替え出願、および再発行出願を含む全ての特許出願に関して、また前記発明に関する全ての特許証、期間延長、再発行、再審査証に関して、(米国は米国法第 35 章第 100 条に定義されるごとく)米国に対して全ての権利、所有権、および利益を譲渡することに同意し、またここに譲渡し、移転し、また移譲し、

(hereinafter designated as the Assignee) and Assignee's heirs, successors, assigns and legal representatives, the entire right, title and interest for the United States of America as defined in 35 U.S.C. §100, in the invention, and in all applications for patent including any and all provisional, non-provisional, divisional, continuation, international, substitute and reissue application(s), and all Letters Patent, extensions, reissues and reexamination certificates that may be granted on the invention known as

(11) Insert Identification such as Title, Case Number, or Foreign Application Number

名称、事件番号、もしくは外国出願番号のような確認事項を記入のこと

(11) GAME CONTROL METHOD, GAME SERVER, AND PROGRAM

(Attorney Docket No. 163485

), filed on even date herewith or as

(弁護士整理番号 _____) この譲渡書の提出と同日にもしくは

(12) **Alternative Identification for filed applications**

提出された出願のための代案確認事項

(12) **U.S. Application Serial Number**

右記の米国出願整理番号で
filed

上記日付において提出されたものである。

1) 各々の署名人は、前記発明に関する全ての出願および/もしくは特許に関して必要な全ての書類に署名し日付を記入することに同意し、譲受人が必要と思われる、このような出願および特許に関する別途譲渡証に署名し日付を記入することに同意する。

2) 各々の署名人は、前記発明に関する全ての出願もしくは特許に関して表明されるインターフェレンスもしくは特許発行後の検討の手続きに関して必要な全ての書類に署名し日付を記入することに同意し、証拠取得およびそのようなインターフェレンスもしくは特許発行後の検討の手続きを進行するにあたり、いかなる方法においても前記譲受人と協力することに同意する。

3) 各々の署名人は、国際工業所有権保護協定の請求もしくは規定もしくは類似協定に関して必要な全ての用紙および書類に署名し日付を記入し、必要ないかなる行為も施行することに同意する。

4) 各々の署名人は、前記譲受人に対して有効な米国特許の承認を取得し、維持し、もしくは再発行もしくは再審査により確認するために必要ないかなる行為も施行することに同意する。

5) 各々の署名人は、米国特許商標庁長官に前記出願から発生した全ての特許を、全ての利益の譲受人としての前記譲受人に対して発行することを許可および請求し、署名人はここに譲渡する全ての利益を譲るための全ての権利を有し、対立関係にある協定に過去に署名し日付を記入することなくもしくは将来署名し日付を記入しないことを誓約し、この協定が前記譲渡人、譲渡人の継承人、譲渡人の後継者、譲渡人の被譲渡者、および譲渡人の法定代理人に法的義務を負わせるものであることに同意する。

6) 各々の署名人は、この書類の記録上、米国特許商標庁の規定に従うために、必要もしくは所望であればこの譲渡証にさらに確認事項を記入するための権利を OLIFF PLC に付与する。

(13) **宣言書**

私は、上記に氏名を記載した発明者として、以下のとおり宣言する:

この宣言書に関わる上記出願で請求した発明の(もしくは請求した意匠の)、本来の発明者である、もしくは本来の共同の発明者であると信じる。

1) Each undersigned agrees to execute all papers necessary in connection with any application and/or patent for the invention, and also to execute separate assignments in connection with such applications and patents as the Assignee may deem necessary.

2) Each undersigned agrees to execute all papers necessary in connection with any interference or post-grant proceeding which may be declared concerning any application or patent for the invention and to cooperate with the Assignee in every way possible in obtaining evidence and going forward with such interference or post-grant proceeding.

3) Each undersigned agrees to execute all papers and documents and perform any act which may be necessary in connection with claims or provisions of the International Convention for Protection of Industrial Property or similar agreements.

4) Each undersigned agrees to perform all affirmative acts which may be necessary to obtain, maintain or confirm by reissue or reexamination a grant of a valid United States patent to the Assignee.

5) Each undersigned authorizes and requests the Commissioner of the U.S. Patent and Trademark Office to issue any and all patents resulting from said application(s) to the said Assignee, as Assignee of the entire interest, and covenants that he or she has full right to convey the entire interest herein assigned, and that he or she has not executed, and will not execute, any agreement(s) in conflict herewith, and agrees that this assignment is binding on Assignor and Assignor's heirs, successors, assigns and legal representatives.

6) Each undersigned hereby grants the firm of OLIFF PLC the power to insert on this assignment any further identification that may be necessary or desirable in order to comply with the rules of the United States Patent and Trademark Office for recordation of this document.

(13) **Declaration**

As an above named inventor, I hereby declare that:

I believe I am the original inventor or an original joint inventor of a claimed invention (or claimed design) in the above-identified application for which this declaration is being submitted.

上記出願は、自己によりなされたか、もしくは自己によりなされるように許可を受けたものであった。

私は、請求項を含む上記出願の内容を検討および理解し、連邦施行規則第37章第1条第56項に定義されるごとく、特許性に関して重要であると認識している全ての情報を米国特許商標庁に開示すべき義務を有することを認める。

私は、この宣言書において故意に虚偽の陳述等を行った場合、米国内法第18章第1001条により、罰金もしくは最高5年の禁錮に処せられるか、またはこれらの刑が併科されることを理解する。

The application was made or authorized to be made by me.

