Form PTO 1449 (Modified)		U.S. DEPARTMENT OF COMMERCE PATENT AND TRADEMARK OFFICE		ATTY DOCKET NO. 516026US		SERIAL NO. 16/111,945
LIST OF REFERENCES CITED BY APPLICANT				INVENTOR(S) Taiki EDA		
				FILING DATE August 24, 2018		GROUP 3717

U.S. PATENT DOCUMENTS

EXAMINER INITIAL		DOCUMENT NUMBER	DATE	NAME	CLASS	SUB CLASS	FILING DATE IF APPROPRIATE
	AA						
	AB						
	AC						
	AD						
	AE						
	AF						
	AG						
	AH						
	AI						
	AJ						
	AK						
	AL						
	AM						
	AN						

FOREIGN PATENT DOCUMENTS

		DOCUMENT NUMBER	DATE	COUNTRY	TRANSLATION	
					YES	NO
	AO					
	AP					
	AQ					
	AR					
	AS					
	AT					
	AU					
	AV					

OTHER REFERENCES (Including Author, Title, Date, Pertinent Pages, etc.)

	AW	Office Action for corresponding European Patent Application No. 14848832.3 dated October 9, 2018 (6 pages)
	AX	
	AY	
	AZ	

Examiner /MASUD AHMED/		Date considered 01/07/2019

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

ALL REFERENCES CONSIDERED EXCEPT WHERE LINED THROUGH. /M.A/

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CONFIRMATION NO. 8155

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INVENTORS
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** CONTINUING DATA ***************************
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which is a CON of 14/983,984 12/30/2015 PAT 9597594
which is a CON of PCT/JP2014/075673 09/26/2014

** FOREIGN APPLICATIONS ***************************
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JAPAN 2013-202721 09/27/2013

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Foreign Priority claimed ☑Yes ☐No		STATE OR COUNTRY	SHEETS DRAWINGS	TOTAL CLAIMS	INDEPENDENT CLAIMS
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UNITED STATES

TITLE

COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER

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	AL						
	AM						
	AN						

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		DOCUMENT NUMBER	DATE	COUNTRY	TRANSLATION YES	NO
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	AQ					
	AR					
	AS					
	AT					
	AU					
	AV					

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	AW	Japanese Office Action issued October 30, 2018 in Patent Application No. 2018-192989, citing references AO and AX herewith (with English Translation)
	AX	"How to Create StarCraft 2 Custom Map", captured by Wayback Machine, printed October 18, 2018, https://web.archive.org/web/20130307210601/http://segmentnext.com:80/2010/10/14/how-to-create-starcraft-2-custom-map/, 5 pages
	AY	
	AZ	☐ Additional References sheet(s) attached
Examiner		Date considered

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A 6 3 F	13/10	(2006.01)	A 6 3 F	13/10		2 C 0 0 1
A 6 3 F	13/12	(2006.01)	A 6 3 F	13/12	C	

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| (21)出願番号	特願2010-212845 (P2010-212845)	(71)出願人	310021766
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		Fターム(参考)	2C001 BA00 BA02 BC00 BC06 CB00 CB08

(54)【発明の名称】情報処理システム、情報処理方法、プログラム及び情報記憶媒体

(57)【要約】

【課題】ゲームのプレイ内容を表す動画像の再生位置に応じたゲームの状況からユーザがゲームをプレイすることができる情報処理システムを提供する。

【解決手段】復帰要求受付部52が、ゲームのプレイ内容を表す動画像の再生位置に対応付けられる、ゲームの実行要求を受け付ける。ゲーム状況データ取得部56が、動画像の再生位置に関連付けられた、ゲームの状況を示すゲーム状況データを記憶するデータ記憶部46から、実行要求に対応付けられる再生位置に基づいて特定されるゲーム状況データを取得する。ゲーム実行部42が、ゲーム状況データ取得部56が取得するゲーム状況データが示す状況からゲームを実行する。

【選択図】図5
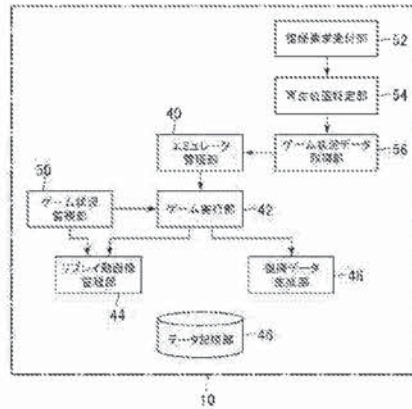
【特許請求の範囲】
【請求項１】
　　ゲームのプレイ内容を表す動画像の再生位置に対応付けられる、当該ゲームの実行要求を受け付ける実行要求受付手段と、
　　前記動画像の再生位置に関連付けられた、前記ゲームの状況を示すゲーム状況データを記憶する記憶手段から、前記実行要求に対応付けられる再生位置に基づいて特定されるゲーム状況データを取得するゲーム状況データ取得手段と、
　　前記ゲーム状況データ取得手段により取得されるゲーム状況データが示す状況から前記ゲームを実行するゲーム実行手段と、
　　を含むことを特徴とする情報処理システム。　　　　　　　　　　　　　　　　　　　10
【請求項２】
　　前記実行要求受付手段が、既にプレイされたゲームのプレイ内容を表す動画像の再生中に、当該動画像の再生位置に対応付けられる、ゲームの実行要求を受け付ける、
　　ことを特徴とする請求項１に記載の情報処理システム。
【請求項３】
　　前記ゲーム状況データ取得手段が、前記ゲームの実行要求の際に再生されていたフレーム画像の前記動画像における再生位置に基づいて特定されるゲーム状況データを取得する、
　　ことを特徴とする請求項２に記載の情報処理システム。
【請求項４】　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　20
　　前記ゲーム状況データ取得手段が、前記記憶手段に記憶されているゲーム状況データの少なくとも一部のうちの、関連付けられている再生位置が、前記ゲームの実行要求の際に再生されていたフレーム画像の前記動画像における再生位置に最も近いゲーム状況データを取得する、
　　ことを特徴とする請求項３に記載の情報処理システム。
【請求項５】
　　前記ゲーム状況データ取得手段が、関連付けられている再生位置が示すタイミングが、前記ゲームの実行要求の際に再生されていたフレーム画像の前記動画像における再生位置が示すタイミング以前である前記記憶手段に記憶されているゲーム状況データのうちのいずれかを取得する、　　　　　　　　　　　　　　　　　　　　　　　　　　　　　30
　　ことを特徴とする請求項４に記載の情報処理システム。
【請求項６】
　　前記ゲーム状況データ取得手段が、前記記憶手段に記憶されているゲーム状況データのうちの、関連付けられている再生位置が示すタイミングが、前記ゲームの実行要求の際に再生されていた前記動画像に含まれるフレーム画像の再生位置が示すタイミングから所定の時間だけ遡ったタイミングに最も近いゲーム状況データを取得する、
　　ことを特徴とする請求項３に記載の情報処理システム。
【請求項７】
　　前記記憶手段が、前記ゲームの進行段階に対応するゲームステージの開始時におけるゲーム状況データを含んでおり、　　　　　　　　　　　　　　　　　　　　　　　　40
　　前記ゲーム状況データ取得手段が、前記実行要求に対応付けられる再生位置に対応するゲームステージの開始時におけるゲーム状況データを取得する、
　　ことを特徴とする請求項１から６のいずれか一項に記載の情報処理システム。
【請求項８】
　　前記ゲームの実行中に、当該実行中のゲームの現況を示す前記ゲーム状況データを生成するゲーム状況データ生成手段、をさらに含む、
　　ことを特徴とする請求項１から７のいずれか一項に記載の情報処理システム。
【請求項９】
　　ゲームのプレイ内容を表す動画像の再生位置に対応付けられる、当該ゲームの実行要求を受け付ける実行要求受付ステップと、　　　　　　　　　　　　　　　　　　　50