I have reviewed and understand the contents of the above-identified application, including the claims, and am aware of the duty to disclose to the Office all information known to me to be material to patentability as defined in 37 CFR §1.56.

I hereby acknowledge that any willful false statement made in this declaration is punishable under 18 U.S.C. 1001 by fine or imprisonment of not more than five (5) years, or both.

署名人覧の隣の目付をもってこの署名が履行される。

In witness whereof, executed by the undersigned on the date(s) opposite the undersigned name(s).

Date 日付	<u>December 10, 2014</u>	Inventor Signature 発明者署名	<u>吉川 泰</u> Tsuyoshi YOSHIKAWA	(SEAL) 印
Date 日付	_____	Inventor Signature 発明者署名	_____	(SEAL) 印
Date 日付	_____	Inventor Signature 発明者署名	_____	(SEAL) 印
Date 日付	<u>December 10, 2014</u>	Inventor Signature 発明者署名	<u>宇原 泰己</u> Tomoki YASUHARA	(SEAL) 印
Date 日付	_____	Inventor Signature 発明者署名	_____	(SEAL) 印
Date 日付	_____	Inventor Signature 発明者署名	_____	(SEAL) 印
Date 日付	_____	Inventor Signature 発明者署名	_____	(SEAL) 印
Date 日付	_____	Inventor Signature 発明者署名	_____	(SEAL) 印

この譲渡証は(a)米国内で署名される際には公証人の目前で、(b)米国外で署名される際には米国領事の目前で署名されることが望ましい。(a)もしくは(b)が不可能な際には、下記に署名する少なくとも二人の証人の目前で署名されることが望ましい:

This assignment should preferably be signed before:
(a) a Notary Public if within the U.S.A. (b) a U.S. Consul if outside the U.S.A. If neither; then it should be signed before at least two witnesses who also sign here:

Date 日付	_____	Witness 証人	_____
Date 日付	_____	Witness 証人	_____

ASSIGNMENT (BEING FILED FOR DUAL PURPOSE UNDER 37 CFR 1.63(e))
For Application with Filing Date on or after September 16, 2012

2012年9月16日以降の日付で提出する出願における
(37 CFR 1.63(e)に基づき兼用で提出する)譲渡証

Japanese Language Assignment

(1-8) Insert Legal Name(s) of Inventor(s)

発明者の氏名を記入すること

(1) Tsuyoshi YOSHIKAWA

(2) Tomohiro TSUKIHARA

(3) Norikazu KATO

(4) Tomoki YASUHARA

(5)

(6)

(7)

(8)

各々の署名人に対して支払われた総額 1 ドル (\$1.00) および他の適切な有価約因を考慮して、各々の署名人は、その金額および他の約因を受領したこと、またその金額および他の約因が充分であることを確認し、

In consideration of the sum of one dollar (\$1.00) and other good and valuable consideration paid to each of the undersigned, the receipt and sufficiency of which are hereby acknowledged, each undersigned agrees to assign, and hereby does assign, transfer and set over to

(9) Insert Name of Assignee

譲受人氏名を記入すること

(9) GREE, Inc.

(10) Insert Address of Assignee

譲受人住所を記入すること

(10) 6-10-1, Roppongi, Minato-ku, Tokyo 106-6112, JAPAN

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(11) GAME CONTROL METHOD, GAME SERVER, AND PROGRAM

(Attorney Docket No. 163485

), filed on even date herewith or as

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(12) **Alternative Identification for filed applications**

提出された出願のための代案確認事項

(12) U.S. Application Serial Number

右記の米国出願整理番号で _____
filed

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署名人覧の隣の日付をもってこの署名が履行される。

In witness whereof, executed by the undersigned on the date(s) opposite the undersigned name(s).

Date 日付	_____	Inventor Signature 発明者署名	_____ (SEAL) Tsuyoshi YOSHIKAWA 印
Date 日付	_____	Inventor Signature 発明者署名	_____ (SEAL) Tomohiro TSUKIHARA 印
Date 日付	December 10, 2014	Inventor Signature 発明者署名	_____ (SEAL)  Norikazu KATO 印
Date 日付	_____	Inventor Signature 発明者署名	_____ (SEAL) Tomoki YASUHARA 印
Date 日付	_____	Inventor Signature 発明者署名	_____ (SEAL) 印
Date 日付	_____	Inventor Signature 発明者署名	_____ (SEAL) 印
Date 日付	_____	Inventor Signature 発明者署名	_____ (SEAL) 印
Date 日付	_____	Inventor Signature 発明者署名	_____ (SEAL) 印

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This assignment should preferably be signed before:
(a) a Notary Public if within the U.S.A. (b) a U.S. Consul if outside the U.S.A. If neither, then it should be signed before at least two witnesses who also sign here:

Date 日付	_____	Witness 証人	_____
Date 日付	_____	Witness 証人	_____

ASSIGNMENT (BEING FILED FOR DUAL PURPOSE UNDER 37 CFR 1.63(e))
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2012年9月16日以降の日付で提出する出願における
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Japanese Language Assignment

(1-8) Insert Legal Name(s) of Inventor(s)

発明者の氏名を記入すること

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(2) Tomohiro TSUKIHARA

(3) Norikazu KATO

(4) Tomoki YASUHARA

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(Attorney Docket No. 163485

), filed on even date herewith or as

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右記の米国出願整理番号で _____
filed

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3) 各々の署名人は、国際工業所有権保護協定の請求もしくは規定もしくは類似協定に関して必要な全ての用紙および書類に署名し日付を記入し、必要ないかなる行為も施行することに同意する。

4) 各々の署名人は、前記譲受人に対して有効な米国特許の承認を取得し、維持し、もしくは再発行もしくは再審査により確認するために必要ないかなる行為も施行することに同意する。

5) 各々の署名人は、米国特許商標庁長官に前記出願から発生した全ての特許を、全ての利益の譲受人としての前記譲受人に対して発行することを許可および請求し、署名人はここに譲渡する全ての利益を譲るための全ての権利を有し、対立関係にある協定に過去に署名し日付を記入することなくもしくは将来署名し日付を記入しないことを誓約し、この協定が前記譲渡人、譲渡人の継承人、譲渡人の後継者、譲渡人の被譲渡者、および譲渡人の法定代理人に法的義務を負わせるものであることに同意する。

6) 各々の署名人は、この書類の記録上、米国特許商標庁の規定に従うために、必要もしくは所望であればこの譲渡証にさらに確認事項を記入するための権利を OLIFF PLC に付与する。

(13) **宣言書**

私は、上記に氏名を記載した発明者として、以下のとおり宣言する：

この宣言書に関わる上記出願で請求した発明の(もしくは請求した意匠の)、本来の発明者である、もしくは本来の共同の発明者であると信じる。

1) Each undersigned agrees to execute all papers necessary in connection with any application and/or patent for the invention, and also to execute separate assignments in connection with such applications and patents as the Assignee may deem necessary.

2) Each undersigned agrees to execute all papers necessary in connection with any interference or post-grant proceeding which may be declared concerning any application or patent for the invention and to cooperate with the Assignee in every way possible in obtaining evidence and going forward with such interference or post-grant proceeding.

3) Each undersigned agrees to execute all papers and documents and perform any act which may be necessary in connection with claims or provisions of the International Convention for Protection of Industrial Property or similar agreements.

4) Each undersigned agrees to perform all affirmative acts which may be necessary to obtain, maintain or confirm by reissue or reexamination a grant of a valid United States patent to the Assignee.

5) Each undersigned authorizes and requests the Commissioner of the U.S. Patent and Trademark Office to issue any and all patents resulting from said application(s) to the said Assignee, as Assignee of the entire interest, and covenants that he or she has full right to convey the entire interest herein assigned, and that he or she has not executed, and will not execute, any agreement(s) in conflict herewith, and agrees that this assignment is binding on Assignor and Assignor's heirs, successors, assigns and legal representatives.

6) Each undersigned hereby grants the firm of OLIFF PLC the power to insert on this assignment any further identification that may be necessary or desirable in order to comply with the rules of the United States Patent and Trademark Office for recordation of this document.

(13) **Declaration**

As an above named inventor, I hereby declare that:

I believe I am the original inventor or an original joint inventor of a claimed invention (or claimed design) in the above-identified application for which this declaration is being submitted.

上記出願は、自己によりなされたか、もしくは自己によりなされるように許可を受けたものであった。

The application was made or authorized to be made by me.

私は、請求項を含む上記出願の内容を検討および理解し、連邦施行規則第 37 章第 1 条第 56 項に定義されるごとく、特許性に関して重要であると認識している全ての情報を米国特許商標庁に開示すべき義務を有することを認める。

I have reviewed and understand the contents of the above-identified application, including the claims, and am aware of the duty to disclose to the Office all information known to me to be material to patentability as defined in 37 CFR §1.56.

私は、この宣言書において故意に虚偽の陳述等を行った場合、米国法第18章第1001条により、罰金もしくは最高5年の禁錮に処せられるか、またはこれらの刑が併科されることを理解する。

I hereby acknowledge that any willful false statement made in this declaration is punishable under 18 U.S.C. 1001 by fine or imprisonment of not more than five (5) years, or both.

署名人覧の隣の日付をもってこの署名が履行される。

In witness whereof, executed by the undersigned on the date(s) opposite the undersigned name(s).

Date	_____	Inventor Signature	_____ (SEAL)
日付		発明者署名	Tsuyoshi YOSHIKAWA 印
Date	November 6, 2015	Inventor Signature	_____ (SEAL)
日付		発明者署名	Tomohiro TSUKIHARA 印
Date	_____	Inventor Signature	_____ (SEAL)
日付		発明者署名	Norikazu KATO 印
Date	_____	Inventor Signature	_____ (SEAL)
日付		発明者署名	Tomoki YASUHARA 印
Date	_____	Inventor Signature	_____ (SEAL)
日付		発明者署名	印
Date	_____	Inventor Signature	_____ (SEAL)
日付		発明者署名	印
Date	_____	Inventor Signature	_____ (SEAL)
日付		発明者署名	印

この譲渡証は(a)米国内で署名される際には公証人の目前で、(b)米国外で署名される際には米国領事の目前で署名されることが望ましい。(a)もしくは(b)が不可能な際には、下記に署名する少なくとも二人の証人の目前で署名されることが望ましい:

This assignment should preferably be signed before: (a) a Notary Public if within the U.S.A. (b) a U.S. Consul if outside the U.S.A. If neither, then it should be signed before at least two witnesses who also sign here:

Date	_____	Witness	_____
日付		証人	
Date	_____	Witness	_____
日付		証人	

Docket No.: 163485.01
(PATENT)

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Patent Application of: Tsuyoshi YOSHIKAWA et al.	Attorney Docket No.: 163485.01
Application No.: Not Yet Assigned	Confirmation No.: N/A
Filed: Concurrently Herewith	Art Unit: N/A
For: <u>GAME CONTROL METHOD, GAME SERVER, AND PROGRAM</u>	Examiner: Not Yet Assigned

AFFIRMATION OF ACCURACY OF TRANSLATION OF DECLARATION

Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

The Declaration filed herewith is a combined English-language/foreign-language Declaration. On information and belief, the English-language portions of the Declaration are accurate translations of the foreign-language portions.