　前記動画像の再生位置に関連付けられた、前記ゲームの状況を示すゲーム状況データを記憶する記憶手段から、前記実行要求に対応付けられる再生位置に対応するゲーム状況データを取得するゲーム状況データ取得ステップと、
　前記ゲーム状況データ取得ステップにより取得されるゲーム状況データが示す状況から前記ゲームを実行するゲーム実行ステップと、
　を含むことを特徴とする情報処理方法。
【請求項１０】
　ゲームのプレイ内容を表す動画像の再生位置に対応付けられる、当該ゲームの実行要求を受け付ける実行要求受付手段、
　前記動画像の再生位置に関連付けられた、前記ゲームの状況を示すゲーム状況データを記憶する記憶手段から、前記実行要求に対応付けられる再生位置に対応するゲーム状況データを取得するゲーム状況データ取得手段、
　前記ゲーム状況データ取得手段により取得されるゲーム状況データが示す状況から前記ゲームを実行するゲーム実行手段、
　としてコンピュータを機能させることを特徴とするプログラム。
【請求項１１】
　請求項１０に記載のプログラムを記憶したコンピュータ読み取り可能な情報記憶媒体。
【発明の詳細な説明】
【技術分野】
【０００１】
　本発明は、情報処理システム、情報処理方法、プログラム及び情報記憶媒体に関する。
【背景技術】
【０００２】
　ユーザにより登録された動画像を配信する動画像配信サイトが存在する（例えば、特許文献１参照）。そして、動画像配信サイトには、テレビゲームをユーザがプレイした内容を表す動画像が数多く登録されているものがある。
【０００３】
　そして、テレビゲームをなかなかクリアできないユーザが、動画像配信サイトに登録されている、他のユーザによるプレイが示された動画像を閲覧することにより、そのゲームをクリアするためのヒントを得ることができることがある。また、ユーザが、動画像配信サイトに登録されている動画像に示されているゲームに興味を持ち、そのゲームを購入するということがある。
【先行技術文献】
【特許文献】
【０００４】
【特許文献１】米国特許出願公開第２００８／０２７６２７２号明細書
【発明の概要】
【発明が解決しようとする課題】
【０００５】
　ユーザが、動画像配信サイトに登録されている、他のユーザがゲームをプレイした内容を表す動画像を閲覧していると、そのゲームをプレイしてみたくなるということがあり得る。ここで、例えば、ユーザが、閲覧している動画像の再生位置を指定した際に、その再生位置に応じたゲームの状況からそのゲームをプレイすることができるとなると、ユーザはそのゲームをより楽しむことができるようになると思われる。このことは、動画像配信サイトに登録されている動画像に限らず、テレビゲームをユーザがプレイした内容を表す動画像においてあてはまる。
【０００６】
　本発明は上記課題に鑑みてなされたものであって、ゲームのプレイ内容を表す動画像の再生位置に応じたゲームの状況からユーザがゲームをプレイすることができる情報処理システム、情報処理方法、プログラム及び情報記憶媒体を提供することを目的とする。

【課題を解決するための手段】

【０００７】

　上記課題を解決するために、本発明に係る情報処理システムは、ゲームのプレイ内容を表す動画像の再生位置に対応付けられる、当該ゲームの実行要求を受け付ける実行要求受付手段と、前記動画像の再生位置に関連付けられた、前記ゲームの状況を示すゲーム状況データを記憶する記憶手段から、前記実行要求に対応付けられる再生位置に基づいて特定されるゲーム状況データを取得するゲーム状況データ取得手段と、前記ゲーム状況データ取得手段により取得されるゲーム状況データが示す状況から前記ゲームを実行するゲーム実行手段と、を含むことを特徴とする。

【０００８】

　また、本発明に係る情報処理方法は、ゲームのプレイ内容を表す動画像の再生位置に対応付けられる、当該ゲームの実行要求を受け付ける実行要求受付ステップと、前記動画像の再生位置に関連付けられた、前記ゲームの状況を示すゲーム状況データを記憶する記憶手段から、前記実行要求に対応付けられる再生位置に対応するゲーム状況データを取得するゲーム状況データ取得ステップと、前記ゲーム状況データ取得ステップにより取得されるゲーム状況データが示す状況から前記ゲームを実行するゲーム実行ステップと、を含むことを特徴とする。

【０００９】

　また、本発明に係るプログラムは、ゲームのプレイ内容を表す動画像の再生位置に対応付けられる、当該ゲームの実行要求を受け付ける実行要求受付手段、前記動画像の再生位置に関連付けられた、前記ゲームの状況を示すゲーム状況データを記憶する記憶手段から、前記実行要求に対応付けられる再生位置に対応するゲーム状況データを取得するゲーム状況データ取得手段、前記ゲーム状況データ取得手段により取得されるゲーム状況データが示す状況から前記ゲームを実行するゲーム実行手段、としてコンピュータを機能させることを特徴とする。

【００１０】

　また、上記のプログラムはコンピュータ読み取り可能な情報記憶媒体に記憶することもできる。

【００１１】

　本発明によると、ゲームの実行要求に対応付けられる動画像の再生位置に基づいて特定されるゲーム状況データが示す状況からゲームが実行されるので、ゲームのプレイ内容を表す動画像の再生位置に応じたゲームの状況からユーザがゲームをプレイすることができる。

【００１２】

　本発明の一態様では、前記実行要求受付手段が、既にプレイされたゲームのプレイ内容を表す動画像の再生中に、当該動画像の再生位置に対応付けられる、ゲームの実行要求を受け付けることを特徴とする。こうすれば、既にプレイされたゲームのプレイ内容を表す動画像の再生位置に応じたゲームの状況からユーザがゲームをプレイすることができる。

【００１３】

　また、本発明の一態様では、前記ゲーム状況データ取得手段が、前記ゲームの実行要求の際に再生されていたフレーム画像の前記動画像における再生位置に基づいて特定されるゲーム状況データを取得することを特徴とする。こうすれば、ゲームの実行要求の際に再生されていた場面に応じたゲームの状況からユーザがゲームをプレイすることができる。

【００１４】

　この態様では、前記ゲーム状況データ取得手段が、前記記憶手段に記憶されているゲーム状況データの少なくとも一部のうちの、関連付けられている再生位置が、前記ゲームの実行要求の際に再生されていたフレーム画像の前記動画像における再生位置に最も近いゲーム状況データを取得してもよい。こうすれば、記憶手段に記憶されているゲーム状況データの少なくとも一部それぞれが示すゲームの状況のうちの、ゲームの実行要求の際に再生されていた場面での状況に最も近い状況からユーザがゲームをプレイすることができる

【0015】
　また、この態様では、前記ゲーム状況データ取得手段が、関連付けられている再生位置が示すタイミングが、前記ゲームの実行要求の際に再生されていたフレーム画像の前記動画像における再生位置が示すタイミング以前である前記記憶手段に記憶されているゲーム状況データのうちのいずれかを取得してもよい。こうすれば、ゲームの実行要求の際に再生されていた場面以前のゲームの状況のうちの、ゲームの実行要求の際に再生されていた場面での状況に最も近い状況からユーザがゲームをプレイすることができる。

【0016】
　また、本発明の一態様では、前記ゲーム状況データ取得手段が、前記記憶手段に記憶されているゲーム状況データのうちの、関連付けられている再生位置が示すタイミングが、前記ゲームの実行要求の際に再生されていた前記動画像に含まれるフレーム画像の再生位置が示すタイミングから所定の時間だけ遡ったタイミングに最も近いゲーム状況データを取得することを特徴とする。こうすれば、ゲームの実行要求の際に再生されていた場面から所定の時間だけ遡った場面でのゲームの状況に最も近い状況からユーザがゲームをプレイすることができる。

【0017】
　また、本発明の一態様では、前記記憶手段が、前記ゲームの進行段階に対応するゲームステージの開始時におけるゲーム状況データを含んでおり、前記ゲーム状況データ取得手段が、前記実行要求に対応付けられる再生位置に対応するゲームステージの開始時におけるゲーム状況データを取得することを特徴とする。こうすれば、ゲームの実行要求に対応付けられる再生位置に対応するゲームステージのはじめからユーザがゲームをプレイすることができる。

【0018】
　また、本発明の一態様では、前記ゲームの実行中に、当該実行中のゲームの現況を示す前記ゲーム状況データを生成するゲーム状況データ生成手段、をさらに含むことを特徴とする。こうすれば、実行中のゲームの現況を示すゲーム状況データが生成される。

【図面の簡単な説明】
【0019】
【図1】本実施形態に係るコンピュータネットワークの全体構成の一例を示す図である。
【図2】ゲーム画面の一例を示す図である。
【図3】リプレイ動画像表示画面の一例を示す図である。
【図4】本実施形態に係るクラウドサービスとクライアントとの関係の一例を示す概念図である。
【図5】本実施形態に係るクラウドサービスで実現される機能の一例を示す機能ブロック図である。
【図6】復帰データの一例を示す図である。

【発明を実施するための形態】
【0020】
　以下、本発明の一実施形態について図面に基づき詳細に説明する。

【0021】
　図1は、本発明の一実施形態に係るコンピュータネットワークの全体構成の一例を示す図である。図1に示すように、インターネットなどのコンピュータネットワーク16には、いずれもコンピュータを中心に構成されたクラウドサービス10、動画像管理システム12、クライアント14（14-1〜14-n）、が接続されている。そして、クラウドサービス10、動画像管理システム12、クライアント14は、互いに通信可能になっている。

【0022】
　クライアント14は、クラウドサービス10や動画像管理システム12のユーザが利用するコンピュータであり、例えば、パーソナルコンピュータ、ゲームコンソール、テレビ

受像器、携帯型ゲーム装置、携帯情報端末、などである。そして、クライアント１４は、例えば、ＣＰＵ等の制御装置、ＲＯＭやＲＡＭ等の記憶素子やハードディスクドライブ等の記憶装置、ディスプレイ、スピーカ等の出力装置、ゲームコントローラ、タッチパッド、マウス、キーボード、マイク等の入力装置、ネットワークボード等の通信装置、ＤＶＤ－ＲＯＭやＢｌｕ－ｒａｙ（登録商標）ディスクなどの光ディスク（コンピュータ読み取り可能な情報記憶媒体）を読み取る光ディスクドライブ、等を備えている。

【００２３】
　また、本実施形態に係るクライアント１４は、ウェブブラウザ及びクラウドサービス１０用のプラグインプログラムが予めインストールされており、これらのアプリケーションプログラムが実行される。クライアント１４は、ウェブブラウザを通じてクラウドサービス１０や動画像管理システム１２が提供する各種サービスを受ける。クラウドサービス用プラグインプログラムの詳細については後述する。

【００２４】
　動画像管理システム１２は、例えば、クライアント１４やクラウドサービス１０から受け付ける動画像を登録したり、クライアント１４からの要求に応じてクライアント１４に動画像の配信を行ったりするコンピュータシステムである。

【００２５】
　クラウドサービス１０は、例えば、本発明の一実施形態に係る情報処理システムとして機能する分散コンピューティング環境であり、互いに通信可能に接続されている複数台のＷｅｂアプリケーションサーバ、複数台のデータベースサーバ、複数台のストレージデバイス、などを含んで構成されている。クラウドサービス１０に含まれるサーバは、例えば、ＣＰＵ等の制御部、ＲＯＭやＲＡＭ等の記憶素子やハードディスクドライブなどである記憶部、ネットワークボードなどの通信インタフェースである通信部、を含んで構成されている。これらの要素は、バスを介して接続される。

【００２６】
　クラウドサービス１０を利用するクライアント１４は、クラウドサービス１０内に存在するサーバやストレージデバイスなどのリソースの所在を特に意識することなく、クラウドサービス１０が提供する各種サービスを利用することができる。

【００２７】
　本実施形態では、クライアント１４が、ウェブブラウザを通じてクラウドサービス１０にアクセスし、ユーザＩＤ及びパスワードを入力してから、その後に所定のＵＲＬにアクセスすると、クライアント１４のディスプレイに所定のＵＲＬに対応する画面が表示される。なお、ユーザＩＤ及びパスワードを入力した後は、クラウドサービス１０は、例えば、クッキーを参照することによりクライアント１４を利用するユーザのユーザＩＤを特定することができるようになっている。

【００２８】
　本実施形態では、例えば、あるユーザ（ユーザＡ）がクライアント１４からシューティングゲームの開始要求をクラウドサービス１０に送信すると、クラウドサービス１０はそのゲームの実行を開始する。そして、このゲームが実行されている間、クラウドサービス１０は、このゲームのプレイ内容を表すフレーム画像を、順次、ユーザＡのクライアント１４にストリーミング配信する。そして、ユーザＡのクライアント１４のディスプレイにはブラウザを介してこのフレーム画像が順次表示される。以下、このようにして順次ストリーミング配信されるフレーム画像群から構成される動画像を実況動画像と呼ぶこととする。ユーザＡは、実況動画像を見ながら、ゲームコントローラのボタンを押下するなどしてゲームを楽しむことができる。

【００２９】
　図２に、ユーザＡのクライアント１４のディスプレイに表示されるゲーム画面２０の一例を示す。ゲーム画面２０には、上述の実況動画像が表示される。本実施形態では、ゲーム画面２０に、シューティングゲームにおいてプレイヤが操作する戦闘機等を表すプレイヤオブジェクト２２、プレイヤオブジェクト２２から発射される弾丸を表す弾丸オブジェ

クト２４、プレイヤオブジェクト２２が倒すべき敵を表す敵オブジェクト２６が含まれて
いる。ユーザＡは、ゲームコントローラのボタンを押下するなどの、キー入力を行うこと
により、シューティングゲームにおけるプレイヤオブジェクト２２の移動や弾丸オブジェ
クト２４の発射等の操作を行うことができる。ユーザＡは、迫り来る敵オブジェクト２６
をかわしながら、敵オブジェクト２６に向けて弾丸オブジェクト２４を発射して、敵オブ
ジェクト２６を倒していく。
【００３０】
　　本実施形態では、上述のシューティングゲームは、ゲームの進行段階に対応する複数の
ゲームステージから構成されている。そして、ユーザＡがゲームステージをクリアする、
あるいは、ゲームオーバーとなる、などのイベントが発生した際に、クラウドサービス１　　　10
０は、そのゲームステージの開始時点からイベント発生時点までのゲームのプレイ内容を
表す動画像（以下、この動画像をリプレイ動画像と呼ぶこととする。）を動画像管理シス
テム１２に登録する。このようにして、本実施形態では、既にユーザＡによりプレイされ
たシューティングゲームのプレイ内容を表すリプレイ動画像が動画像管理システム１２に
登録される。そして、別のユーザ（ユーザＢ）がクライアント１４から動画像管理システ
ム１２にこのリプレイ動画像の再生要求を送信すると、動画像管理システム１２は、この
リプレイ動画像をユーザＢのクライアント１４にストリーミング配信する。
【００３１】
　　図３に、ユーザＢのクライアント１４のディスプレイに表示されるリプレイ動画像表示
画面２８の一例を示す。リプレイ動画像表示画面２８には、上述のリプレイ動画像が表示　　　20
される。また、リプレイ動画像表示画面２８には、リプレイ動画像の再生位置に応じた状
況への復帰（リプレイ動画像の再生位置に応じた状況からのゲームの実行）を要求するた
めの復帰リンク３０が含まれている。また、リプレイ動画像表示画面２８には、動画像の
再生を制御するための各種ボタン及び動画像が再生されるに従って左から右へ移動するノ
ブ３２が配置されている。リプレイ動画像の再生中にユーザＢが復帰リンク３０をクリッ
クすると、クライアント１４は、この再生位置に応じた状況からのゲームの実行要求をク
ラウドサービス１０に送信する。すると、クラウドサービス１０は、この状況からのゲー
ムの実行を開始する。そして、このゲームが実行されている間、クラウドサービス１０は
、このゲームのプレイ内容を表す実況動画像をユーザＢのクライアント１４にストリーミ
ング配信する。そして、ユーザＢのクライアント１４では、図２と同様のゲーム画面２０　　　30
が表示されることとなる。そして、ユーザＢは、このゲームを、ユーザＢが指定した再生
位置に応じた状況から楽しむことができる。
【００３２】
　　図４は、本実施形態に係るクラウドサービス１０とクライアント１４との関係の一例を
示す概念図である。本実施形態に係るクラウドサービス１０では、例えば、管理プロセス
３４、サービス提供プロセス３６、エミュレータ３８が実行される。また、クラウドサー
ビス１０に含まれるストレージデバイス等の記憶装置には、予め、各種ゲームプログラム
のイメージファイルが記憶されている。ゲームプログラムには、ゲームの識別子であるゲ
ームＩＤが関連付けられている。
【００３３】　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　40
　　サービス提供プロセス３６は、例えば、クラウドサービス１０に含まれるサーバが、シ
ョッピングサイトやＳＮＳ（Social Networking Service）等、クラウドサービス１０が
提供する種々のサービスを実現するプログラムを起動することで生成されるプロセスであ
る。
【００３４】
　　管理プロセス３４は、例えば、クラウドサービス１０に含まれるサーバが、クラウドサ
ービス１０に含まれるサーバやストレージデバイスにインストールされている管理プログ
ラムを起動することで生成されるプロセスであり、エミュレータ３８の所在管理処理、エ
ミュレータ３８の起動処理及び停止処理、クライアント１４からの要求に応じたクライア
ント１４とエミュレータ３８との接続処理及び切断処理、などを実行する。　　　　　　　50

【００３５】

　エミュレータ３８は、例えば、クラウドサービス１０に含まれるサーバやストレージデバイスに記憶されているゲームプログラムを実行するための仮想マシンとして機能するプロセスである。エミュレータ３８は、管理プロセス３４が、クライアント１４からの要求に応じて、クラウドサービス１０に含まれるサーバやストレージデバイスにインストールされているエミュレータプログラムを起動することにより生成される。そして、管理プロセス３４は、クライアント１４からの要求に応じて、クライアント１４により指定されたゲームプログラムのイメージファイルを読み込み、エミュレータ３８にロードする。このことによって、エミュレータ３８上でゲームプログラムが実行されることとなる。なお、エミュレータ３８が、クライアント１４により指定されたゲームプログラムを自プロセスにロードするようにしてもよい。

【００３６】

　また、エミュレータ３８は、例えば、クライアント１４や管理プロセス３４からの要求に応じて、エミュレータ３８が管理しているエミュレートされたメモリイメージやレジスタ（例えば、プログラムカウンタ等）、エミュレータ３８上で動作するゲームプログラムによる入出力アクセスログ、エミュレータ３８上で実行されるＣＰＵ命令やＧＰＵ命令のログなどを出力する。

【００３７】

　本実施形態では、図４に示すように、１つのエミュレータ３８を１つのクライアント１４が専有することができる（ゲームプログラムＰ１参照）。また、１つのエミュレータ３８に対して複数のクライアント１４が接続可能となっている（ゲームプログラムＰ２参照）。また、１つのエミュレータ３８上で複数のゲームプログラムが実行可能となっている（ゲームプログラムＰ３、Ｐ４参照）。