Respectfully submitted,

Electronic signature: / B. Graham Nelson /
James A. Oliff
Registration No.: 27,075
B. Graham Nelson
Registration No.: 72,699

JAO:BGN/jlw

Date: August 2, 2018

OLIFF PLC
P.O. Box 320850
Alexandria, Virginia 22320-4850
Telephone: (703) 836-6400

<p>DEPOSIT ACCOUNT USE AUTHORIZATION Please grant any extension necessary for entry of this filing; Charge any fee due to our Deposit Account No. 15-0461</p>

5942525v.1 163485.01

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

GENERAL POWER OF ATTORNEY

Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

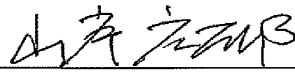
Owner Name: GREE, Inc.

hereby appoints the patent practitioners associated with Oliff & Berridge, PLC Customer No. 25944 as attorneys of record to prosecute any and all patents and patent applications in which this General Power of Attorney is filed, and all continuations and divisions thereof, owned in whole or in part by the above-named owner, and to transact all business in the Patent and Trademark Office.

The undersigned is authorized to execute this document as or on behalf of the owner.

**ALL CORRESPONDENCE SHOULD BE SENT TO OLIFF & BERRIDGE, PLC,
CUSTOMER NO. 25944, TELEPHONE (703) 836-6400.**

November 7, 2013
Date


Signature

Typed Name: Kotaro Yamagishi

Title: Co-Founder and Executive Vice
President
(if acting on behalf of an Owner)

Electronic Patent Application Fee Transmittal

Application Number:				
Filing Date:				
Title of Invention:	GAME CONTROL METHOD, GAME SERVER, AND PROGRAM			
First Named Inventor/Applicant Name:	Tsuyoshi YOSHIKAWA			
Filer:	James Albert Oliff/Jamie Wolfe			
Attorney Docket Number:	163485.01			
Filed as Large Entity				
Filing Fees for Utility under 35 USC 111(a)				
Description	Fee Code	Quantity	Amount	Sub-Total in USD(\$)
Basic Filing:				
UTILITY APPLICATION FILING	1011	1	300	300
UTILITY SEARCH FEE	1111	1	660	660
UTILITY EXAMINATION FEE	1311	1	760	760
Pages:				
Claims:				
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD(\$)
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				
Miscellaneous:				
			Total in USD (\$)	1720

Electronic Acknowledgement Receipt	
EFS ID:	33358208
Application Number:	16053149
International Application Number:	
Confirmation Number:	6107
Title of Invention:	GAME CONTROL METHOD, GAME SERVER, AND PROGRAM
First Named Inventor/Applicant Name:	Tsuyoshi YOSHIKAWA
Customer Number:	25944
Filer:	James Albert Oliff/Jamie Wolfe
Filer Authorized By:	James Albert Oliff
Attorney Docket Number:	163485.01
Receipt Date:	02-AUG-2018
Filing Date:	
Time Stamp:	15:17:40
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	DA
Payment was successfully received in RAM	\$1720
RAM confirmation Number	080318INTEFSW00001682150461
Deposit Account	
Authorized User	

The Director of the USPTO is hereby authorized to charge indicated fees and credit any overpayment as follows:

File Listing:					
Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Application Data Sheet	Application_Data_Sheet_Fillable_PDF.pdf	1255859 3a717b829fb34398fc95b7673285b6bb26b2e26d	no	9
Warnings:					
Information:					
2		20180802_Preliminary_Amendment.pdf	21917 f41289d6e478772c2b16c578461004cb81cd252d	yes	3
Multipart Description/PDF files in .zip description					
Document Description		Start	End		
Applicant Arguments/Remarks Made in an Amendment		3	3		
Specification		2	2		
Preliminary Amendment		1	1		
Warnings:					
Information:					
3		Specificaiton.PDF	1187989 c2ab4e73122e10943e3f42add51e629a5b9e025d	yes	25
Multipart Description/PDF files in .zip description					
Document Description		Start	End		
Abstract		25	25		
Claims		21	24		
Specification		1	20		
Warnings:					
Information:					

4	Drawings-only black and white line drawings	Drawings.PDF	303826	no	10
			8ca06b4242b5a184163f000ebc2656fc6572b08b		
Warnings:					
Information:					
5	Oath or Declaration filed	Declaration.PDF	602773	no	9
			23f19ac144c60e3687dda2bd7bd2b553e04b70e4		
Warnings:					
Information:					
6	Miscellaneous Incoming Letter	Affirmation_of_Accuracy_of_Translation_of_Declaration.pdf	17145	no	1
			194ba2acd75d04f451bba5392c5ed15c8b5bdefb		
Warnings:					
Information:					
7	Power of Attorney	General_Power_of_Attorney.PDF	40105	no	1
			71128e6432b5f439daedf8af23d032377a56d0aa		
Warnings:					
Information:					
8	Fee Worksheet (SB06)	fee-info.pdf	35182	no	2
			50795965a659bdf4aa881b7906403235d3eb465c		
Warnings:					
Information:					
Total Files Size (in bytes):			3464796		