【００３８】

　また、本実施形態では、図４に示すように、クライアント１４にエミュレータプログラムがインストールされている場合は、管理プロセス３４は、クライアント１４からの要求に応じて、クライアント１４にエミュレータ３８の起動指示や停止指示を出力する。クライアント１４は、管理プロセス３４から受け付ける起動指示に応じて、クライアント１４にインストールされているエミュレータプログラムを起動する。また、クライアント１４は、管理プロセス３４から受け付ける停止指示に応じて、実行中のエミュレータ３８を停止する。そして、クライアント１４に記憶されているゲームプログラムをクライアント１４で実行されているエミュレータ３８で実行することもできるようになっている（ゲームプログラムＰ５参照）。また、クライアント１４で実行されているエミュレータ３８に対して他のクライアント１４から接続できるようになっている（ゲームプログラムＰ６参照）。

【００３９】

　図５は、本実施形態に係るクラウドサービス１０で実現される機能の一例を示す機能ブロック図である。なお、図５には、以下の説明と特に関係がある機能が示されているにすぎず、本実施形態に係るクラウドサービス１０では、図５に示す機能以外の機能も実現されている。図５に示すように、本実施形態に係るクラウドサービス１０は、機能的には、例えば、エミュレータ管理部４０、ゲーム実行部４２、リプレイ動画像管理部４４、データ記憶部４６、復帰データ生成部４８、ゲーム状況監視部５０、復帰要求受付部５２、再生位置特定部５４、ゲーム状況データ取得部５６、を含んで構成される。データ記憶部４６は、例えば、クラウドサービス１０に含まれるサーバに含まれるメモリやハードディスクドライブ、ストレージデバイス、などといった記憶装置を主として実現される。また、ゲーム実行部４２は、例えば、エミュレータ３８で実現される機能に対応する。その他の要素は、例えば、管理プロセス３４で実現される機能に対応する。

【００４０】

　クラウドサービス１０は、上述のようにコンピュータを中心に構成されており、プログラムを実行することにより、図５に示す各機能要素が実現されるようになっている。また

、このプログラムは、例えば、ＣＤ－ＲＯＭ、ＤＶＤ－ＲＯＭなどのコンピュータ読み取り可能な情報記憶媒体を介して、あるいは、インターネットなどの通信ネットワークを介してクラウドサービス１０に供給される。

【００４１】

エミュレータ管理部４０は、本実施形態では、例えば、クライアント１４からの要求に応じてエミュレータ３８を起動したり停止したりする。また、エミュレータ管理部４０は、クライアント１４からの要求に応じた、クライアント１４とエミュレータ３８との接続処理及び切断処理を実行する。また、エミュレータ管理部４０は、起動したエミュレータ３８へのゲームプログラムのイメージファイルのロードも行う。また、エミュレータ管理部４０は、エミュレータ３８の所在管理処理も実行する。

【００４２】

ゲーム実行部４２は、本実施形態では、例えば、エミュレータ３８にロードされたゲームプログラムを実行する。

【００４３】

本実施形態では、例えば、ユーザＡがクライアント１４からシューティングゲームの開始要求をクラウドサービス１０に送信すると、クラウドサービス１０のエミュレータ管理部４０が、この開始要求に応じて、エミュレータ３８を起動し、起動したエミュレータ３８にシューティングゲームのイメージファイルをロードする。そして、ゲーム実行部４２が、ロードされたシューティングゲームを開始する。

【００４４】

ゲーム実行部４２は、本実施形態では、シューティングゲームの開始以降、所定のゲーム更新時間（例えば、１／６０秒）毎に、ゲームの状況を示すゲーム状況データを更新するゲーム状況データ更新処理、更新後のゲーム状況データに基づいてゲームのプレイ内容を表すフレーム画像を生成するフレーム画像生成処理、生成されたフレーム画像をクライアント１４に送信するフレーム画像送信処理、の順に、これら３つの処理を実行する。すなわち、ゲーム実行部４２は、ゲーム更新時間間隔で、上述の３つの処理を順次実行するという処理を繰り返し実行する。

【００４５】

本実施形態では、ゲーム実行部４２は、ゲーム状況更新処理において、例えば、プレイヤオブジェクト２２、弾丸オブジェクト２４、敵オブジェクト２６、それぞれの位置や向きを示すゲーム状況データを更新する処理を実行する。また、本実施形態では、ゲーム実行部４２は、ゲーム状況更新処理において、更新後のオブジェクト間の衝突判定処理や、衝突判定結果に基づく、ゲームステージクリア判定処理、ミス判定処理なども併せて実行する。

【００４６】

また、本実施形態では、ゲーム実行部４２は、フレーム画像生成処理において、例えば、更新後のオブジェクト群の位置や向きを示すゲーム状況データに基づいてフレーム画像を生成する処理を実行する。また、本実施形態では、ゲーム実行部４２は、フレーム画像送信処理において、例えば、生成されたフレーム画像を生成時刻順に順序付けられているフレーム画像の識別子であるフレームＩＤに関連付けてクライアント１４に送信する。

【００４７】

本実施形態では、クライアント１４は、クラウドサービス１０から順次送信されるフレーム画像を受信する。そして、クライアント１４は、受信したフレーム画像が含まれるゲーム画面２０をディスプレイに表示出力する。本実施形態では、クライアント１４は、関連付けられているフレームＩＤ順にフレーム画像を表示出力する。そして、表示出力されるフレーム画像は、順次更新される。このようにして、実況動画像がクラウドサービス１０からクライアント１４へストリーミング配信される。

【００４８】

また、本実施形態では、ゲームの実行中に、クライアント１４が、ユーザによるボタンの押下などのキー入力を受け付けた際に、入力に応じたキー情報（例えば、押下されたボ

タンの種別を示す信号）を、クラウドサービス１０に送信する。そして、クラウドサービ
ス１０のゲーム実行部４２は、このキー情報に応じたゲーム状況データの更新（例えば、
押下されたボタンが示す方向へのプレイヤオブジェクト２２の移動、プレイヤオブジェク
ト２２からの弾丸オブジェクト２４の発射等）を実行する。
【００４９】
　リプレイ動画像管理部４４は、本実施形態では、例えば、ゲーム実行部４２がフレーム
画像を生成した際に、そのフレーム画像を、生成時刻順に順序付けられているフレーム画
像の識別子であるフレームＩＤに関連付けてデータ記憶部４６に出力する。
【００５０】
　復帰データ生成部４８は、本実施形態では、例えば、所定の復帰データ生成間隔（例え
ば、５秒間隔）で、リプレイ動画像の再生位置に応じた状況への復帰（リプレイ動画像の
再生位置に応じた状況からのゲームの実行）に用いられる復帰データ５８を生成して、デ
ータ記憶部４６に出力する（図６参照）。図６は、復帰データ５８の一例を示す図である
。本実施形態では、復帰データ生成部４８は、ゲームステージが開始される際に、そのゲ
ームステージの開始時点の復帰データ５８を生成して、データ記憶部４６に出力する。そ
のため、データ記憶部４６には、ゲームステージの開始時における復帰データ５８が記憶
されることとなる。図６に示すように、復帰データ５８は、例えば、上述のリプレイ動画
像の識別子である動画像ＩＤと、プレイされているゲームの識別子であるゲームＩＤと、
ゲームステージの開始時点からの経過時間を示す経過時間データと、そのときのゲームの
状況を示すゲーム状況データ（図６には、本実施形態におけるゲーム状況データの一例と
して、経過時間データに対応する時点における、シューティングゲームを実行しているエ
ミュレータ３８が管理しているメモリイメージの内容やレジスタの値を示すスナップショ
ットデータが示されている。）と、を含んでいる。復帰データ５８に含まれる経過時間デ
ータによって、復帰データ５８とリプレイ動画像に含まれるフレーム画像とは関連付けら
れていることとなる。
【００５１】
　本実施形態では、復帰データ生成部４８は、復帰データの生成タイミングが到来した際
に、その時点におけるエミュレータ３８のメモリイメージの内容やレジスタの値を取得す
る。そして、復帰データ生成部４８は、リプレイ動画像の識別子である動画像ＩＤと、プ
レイされているゲームの識別子であるゲームＩＤと、ゲームステージの開始時点から復帰
データの生成タイミングまでの時間を示す経過時間データと、取得した内容に対応するス
ナップショットデータと、を含む復帰データ５８を生成する。
【００５２】
　このようにして、本実施形態では、ゲーム実行部４２が実況動画像をクライアント１４
にストリーミング配信している際に、同時進行で、リプレイ動画像管理部４４によるフレ
ーム画像のデータ記憶部４６への出力、及び、復帰データ生成部４８による復帰データ５
８の生成出力が行われることとなる。また、本実施形態では、ゲームの実行中に、その実
行中のゲームの現況を示すスナップショットデータが順次生成されることとなる。
【００５３】
　ゲーム状況監視部５０は、例えば、ゲーム実行部４２が実行しているシューティングゲ
ームのゲーム処理の進行状況を監視する。本実施形態では、予め、各ゲームステージの終
了時点のフレーム画像、及び、ゲームオーバー時点のフレーム画像がデータ記憶部４６に
記憶されている。以下、これらのフレーム画像を判定画像と呼ぶこととする。本実施形態
では、ゲーム状況監視部５０は、例えば、ゲーム実行部４２により生成されるフレーム画
像を監視する。そして、ゲーム状況監視部５０は、公知の画像処理技術を用いて、監視さ
れたフレーム画像と、データ記憶部４６に記憶されているいずれかの判定画像とが一致し
ていることを確認した際に、ゲームステージが終了した、又は、ゲームオーバーとなった
ということを判定する。このようにして、本実施形態では、ゲームステージの終了時点や
ゲームオーバー時点を検出することができるようになっている。
【００５４】

　そして、本実施形態では、ゲーム状況監視部５０は、ゲームステージが終了した際、及び、ゲームオーバーとなった際に、リプレイ動画像管理部４４にその旨を通知する。すると、リプレイ動画像管理部４４は、この通知を受け付けた際に、それまでにデータ記憶部４６に出力された、そのゲームステージの開始時点から上述の通知を受け付けた時点までの１又は複数のフレーム画像、及び、上述の動画像ＩＤが含まれるリプレイ動画像を生成する。このリプレイ動画像に含まれるフレーム画像はフレームＩＤに関連付けられている。
【００５５】
　そして、リプレイ動画像管理部４４は、リプレイ動画像を動画像管理システム１２に送信する。すると、動画像管理システム１２はこのリプレイ動画像を受信して、動画像管理システム１２に含まれるハードディスクドライブ等の記憶装置に出力する。このようにして、リプレイ動画像が動画像管理システム１２に登録される。
【００５６】
　本実施形態では、動画像管理システム１２は、ユーザＢのクライアント１４から、検索条件となる文字列を受け付けた際に、その検索条件に合致するリプレイ動画像の概要の一覧画面（図示せず）を生成して、ユーザＢのクライアント１４に送信する。そして、ユーザＢのクライアント１４は、この一覧画面を受信して、ディスプレイに表示出力する。そして、ユーザＢが一覧画面のうちから上述のリプレイ動画像の概要が示されている部分をクリックすると、ユーザＢのクライアント１４は、このリプレイ動画像の再生要求を動画像管理システム１２に送信する。そして、動画像管理システム１２は、この再生要求を受信する。そして、動画像管理システム１２は、この再生要求に応じて、対応するリプレイ動画像に対応するリプレイ動画像表示画面２８を生成して、ユーザＢのクライアント１４に送信するとともに、リプレイ動画像のストリーミング配信を開始する。
【００５７】
　本実施形態では、ユーザＢのクライアント１４は、リプレイ動画像表示画面２８を動画像管理システム１２から受信した際に、ユーザＢのクライアント１４にインストールされているクラウドサービス１０用のプラグインプログラムがクラウドサービス１０に対して、受信したリプレイ動画像の動画像ＩＤを送信して、受信したリプレイ動画像に対応する復帰データ５８が存在するか否かを問い合わせる。そして、復帰データ５８が存在する旨をクラウドサービス１０から受信すると、プラグインプログラムが、図３に示すように、リプレイ動画像表示画面２８内に、復帰リンク３０を埋め込む。
【００５８】
　ユーザＢが、リプレイ動画像表示画面２８に配置されている、再生、スロー再生、早送り、巻き戻し、一時停止、等の、動画像の再生を制御するためのボタンをクリックすると、クライアント１４は、対応する信号を動画像管理システム１２に送信する。すると、動画像管理システム１２は、この信号を受信して、信号に応じた動画像の再生制御を行う。また、ユーザＢが、マウス等を用いてノブ３２を移動する操作を実行すると、クライアント１４は、移動後の位置に対応する再生位置を示す信号を動画像管理システム１２に送信する。そして、動画像管理システム１２は、この信号が示す再生位置からのリプレイ動画像の再生を行う。
【００５９】
　ここで、リプレイ動画像の再生中に、ユーザＢが復帰リンク３０をクリックすると、クライアント１４は、再生されているリプレイ動画像の動画像ＩＤと再生時点のフレーム画像のフレームＩＤとの組合せに関連付けられた、そのフレーム画像に対応する状況への復帰要求（すなわち、そのフレーム画像に対応する状況からのゲームの実行要求）であるゲーム復帰要求をクラウドサービス１０に送信する。すると、クラウドサービス１０の復帰要求受付部５２が、このゲーム復帰要求を受け付ける。
【００６０】
　そして、再生位置特定部５４は、受け付けた動画像ＩＤ、及び、フレームＩＤに基づいて、復帰リンク３０がクリックされた時点におけるそのリプレイ動画像の再生位置（例え

ば、ゲームステージの開始時点からの経過時間やフレーム数等）を特定する。そして、再
生位置特定部５４は、このゲーム復帰要求に関連付けられている動画像ＩＤに基づいて、
プレイされているゲームを特定する。また、再生位置特定部５４は、ゲームステージの開
始時点から、復帰要求受付部５２が受け付けたゲーム復帰要求に関連付けられているフレ
ームＩＤのフレーム画像が再生されたタイミングまでの時間（以下、復帰時経過時間と呼
ぶ。）もしくは復帰時経過時間よりも短い時間を示し、かつ、復帰時経過時間に最も近い
時間を示す経過時間データに関連付けられているスナップショットデータを特定する。

【００６１】

そして、ゲーム状況データ取得部５６が、本実施形態では、例えば、再生位置特定部５
４により特定されたスナップショットデータを取得する。そして、エミュレータ管理部４
０が、新規のエミュレータ３８を起動するとともに、ユーザＢのクライアント１４とこの
エミュレータ３８との接続処理を実行する。そして、エミュレータ管理部４０が、再生位
置特定部５４により特定されたゲームのイメージファイルをこのエミュレータ３８にロー
ドする。そして、ゲーム実行部４２が、スナップショットデータが示す状況からのシュー
ティングゲームの実行を開始する。ゲーム実行部４２は、具体的には、例えば、ゲーム状
況データ取得部５６が取得したスナップショットデータに応じた、シューティングゲーム
を実行しているエミュレータ３８が管理しているメモリイメージの内容やレジスタの値の
設定を行った上で、上述のシューティングゲームの実行を開始する。このようにして、そ
して、ユーザＢは、ユーザＢのクライアント１４で、復帰リンク３０がクリックされたタ
イミングでのリプレイ動画像の再生位置に応じた状況から開始されるシューティングゲー
ムを楽しむことができる。

【００６２】

なお、本発明は上述の実施形態に限定されるものではない。

【００６３】

例えば、ゲーム状況データ取得部５６が、復帰時経過時間から、所定の時間（例えば、
１分）だけ遡った時間に最も近い時間を示す経過時間データに関連付けられているスナッ
プショットデータを取得するようにしてもよい。こうすれば、例えば、復帰リンク３０を
クリックしたタイミングから少し遡ったタイミングにおける状況からゲームを開始すると
いうことができることとなる。

【００６４】

また、例えば、復帰要求受付部５２がゲーム復帰要求を受け付けた際に、ゲームステー
ジの最初からゲームを開始したいか、ゲーム復帰要求を受け付けた際に再生されていたフ
レーム画像により表されている場面付近からゲームを開始したいかの選択を促す選択画面
（図示せず）を出力してもよい。そして、クライアント１４が、後者の選択肢をクラウド
サービス１０に送信した際には、再生位置特定部５４が、復帰時経過時間以下の時間を示
し、かつ、復帰時経過時間に最も近い時間を示す経過時間データに関連付けられているス
ナップショットデータを特定し、前者の選択肢をクラウドサービス１０に送信した際には
、ゲーム復帰要求に対応するゲームステージの開始時点のスナップショットデータを特定
するようにしてもよい。

【００６５】

また、例えば、再生位置特定部５４は、受け付けたゲーム復帰要求に関連付けられてい
るフレームＩＤのフレーム画像が示すタイミング以前、以後に関わらず、復帰時経過時間
に最も近い経過時間を示す経過時間データに関連付けられているスナップショットデータ
を特定するようにしてもよい。

【００６６】

また、例えば、クラウドサービス１０が、受け付けたゲーム復帰要求に応じて、プレイ
されているゲーム、及び、スナップショットデータを特定した後で、このゲームのゲーム
ＩＤ及びスナップショットデータに関連付けられたエミュレータ３８の起動指示をクライ
アント１４に送信してもよい。そして、クライアント１４がこの起動指示を受信して、エ
ミュレータ３８を起動してもよい。そして、クライアント１４が、クライアント１４のハ

ードディスクドライブ等に記憶されている、受信したゲームＩＤに対応するゲームプログラムのイメージファイルをエミュレータ３８にロードしてもよい。そして、クライアント１４が、受信したスナップショットデータに応じたエミュレータの設定を行って、エミュレートされたゲームを開始してもよい。なお、クライアント１４は、ハードディスクドライブ等に記憶されているイメージファイルの代わりに、光ディスクに記録されたゲームプログラムを光ディスクドライブから読み込んでエミュレータ３８にロードしてもよい。