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111

If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371

If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office

If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

Electronic Acknowledgement Receipt	
EFS ID:	33358208
Application Number:	16053149
International Application Number:	
Confirmation Number:	6107
Title of Invention:	GAME CONTROL METHOD, GAME SERVER, AND PROGRAM
First Named Inventor/Applicant Name:	Tsuyoshi YOSHIKAWA
Customer Number:	25944
Filer:	James Albert Oliff/Jamie Wolfe
Filer Authorized By:	James Albert Oliff
Attorney Docket Number:	163485.01
Receipt Date:	02-AUG-2018
Filing Date:	
Time Stamp:	15:17:40
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	DA
Payment was successfully received in RAM	\$1720
RAM confirmation Number	080318INTEFSW00001682150461
Deposit Account	
Authorized User	

The Director of the USPTO is hereby authorized to charge indicated fees and credit any overpayment as follows:

File Listing:					
Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Application Data Sheet	Application_Data_Sheet_Fillable_PDF.pdf	1255859 3a717b829fb34398fc95b7673285b6bb26b2e26d	no	9
Warnings:					
Information:					
2		20180802_Preliminary_Amendment.pdf	21917 f41289d6e478772c2b16c578461004cb81cd252d	yes	3
	Multipart Description/PDF files in .zip description				
	Document Description	Start	End		
	Applicant Arguments/Remarks Made in an Amendment	3	3		
	Specification	2	2		
	Preliminary Amendment	1	1		
Warnings:					
Information:					
3		Specificaiton.PDF	1187989 c2ab4e73122e10943e3f42add51e629a5b9e025d	yes	25
	Multipart Description/PDF files in .zip description				
	Document Description	Start	End		
	Abstract	25	25		
	Claims	21	24		
	Specification	1	20		
Warnings:					
Information:					

4	Drawings-only black and white line drawings	Drawings.PDF	303826	no	10
			8ca06b4242b5a184163f000ebc2656fc6572b08b		
Warnings:					
Information:					
5	Oath or Declaration filed	Declaration.PDF	602773	no	9
			23f19ac144c60e3687dda2bd7bd2b553e04b70e4		
Warnings:					
Information:					
6	Miscellaneous Incoming Letter	Affirmation_of_Accuracy_of_Translation_of_Declaration.pdf	17145	no	1
			194ba2acd75d04f451bba5392c5ed15c8b5bdefb		
Warnings:					
Information:					
7	Power of Attorney	General_Power_of_Attorney.PDF	40105	no	1
			71128e6432b5f439daedf8af23d032377a56d0aa		
Warnings:					
Information:					
8	Fee Worksheet (SB06)	fee-info.pdf	35182	no	2
			50795965a659bdf4aa881b7906403235d3eb465c		
Warnings:					
Information:					
Total Files Size (in bytes):			3464796		

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111

If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371

If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office

If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	163485.01
	Application Number	
Title of Invention	GAME CONTROL METHOD, GAME SERVER, AND PROGRAM	
The application data sheet is part of the provisional or nonprovisional application for which it is being submitted. The following form contains the bibliographic data arranged in a format specified by the United States Patent and Trademark Office as outlined in 37 CFR 1.76. This document may be completed electronically and submitted to the Office in electronic format using the Electronic Filing System (EFS) or the document may be printed and included in a paper filed application.		

Secrecy Order 37 CFR 5.2:

Portions or all of the application associated with this Application Data Sheet may fall under a Secrecy Order pursuant to 37 CFR 5.2 (Paper filers only. Applications that fall under Secrecy Order may not be filed electronically.)

Inventor Information:

Inventor	1				Remove
Legal Name					
Prefix	Given Name	Middle Name	Family Name	Suffix	
	Tsuyoshi		YOSHIKAWA		
Residence Information (Select One) US Residency <input type="radio"/> Non US Residency Active US Military Service					
City	Tokyo	Country of Residence ⁱ	JP		
Mailing Address of Inventor:					
Address 1	c/o GREE, Inc.				
Address 2	6-10-1 Roppongi, Minato-ku				
City	Tokyo	State/Province			
Postal Code	106-6112	Country ⁱ	JP		
Inventor	2				Remove
Legal Name					
Prefix	Given Name	Middle Name	Family Name	Suffix	
	Tomohiro		TSUKIHARA		
Residence Information (Select One) US Residency <input checked="" type="radio"/> Non US Residency Active US Military Service					
City	Tokyo	Country of Residence ⁱ	JP		
Mailing Address of Inventor:					
Address 1	c/o GREE, Inc.				
Address 2	6-10-1 Roppongi, Minato-ku				
City	Tokyo	State/Province			
Postal Code	106-6112	Country ⁱ	JP		
Inventor	3				Remove
Legal Name					

Application Data Sheet 37 CFR 1.76		Attorney Docket Number	163485.01
		Application Number	
Title of Invention	GAME CONTROL METHOD, GAME SERVER, AND PROGRAM		