【００６７】

また、例えば、クラウドサービス１０が、ユーザＢのクライアント１４から、ユーザＡの実況動画像の配信要求を受け付けた際に、ユーザＢのクライアント１４とユーザＡがプレイしているゲームがロードされているエミュレータ３８とを接続するようにしてもよい。そして、クラウドサービス１０が、ユーザＡのクライアント１４にストリーミング配信している実況動画像をユーザＢのクライアント１４にも配信するようにしてもよい。その後、クラウドサービス１０が、ユーザＢのクライアント１４から、ゲーム復帰要求を受け付けた際に、その時点における実況動画像の再生位置に基づいて復帰データ５８を特定してもよい。そして、クラウドサービス１０が、新規のエミュレータ３８を起動して、起動したエミュレータ３８に、特定された復帰データ５８に含まれるゲームＩＤに対応するゲームプログラムをロードしてもよい。そして、クラウドサービス１０が、ユーザＢのクライアント１４とユーザＡがプレイしているゲームがロードされているエミュレータ３８との接続を切断して、ユーザＢのクライアント１４とこの新規のエミュレータ３８とを接続してもよい。そして、ゲーム実行部４２が、特定された復帰データ５８に含まれるスナップショットデータに応じたエミュレータ３８の設定を行った上で、ゲームの実行を開始してもよい。

【００６８】

また、例えば、クライアント１４による、クラウドサービス１０から配信されている実況動画像、又は、リプレイ動画像の再生中に、クライアント１４が、再生されている動画像の動画像ＩＤと再生時点のフレーム画像のフレームＩＤとの組合せに関連付けられた、ブックマーク要求をクラウドサービス１０に送信してもよい。そして、クラウドサービス１０が、このブックマーク要求を受け付けた際に、動画像の配信を中止せず、受け付けたブックマーク要求に関連付けられている、動画像ＩＤとフレームＩＤとの組合せをブックマークデータとしてデータ記憶部４６に出力するようにしてもよい。そして、クラウドサービス１０が、クライアント１４からの要求に応じて、ブックマークデータの一覧をクライアント１４に送信するようにしてもよい。そして、クライアント１４がブックマークデータの一覧をディスプレイに表示出力してもよい。ここで、クライアント１４が、ユーザにより一覧の中から選択されたブックマークデータをクラウドサービス１０に送信したら、クラウドサービス１０が、このブックマークデータに対応するゲーム及びスナップショットデータを特定して、特定された状況からのシューティングゲームの実行を開始するようにしてもよい。なお、クラウドサービス１０は、ブックマーク要求を受け付けた際には要求元のユーザに対する課金処理を実行せずに、シューティングゲームの実行要求を受け付けた際に要求元のユーザに対する課金処理を実行するようにしてもよい。

【００６９】

また、この場合において、クライアント１４が実況動画像を再生している際には、クラウドサービス１０が、ブックマーク要求の受付をトリガとして、リプレイ動画像管理部４４によるフレーム画像のデータ記憶部４６への出力、及び、復帰データ生成部４８による復帰データの生成・出力を開始するようにしてもよい。

【００７０】

また、例えば、復帰要求受付部５２がゲーム復帰要求を受け付けた際に、ゲームの実行を開始するか否かを確認する画面をクライアント１４に送信してもよい。そして、復帰要求受付部５２がゲームの実行を開始する旨をクライアント１４から受け付けてはじめて、再生位置特定部５４が、復帰リンク３０がクリックされた時点におけるそのリプレイ動画像の再生位置を特定するようにしてもよい。

【0071】
　また、例えば、クラウドサービス１０が、上述の動画像管理システム１２が提供するサービスを提供するようにしてもよい。また、クラウドサービス１０が、クライアント１４から受け付けるキー情報をその受け付けたタイミングを示すデータと関連付けてキーログとしてデータ記憶部４６に出力してもよい。そして、リプレイ動画像管理部４４が、キーログに基づいてリプレイ動画像に含まれる各フレーム画像を生成して、クライアント１４にストリーミング配信するようにしてもよい。

【0072】
　また、例えば、データ記憶部４６には、予め、判定画像の代わりに、ゲームステージの終了時点や、ゲームオーバー時点における、エミュレータ３８が管理しているエミュレートされたメモリイメージの内容やレジスタの値が記憶されていてもよい。そして、ゲーム状況監視部５０が、エミュレータ３８が管理しているエミュレートされたメモリイメージの内容やレジスタの値を監視して、その監視結果とデータ記憶部４６に記憶されている上述のデータとの比較結果に基づいて、ゲームステージの終了時点やゲームオーバー時点を検出するようにしてもよい。

【0073】
　また、例えば、リプレイ動画像管理部４４が、リプレイ動画像を生成する際に、ユーザＡのクライアント１４から、リプレイ動画像を生成するフレーム画像の範囲を指定する情報を受け付けてもよい。そして、リプレイ動画像管理部４４は、指定された範囲のフレーム画像を含んで構成されるリプレイ動画像を生成してもよい。そして、リプレイ動画像管理部４４は、指定された範囲外のフレーム画像に対応する復帰データ５８をデータ記憶部４６から削除するようにしてもよい。

【0074】
　また、例えば、動画像ＩＤが、復帰データ５８が存在するか否かを示す情報を含んでいてもよい。そして、ユーザＢのクライアント１４が、リプレイ動画像表示画面２８を動画像管理システム１２から受信した際に、ユーザＢのクライアント１４にインストールされているクラウドサービス１０用のプラグインプログラムが、受信したリプレイ動画像の動画像ＩＤに基づいて、このリプレイ動画像に対応する復帰データ５８が存在するか否かを判定してもよい。そして、プラグインプログラムは、リプレイ動画像に対応する復帰データ５８が存在すると判定した場合に、リプレイ動画像表示画面２８内に、復帰リンク３０を埋め込むようにしてもよい。

【0075】
　また、リプレイ動画像の再生中に、ユーザＢが復帰リンク３０をクリックし、クライアント１４がゲーム復帰要求をクラウドサービス１０に送信した際に、クラウドサービス１０が、このリプレイ動画像に対応する復帰データ５８が存在するか否かを確認してもよい。そして、復帰データ５８が存在する場合に、上述のように、再生位置特定部５４が、プレイされているゲームの特定、及び、スナップショットデータの特定を行ってもよい。

【0076】
　また、例えば、ユーザＡが、自らがプレイしたプレイ内容を表すリプレイ動画像が再生されているリプレイ動画像表示画面２８の閲覧中に、ユーザＡが復帰リンク３０をクリックしてもよい。この場合、ユーザＡのクライアント１４は、この再生位置に対応するゲーム復帰要求をクラウドサービス１０に送信する。そして、クラウドサービス１０は、ゲーム復帰要求に応じた状況からのゲームの実行を開始して、そのゲームのプレイ内容を表す実況動画像をユーザＡのクライアント１４にストリーミング配信する。こうすれば、例えば、ユーザＡが、自らがプレイした内容を表すリプレイ動画像を見ていて、再度そのゲームを楽しみたくなったときなどに、自らが指定した再生位置に応じた状況からそのゲームを楽しむことができる。

【0077】
　また、例えば、ゲーム状況データは、例えば、ゲームにおけるパラメータやステータスを示すデータでもよい。また、動画像ＩＤが、上述のようなリプレイ動画像に含まれるメ

タ情報ではなく、リプレイ動画像に関連付けられている属性データであってもよい。また
、例えば、クラウドサービス１０で実現されている機能が単一のサーバにより実現されて
いてもよい。

【０１０７８】

　また、ゲームプログラムはエミュレータ３８上で実行される必要はなく、例えば、クラ
ウドサービス１０やクライアント１４のシステムソフトウェア（オペレーティングシステ
ム等）上で実行されてもよい。また、例えば、クライアント１４がゲーム装置である場合
において、リプレイ動画像の再生中に、ユーザＢが復帰リンク３０をクリックした際に、
クライアント１４が、再生されているリプレイ動画像の動画像ＩＤと再生時点のフレーム
画像のフレームＩＤとの組合せに対応する、オブジェクト群の位置や向きを示すゲーム状
況データを生成するようにしてもよい。そして、ゲーム装置であるクライアント１４が、
生成されたゲーム状況データが示す状況からリプレイ動画像に対応するゲームを実行する
ようにしてもよい。

【０１０７９】

　また、動画像管理システム１２は、クラウドサービス１０を提供する事業者とは異なる
事業者によって動画像配信サービスが提供されている一般的なサーバであっても構わない
。

【０１０８０】

　また、上記の具体的な数値や文字列や図面中の具体的な数値や文字列は例示であり、こ
れらの数値や文字列には限定されない。

【符号の説明】

【００８１】

　１０　クラウドサービス、１２　動画像管理システム、１４　クライアント、１６　コ
ンピュータネットワーク、２０　ゲーム画面、２２　プレイヤオブジェクト、２４　弾丸
オブジェクト、２６　敵オブジェクト、２８　リプレイ動画像表示画面、３０　復帰リン
ク、３２　ノブ、３４　管理プロセス、３６　サービス提供プロセス、３８　エミュレー
タ、４０　エミュレータ管理部、４２　ゲーム実行部、４４　リプレイ動画像管理部、４
６　データ記憶部、４８　復帰データ生成部、５０　ゲーム状況監視部、５２　復帰要求
受付部、５４　再生位置特定部、５６　ゲーム状況データ取得部、５８　復帰データ。

【図１】

【図３】

【図２】

【図４】

【図５】

【図６】
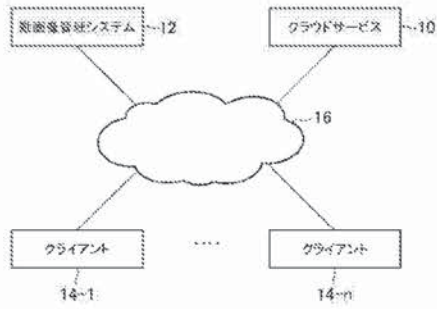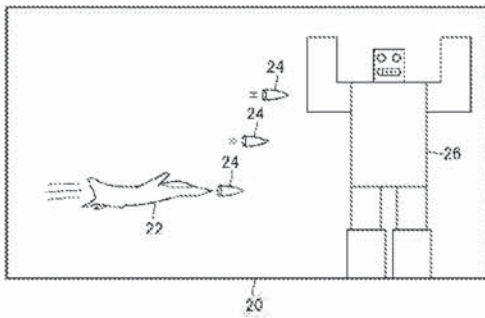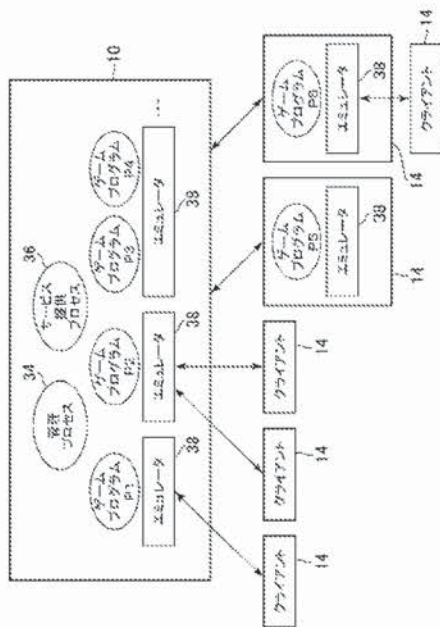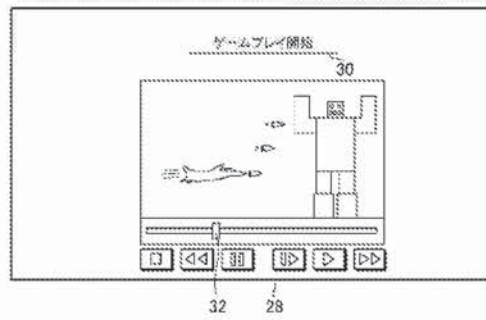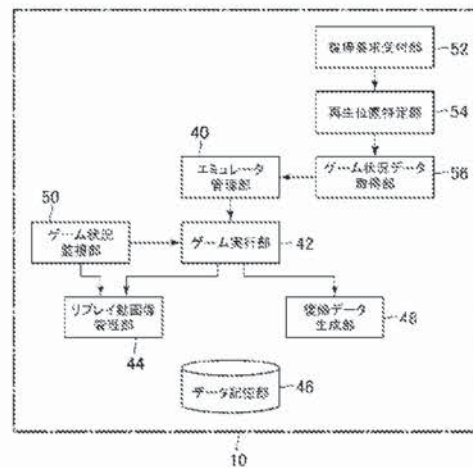
動画像ID	ゲームID	経過時間データ	スナップショットデータ
0001	001	00:00:00	・・・・
0001	001	00:00:05	・・・・
0001	001	00:00:10	・・・・
0001	001	00:00:15	・・・・

←～58

Docket No. 516026US

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

IN RE APPLICATION OF: Taiki EDA

SERIAL NO:	16/111,945	GAU:	3717
FILED:	August 24, 2018	EXAMINER:	AHMED, MASUD
FOR:	COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER		

INFORMATION DISCLOSURE STATEMENT UNDER 37 CFR 1.97

COMMISSIONER FOR PATENTS
ALEXANDRIA, VIRGINIA 22313

Commissioner:
Applicant(s) wish to disclose the following information.

REFERENCES

■ The applicant(s) wish to make of record the reference(s) listed on the attached form PTO-1449 and/or accompanying documents from a corresponding foreign application. Copies of the listed reference(s) are attached, where required, as are either statements of relevancy, English translations of the categories of cited documents for foreign search reports or English translations of foreign Office Actions which provide the statement of relevancy for the foreign language references cited therein, or any readily available partial or full English translations of pertinent portions of any non-English language reference(s).

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CERTIFICATION

☐ Each item of information contained in this 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 this statement.

■ No item of information contained in this information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application and, to the knowledge of the undersigned, having made reasonable inquiry, was known to any individual designated in 37 CFR §1.56(c) more than three months prior to the filing of this statement.

DEPOSIT ACCOUNT

■ Please charge any additional fees for the papers being filed herewith and for which no payment is enclosed herewith, or credit any overpayment to deposit account number **15-0030**.

Respectfully submitted,

OBLON, McCLELLAND,
MAIER & NEUSTADT, L.L.P.

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Form PTO 1449 (Modified)	U.S. DEPARTMENT OF COMMERCE PATENT AND TRADEMARK OFFICE	ATTY DOCKET NO. 516026US	SERIAL NO. 16/111,945
		INVENTOR(S) Taiki EDA	
LIST OF REFERENCES CITED BY APPLICANT		FILING DATE August 24, 2018	GROUP 3717

U.S. PATENT DOCUMENTS

EXAMINER INITIAL		DOCUMENT NUMBER	DATE	NAME	CLASS	SUB CLASS	FILING DATE IF APPROPRIATE
	AA						
	AB						
	AC						
	AD						
	AE						
	AF						
	AG						
	AH						
	AI						
	AJ						
	AK						
	AL						
	AM						
	AN						

FOREIGN PATENT DOCUMENTS

		DOCUMENT NUMBER	DATE	COUNTRY	TRANSLATION YES	NO
	AO					
	AP					
	AQ					
	AR					
	AS					
	AT					
	AU					
	AV					

OTHER REFERENCES (Including Author, Title, Date, Pertinent Pages, etc.)

	AW	Patent Owner's Sur-Reply submitted October 24, 2018 in Case No. PGR2018-00008 of U.S. Patent No. 9,597,594
	AX	Final Written Decision entered January 2, 2019 in Case No. PGR2018-00008 of U.S. Patent No. 9,597,594
	AY	
	AZ	☐ Additional References sheet(s) attached

Examiner		Date considered

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

Electronic Patent Application Fee Transmittal

Application Number:	16111945
Filing Date:	24-Aug-2018
Title of Invention:	COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER
First Named Inventor/Applicant Name:	Taiki Eda
Filer:	Philippe Jean-Claude Signore/Susie Hockaday
Attorney Docket Number:	516026US

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:	34861270
Application Number:	16111945
International Application Number:	
Confirmation Number:	8155
Title of Invention:	COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER
First Named Inventor/Applicant Name:	Taiki Eda
Customer Number:	22850
Filer:	Philippe Jean-Claude Signore/Susie Hockaday
Filer Authorized By:	Philippe Jean-Claude Signore
Attorney Docket Number:	516026US
Receipt Date:	15-JAN-2019
Filing Date:	24-AUG-2018
Time Stamp:	16:07:17
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	CARD
Payment was successfully received in RAM	$240
RAM confirmation Number	011619INTEFSW16081700
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File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1		516026US_IDS.pdf	21316188 caa5242280e8f50ba36cbecc64c728267daf dacc	yes	123

Multipart Description/PDF files in .zip description		
Document Description	Start	End
Transmittal Letter	1	1
Information Disclosure Statement (IDS) Form (SB08)	2	2
Non Patent Literature	3	12
Foreign Reference	13	29
Non Patent Literature	30	34
Transmittal Letter	35	35
Information Disclosure Statement (IDS) Form (SB08)	36	36
Non Patent Literature	37	64
Non Patent Literature	65	123

Warnings:

Information:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
2	Fee Worksheet (SB06)	fee-info.pdf	30447 8ecbefeb65b66c614e8ea55299718b693ea 4152b	no	2

Warnings:

Information:

Total Files Size (in bytes):	21346635

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New Applications Under 35 U.S.C. 111
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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.

Docket No.   516026US

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

IN RE APPLICATION OF: Taiki EDA

SERIAL NO: 16/111,945   GAU: 3717

FILED: August 24, 2018   EXAMINER: AHMED, MASUD

FOR: COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER

INFORMATION DISCLOSURE STATEMENT UNDER 37 CFR 1.97

COMMISSIONER FOR PATENTS
ALEXANDRIA, VIRGINIA 22313

Commissioner:
   Applicant(s) wish to disclose the following information.

REFERENCES

■ The applicant(s) wish to make of record the reference(s) listed on the attached form PTO-1449 and/or accompanying documents from a corresponding foreign application. Copies of the listed reference(s) are attached, where required, as are either statements of relevancy, English translations of the categories of cited documents for foreign search reports or English translations of foreign Office Actions which provide the statement of relevancy for the foreign language references cited therein, or any readily available partial or full English translations of pertinent portions of any non-English language reference(s).

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CERTIFICATION

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DEPOSIT ACCOUNT

■ Please charge any additional fees for the papers being filed herewith and for which no payment is enclosed herewith, or credit any overpayment to deposit account number **15-0030**.