Prefix	Given Name	Middle Name	Family Name	Suffix
	Norikazu		KATO	
Residence Information (Select One) US Residency <input checked="" type="radio"/> Non US Residency Active US Military Service				
City	Tokyo	Country of Residence ⁱ	JP	

Mailing Address of Inventor:

Address 1	c/o GREE, Inc.			
Address 2	6-10-1 Roppongi, Minato-ku			
City	Tokyo	State/Province		
Postal Code	106-6112	Country ⁱ	JP	
Inventor	4			<input type="button" value="Remove"/>
Legal Name				

Prefix	Given Name	Middle Name	Family Name	Suffix
	Tomoki		YASUHARA	
Residence Information (Select One) US Residency <input checked="" type="radio"/> Non US Residency Active US Military Service				
City	Tokyo	Country of Residence ⁱ	JP	

Mailing Address of Inventor:

Address 1	c/o GREE, Inc.			
Address 2	6-10-1 Roppongi, Minato-ku			
City	Tokyo	State/Province		
Postal Code	106-6112	Country ⁱ	JP	
All Inventors Must Be Listed - Additional Inventor Information blocks may be generated within this form by selecting the Add button. <input type="button" value="Add"/>				

Correspondence Information:

Enter either Customer Number or complete the Correspondence Information section below. For further information see 37 CFR 1.33(a).	
<input type="checkbox"/> An Address is being provided for the correspondence information of this application.	
Customer Number	25944
Email Address	email@oliff.com <input type="button" value="Add Email"/> <input type="button" value="Remove Email"/>

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

Application Data Sheet 37 CFR 1.76		Attorney Docket Number	163485.01
		Application Number	
Title of Invention	GAME CONTROL METHOD, GAME SERVER, AND PROGRAM		

Application Information:

Title of the Invention	GAME CONTROL METHOD, GAME SERVER, AND PROGRAM		
Attorney Docket Number	163485.01	Small Entity Status Claimed	<input type="checkbox"/>
Application Type	Nonprovisional		
Subject Matter	Utility		
Total Number of Drawing Sheets (if any)	10	Suggested Figure for Publication (if any)	1

Filing By Reference:

Only complete this section when filing an application by reference under 35 U.S.C. 111(c) and 37 CFR 1.57(a). Do not complete this section if application papers including a specification and any drawings are being filed. Any domestic benefit or foreign priority information must be provided in the appropriate section(s) below (i.e., "Domestic Benefit/National Stage Information" and "Foreign Priority Information").

For the purposes of a filing date under 37 CFR 1.53(b), the description and any drawings of the present application are replaced by this reference to the previously filed application, subject to conditions and requirements of 37 CFR 1.57(a).

Application number of the previously filed application	Filing date (YYYY-MM-DD)	Intellectual Property Authority or Country

Publication Information:

Request Early Publication (Fee required at time of Request 37 CFR 1.219)

Request Not to Publish. I hereby request that the attached application not be published under 35 U.S.C. 122(b) and certify that the invention disclosed in the attached application **has not and will not** be the subject of an application filed in another country, or under a multilateral international agreement, that requires publication at eighteen months after filing.

Representative Information:

Representative information should be provided for all practitioners having a power of attorney in the application. Providing this information in the Application Data Sheet does not constitute a power of attorney in the application (see 37 CFR 1.32). Either enter Customer Number or complete the Representative Name section below. If both sections are completed the customer Number will be used for the Representative Information during processing.

Please Select One:	<input checked="" type="radio"/> Customer Number	US Patent Practitioner	<input type="radio"/> Limited Recognition (37 CFR 11.9)
Customer Number	25944		

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

Application Data Sheet 37 CFR 1.76		Attorney Docket Number	163485.01
		Application Number	
Title of Invention	GAME CONTROL METHOD, GAME SERVER, AND PROGRAM		

Domestic Benefit/National Stage Information:

This section allows for the applicant to either claim benefit under 35 U.S.C. 119(e), 120, 121, 365(c), or 386(c) or indicate National Stage entry from a PCT application. Providing benefit claim information in the Application Data Sheet constitutes the specific reference required by 35 U.S.C. 119(e) or 120, and 37 CFR 1.78.

When referring to the current application, please leave the "Application Number" field blank.

Prior Application Status	Pending			Remove
Application Number	Continuity Type	Prior Application Number	Filing or 371(c) Date (YYYY-MM-DD)	
	Continuation of	14/409219	2014-12-18	
Prior Application Status				Remove
Application Number	Continuity Type	Prior Application Number	Filing or 371(c) Date (YYYY-MM-DD)	
14/409219	a 371 of international	PCT/JP2013/003899	2013-06-21	
Additional Domestic Benefit/National Stage Data may be generated within this form by selecting the Add button.				Add

Foreign Priority Information:

This section allows for the applicant to claim priority to a foreign application. Providing this information in the application data sheet constitutes the claim for priority as required by 35 U.S.C. 119(b) and 37 CFR 1.55. When priority is claimed to a foreign application that is eligible for retrieval under the priority document exchange program (PDX)ⁱ the information will be used by the Office to automatically attempt retrieval pursuant to 37 CFR 1.55(i)(1) and (2). Under the PDX program, applicant bears the ultimate responsibility for ensuring that a copy of the foreign application is received by the Office from the participating foreign intellectual property office, or a certified copy of the foreign priority application is filed, within the time period specified in 37 CFR 1.55(g)(1).

Application Number	Country ⁱ	Filing Date (YYYY-MM-DD)	Access Code ⁱ (if applicable)	Remove
2012-140213	JP	2012-06-21		
Additional Foreign Priority Data may be generated within this form by selecting the Add button.				Add

Statement under 37 CFR 1.55 or 1.78 for AIA (First Inventor to File) Transition Applications

This application (1) claims priority to or the benefit of an application filed before March 16, 2013 and (2) also contains, or contained at any time, a claim to a claimed invention that has an effective filing date on or after March 16, 2013.

NOTE: By providing this statement under 37 CFR 1.55 or 1.78, this application, with a filing date on or after March 16, 2013, will be examined under the first inventor to file provisions of the AIA.

Application Data Sheet 37 CFR 1.76		Attorney Docket Number	163485.01
		Application Number	
Title of Invention	GAME CONTROL METHOD, GAME SERVER, AND PROGRAM		

Authorization or Opt-Out of Authorization to Permit Access:

When this Application Data Sheet is properly signed and filed with the application, applicant has provided written authority to permit a participating foreign intellectual property (IP) office access to the instant application-as-filed (see paragraph A in subsection 1 below) and the European Patent Office (EPO) access to any search results from the instant application (see paragraph B in subsection 1 below).

Should applicant choose not to provide an authorization identified in subsection 1 below, applicant **must opt-out** of the authorization by checking the corresponding box A or B or both in subsection 2 below.

NOTE: This section of the Application Data Sheet is **ONLY** reviewed and processed with the **INITIAL** filing of an application. After the initial filing of an application, an Application Data Sheet cannot be used to provide or rescind authorization for access by a foreign IP office(s). Instead, Form PTO/SB/39 or PTO/SB/69 must be used as appropriate.

1. Authorization to Permit Access by a Foreign Intellectual Property Office(s)

A. Priority Document Exchange (PDX) - Unless box A in subsection 2 (opt-out of authorization) is checked, the undersigned hereby **grants the USPTO authority** to provide the European Patent Office (EPO), the Japan Patent Office (JPO), the Korean Intellectual Property Office (KIPO), the State Intellectual Property Office of the People's Republic of China (SIPO), the World Intellectual Property Organization (WIPO), and any other foreign intellectual property office participating with the USPTO in a bilateral or multilateral priority document exchange agreement in which a foreign application claiming priority to the instant patent application is filed, access to: (1) the instant patent application-as-filed and its related bibliographic data, (2) any foreign or domestic application to which priority or benefit is claimed by the instant application and its related bibliographic data, and (3) the date of filing of this Authorization. See 37 CFR 1.14(h)(1).

B. Search Results from U.S. Application to EPO - Unless box B in subsection 2 (opt-out of authorization) is checked, the undersigned hereby **grants the USPTO authority** to provide the EPO access to the bibliographic data and search results from the instant patent application when a European patent application claiming priority to the instant patent application is filed. See 37 CFR 1.14(h)(2).

The applicant is reminded that the EPO's Rule 141(1) EPC (European Patent Convention) requires applicants to submit a copy of search results from the instant application without delay in a European patent application that claims priority to the instant application.

2. Opt-Out of Authorizations to Permit Access by a Foreign Intellectual Property Office(s)

A. Applicant **DOES NOT** authorize the USPTO to permit a participating foreign IP office access to the instant application-as-filed. If this box is checked, the USPTO will not be providing a participating foreign IP office with any documents and information identified in subsection 1A above.

B. Applicant **DOES NOT** authorize the USPTO to transmit to the EPO any search results from the instant patent application. If this box is checked, the USPTO will not be providing the EPO with search results from the instant application.

NOTE: Once the application has published or is otherwise publicly available, the USPTO may provide access to the application in accordance with 37 CFR 1.14.

Application Data Sheet 37 CFR 1.76		Attorney Docket Number	163485.01
		Application Number	
Title of Invention	GAME CONTROL METHOD, GAME SERVER, AND PROGRAM		

Applicant Information:

Providing assignment information in this section does not substitute for compliance with any requirement of part 3 of Title 37 of CFR to have an assignment recorded by the Office.

Applicant	1	<input type="button" value="Remove"/>
<p>If the applicant is the inventor (or the remaining joint inventor or inventors under 37 CFR 1.45), this section should not be completed. The information to be provided in this section is the name and address of the legal representative who is the applicant under 37 CFR 1.43; or the name and address of the assignee, person to whom the inventor is under an obligation to assign the invention, or person who otherwise shows sufficient proprietary interest in the matter who is the applicant under 37 CFR 1.46. If the applicant is an applicant under 37 CFR 1.46 (assignee, person to whom the inventor is obligated to assign, or person who otherwise shows sufficient proprietary interest) together with one or more joint inventors, then the joint inventor or inventors who are also the applicant should be identified in this section.</p>		
<input type="button" value="Clear"/>		
<input checked="" type="radio"/> Assignee	Legal Representative under 35 U.S.C. 117	Joint Inventor
Person to whom the inventor is obligated to assign.		Person who shows sufficient proprietary interest
If applicant is the legal representative, indicate the authority to file the patent application, the inventor is:		
<div style="border: 1px solid black; height: 20px; width: 100%;"></div>		
Name of the Deceased or Legally Incapacitated Inventor: <input type="text"/>		
If the Applicant is an Organization check here. <input checked="" type="checkbox"/>		
Organization Name	GREE, INC.	
Mailing Address Information For Applicant:		
Address 1	6-10-1 Roppongi, Minato-ku	
Address 2		
City	Tokyo	State/Province
Country	JP	Postal Code
Phone Number		Fax Number
Email Address		
Additional Applicant Data may be generated within this form by selecting the Add button. <input type="button" value="Add"/>		

Assignee Information including Non-Applicant Assignee Information:

Providing assignment information in this section does not substitute for compliance with any requirement of part 3 of Title 37 of CFR to have an assignment recorded by the Office.

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

Application Data Sheet 37 CFR 1.76		Attorney Docket Number	163485.01
		Application Number	
Title of Invention	GAME CONTROL METHOD, GAME SERVER, AND PROGRAM		

Assignee	1		
Complete this section if assignee information, including non-applicant assignee information, is desired to be included on the patent application publication. An assignee-applicant identified in the "Applicant Information" section will appear on the patent application publication as an applicant. For an assignee-applicant, complete this section only if identification as an assignee is also desired on the patent application publication.			
<input type="button" value="Remove"/>			
If the Assignee or Non-Applicant Assignee is an Organization check here. <input checked="" type="checkbox"/>			
Organization Name	GREE, INC.		
Mailing Address Information For Assignee including Non-Applicant Assignee:			
Address 1	6-10-1 Roppongi, Minato-ku		
Address 2			
City	Tokyo	State/Province	
Country ⁱ	JP	Postal Code	106-6112
Phone Number		Fax Number	
Email Address			
Additional Assignee or Non-Applicant Assignee Data may be generated within this form by selecting the Add button. <input type="button" value="Add"/>			

Signature:

NOTE: This Application Data Sheet must be signed in accordance with 37 CFR 1.33(b). **However, if this Application Data Sheet is submitted with the INITIAL filing of the application and either box A or B is not checked in subsection 2 of the "Authorization or Opt-Out of Authorization to Permit Access" section, then this form must also be signed in accordance with 37 CFR 1.14(c).**

This Application Data Sheet **must** be signed by a patent practitioner if one or more of the applicants is a **juristic entity** (e.g., corporation or association). If the applicant is two or more joint inventors, this form must be signed by a patent practitioner, **all** joint inventors who are the applicant, or one or more joint inventor-applicants who have been given power of attorney (e.g., see USPTO Form PTO/AIA/81) on behalf of **all** joint inventor-applicants.

See 37 CFR 1.4(d) for the manner of making signatures and certifications.

Signature	/B. Graham Nelson/ for James A. Oliff		Date (YYYY-MM-DD)	2018-08-02	
First Name	B. Graham	Last Name	Nelson	Registration Number	72,699
Additional Signature may be generated within this form by selecting the Add button. <input type="button" value="Add"/>					

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

Application Data Sheet 37 CFR 1.76		Attorney Docket Number	163485.01
		Application Number	
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This collection of information is required by 37 CFR 1.76. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 23 minutes to complete, including gathering, preparing, and submitting the completed application data sheet form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

Privacy Act Statement

The Privacy Act of 1974 (P.L. 93-579) requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C. 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether the Freedom of Information Act requires disclosure of these records.
2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.
3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).
5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.
6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).
7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.
8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.
9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

REMARKS

Claims 1-9 are pending in this application. By this Amendment, the specification is amended to correct typographical errors. No new matter is added.

In view of the foregoing, it is respectfully submitted that this application is in condition for allowance. Favorable consideration and prompt allowance are earnestly solicited.

Should the Examiner believe that anything further would be desirable in order to place this application in even better condition for allowance, the Examiner is invited to contact the undersigned at the telephone number set forth below.

Respectfully submitted,

/ B. Graham Nelson /

James A. Oliff
Registration No. 27,075

B. Graham Nelson
Registration No. 72,699

JAO:BGN

Date: August 2, 2018

OLIFF PLC
P.O. Box 320850
Alexandria, Virginia 22320-4850
Telephone: (703) 836-6400

<p>DEPOSIT ACCOUNT USE AUTHORIZATION Please grant any extension necessary for entry of this filing; Charge any fee due to our Deposit Account No. 15-0461</p>

Amendments to the Specification:

Please amend paragraph [0073] as follows:

[0073] FIG. 9 illustrates an example of acquirable item information presented by the information presentation unit 12 in Embodiment 3. In FIG. 409, items for which the count of necessary attempts for acquisition is 25 or less are displayed with a sheet (scratch card) composed of 25 cells 301 to 325. Each cell corresponds to an item for which the count of necessary attempts for acquisition is 25 or less. The items for which the count of necessary attempts for acquisition is 25 or less are randomly associated with the cells 301 to 325.

Please amend paragraph [0074] as follows:

[0074] As illustrated in the example in FIG. 9, when the numerical value of the item type is at least a predetermined value, the pattern shown in cell 301 and the like is displayed. Here, the predetermined value is four. Conversely, when the item type is less than the predetermined value, the pattern shown in cell 302 and the like is displayed. In other words, FIG. 8-9 displays the total count of items for which the numerical value of the item type is at least a predetermined value among items for which the count of necessary attempts for acquisition is 25 or less.

Please amend paragraph [0080] as follows:

[0080] FIG. 10(b) illustrates an example of cells 308, 316, and 320 being selected. The selected cells are displayed with the same pattern as the cells in the scratch card shown in FIG. 409. Note that the item detail information corresponding to the selected cells may be displayed in the selected cells.