Respectfully submitted,

OBLON, McCLELLAND,
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UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
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APPLICATION NUMBER	FILING OR 371(C) DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
16/111,945	08/24/2018	Taiki Eda	516026US

22850
OBLON, MCCLELLAND, MAIER & NEUSTADT, L.L.P.
1940 DUKE STREET
ALEXANDRIA, VA 22314

CONFIRMATION NO. 8155

PUBLICATION NOTICE

Title:COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER

Publication No.US-2018-0361242-A1
Publication Date:12/20/2018

NOTICE OF PUBLICATION OF APPLICATION

The above-identified application will be electronically published as a patent application publication pursuant to 37 CFR 1.211, et seq. The patent application publication number and publication date are set forth above.

The publication may be accessed through the USPTO's publically available Searchable Databases via the Internet at www.uspto.gov. The direct link to access the publication is currently http://www.uspto.gov/patft/.

The publication process established by the Office does not provide for mailing a copy of the publication to applicant. A copy of the publication may be obtained from the Office upon payment of the appropriate fee set forth in 37 CFR 1.19(a)(1). Orders for copies of patent application publications are handled by the USPTO's Public Records Division. The Public Records Division can be reached by telephone at (571) 272-3150 or (800) 972-6382, by facsimile at (571) 273-3250, by mail addressed to the United States Patent and Trademark Office, Public Records Division, Alexandria, VA 22313-1450 or via the Internet.

In addition, information on the status of the application, including the mailing date of Office actions and the dates of receipt of correspondence filed in the Office, may also be accessed via the Internet through the Patent Electronic Business Center at www.uspto.gov using the public side of the Patent Application Information and Retrieval (PAIR) system. The direct link to access this status information is currently https://portal.uspto.gov/pair/PublicPair. Prior to publication, such status information is confidential and may only be obtained by applicant using the private side of PAIR.

Further assistance in electronically accessing the publication, or about PAIR, is available by calling the Patent Electronic Business Center at 1-866-217-9197.

Office of Data Managment, Application Assistance Unit (571) 272-4000, or (571) 272-4200, or 1-888-786-0101

DOCKET NO: 516026US

IN RE APPLICATION OF	:
TAIKI EDA	: EXAMINER: AHMED, MASUD
SERIAL NO: 16/111,945	:
FILED: AUGUST 24, 2018	: GROUP ART UNIT: 3717
FOR: COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER	:

AMENDMENT UNDER 37 C.F.R. §1.111

COMMISSIONER FOR PATENTS
ALEXANDRIA, VIRGINIA 22313

Commissioner:

In response to the Office Action dated September 28, 2018 , please amend the above-identified application as follows:

Amendments to the Claims are reflected in the listing of claims which begins on page 2 of this paper.

Remarks/Arguments begin on page 8 of this paper.

Docket No. 516026US

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

INVENTOR(S) Taiki EDA

SERIAL NO: 16/111,945   ART UNIT: 3717

FILING DATE: August 24, 2018   EXAMINER: AHMED, MASUD

FOR: COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER

FEE TRANSMITTAL

■ No additional fee is required

☐ Small entity status of this application under 37 C.F.R. §1.9 and §1.27 is claimed.

☐ Track 1 Prioritized Examination

The Fee has been calculated as shown below:

FOR	NUMBER FILED	NUMBER EXTRA	RATE	CALCULATIONS
TOTAL CLAIMS	16 - 20 =	0	x $100 =	$ 0.00
INDEPENDENT CLAIMS	4 - 4 =	0	x $460 =	$ 0.00
☐ MULTIPLE DEPENDENT CLAIMS (If applicable)			÷ $820 =	$0.00
☐ LATE FILING OF DECLARATION			÷ 160 =	$0.00
☐ NON-ELECTRONIC FILING FEE			÷ $400 =	$0.00
			BASIC FEES	$0.00
	TOTAL OF ABOVE CALCULATIONS			$ 0.00
☐ REDUCTION BY 50% FOR FILING BY SMALL ENTITY				$0.00
☐ FILING IN NON-ENGLISH LANGUAGE			÷ $140 =	$0.00
			TOTAL	$ 0.00

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Submitted by: _____

James Love
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Electronic Acknowledgement Receipt

EFS ID:	34337125
Application Number:	16111945
International Application Number:	
Confirmation Number:	8155
Title of Invention:	COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER
First Named Inventor/Applicant Name:	Taiki Eda
Customer Number:	22850
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Filer Authorized By:	Philippe Jean-Claude Signore
Attorney Docket Number:	516026US
Receipt Date:	16-NOV-2018
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Application Type:	Utility under 35 USC 111(a)

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File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1		516026USamd.pdf	9701820 5492a1777012abb0522e29d6023f98a1525d6e87	yes	16

Multipart Description/PDF files in .zip description		
Document Description	Start	End
Miscellaneous Incoming Letter	16	16
Applicant Arguments/Remarks Made in an Amendment	9	15
Claims	3	8
Amendment/Req. Reconsideration-After Non-Final Reject	2	2
Miscellaneous Incoming Letter	1	1

Warnings:

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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.

RELATED CASES STATUS UPDATE

Application No: 16/111,945

11/16/2018

Application No	PTO Action Description	PTO Mail Date	Applicant Action Description	Date Filed
15/393,646	Notice of allowance	11/15/2018	Issue Fee Due	

REMARKS/ARGUMENTS

Favorable reconsideration of this application in light of the following discussion is respectfully requested.

Claims 1-16 are presently pending in this case. Without acceding to the issues indicated in the outstanding Office Action, Claims 1, 9, 10 and 14 are amended by the present amendment. Amended Claims 1, 9, 10 and 14 are supported by at least the original disclosure (e.g., Figs. 1, 2A, 5A, 8A and 13A, and the corresponding description in the specification) and the original claims. No new matter is added.

In the Office Action, Claims 1-16 were rejected on the ground of nonstatutory double patenting as being unpatentable over claims 1-20 of U.S. 9,597,594; Claims 1-16 were rejected under 35 U.S.C. § 112 under 35 U.S.C. § 112(b) or 35 U.S.C. § 112 (pre-AIA), second paragraph, as being indefinite for failing to particular point out and distinctly claim the subject matter.

Claim Rejection – 35 U.S.C. § 112

The Office Action rejects Claims 1-16 under 35 U.S.C. § 112 under 35 U.S.C. § 112(b) or 35 U.S.C. § 112 (pre-AIA), second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter. It is respectfully submitted that these rejections are rendered moot by the present amendments to Claims 1, 9, 10 and 14. Accordingly, the rejections of Claims 1-16 under 35 U.S.C. § 112(b) are believed to have been overcome.

Double Patenting

The Office Action rejects Claims 1-16 on the ground of nonstatutory double patenting as being unpatentable over claims 1-20 of U.S. 9,597,594.

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Applicant respectfully notes that the claims of this application recite features that are distinct from the claims in U.S. 9,597,594. For example, amended Claim 1 of the present application recites,

> A method performed by a user terminal used by a first player, the method comprising:
>
> transmitting first information to a server from the user terminal, the first information identifying a second player which is different from the first player and being designated by the first player, the server receiving second information from another user terminal executing a game, the second information being associated with the second player and the second information indicating types and positions of at least one of a set of game contents arranged within at least a part of a game space; and
>
> receiving, at the user terminal, third information from the server based on the first information, the third information being associated with the second player, the third information being related to the second information, and the third information being used for reproducing the types and the positions of the at least one of the set of game contents arranged within the at least a part of the game space in the user terminal (emphasis added).

As described above, amended Claim 1 of the present application recites the features of "the server receiving second information from another user terminal executing a game", "receiving, at the user terminal, third information from the server", and "the third information being used for reproducing the types and the positions of the at least one of the set of game contents arranged within the at least a part of the game space in the user terminal".

However, none of Claims 1-20 of U.S. 9,597,594 recites the features of "the server receiving second information from another user terminal executing a game", "receiving, at the user terminal, third information from the server", and "the third information being used for reproducing the types and the positions of the at least one of the set of game contents arranged within the at least a part of the game space in the user terminal" as recited in amended Claim 1. Although Claim 12 of U.S. 9,597,594 recites the features of "storing first

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positions of game contents", "creating a template", "storing the template" and "applying the template", these steps are executed by a claimed single device. Thus, none of Claims 1-20 of U.S. 9,597,594 recites the subject matters of communications between a server and a plurality of user terminals (e.g., a user terminal and another user terminal), as recited in amended Claim 1.

Also, amended Claims 9 recites the subject matters of communications between a server and a plurality of user terminals, as discussed above. Amended Claim 9 of the present application recites,

> A method performed by a user terminal used by a second player, the method comprising:
>
> executing a game; and
>
> transmitting second information to a server from the user terminal, the second information being associated with the second player and the second information indicating types and positions of at least one of a set of game contents arranged within at least a part of a game space, the server being capable of communicating with another user terminal used by a first player which is different from the second player and the server transmitting third information to the another user terminal, when receiving first information identifying the second player and being designated by the first player, the third information being related to the second information and the third information being used for reproducing the types and the positions of at least one of the set of game contents arranged within at least a part of the game space in the another user terminal (*emphasis added*).

As described above, amended Claim 9 of the present application recites the features of "transmitting second information to a server from the user terminal", "the server transmitting third information to the another user terminal", and "the third information being used for reproducing the types and the positions of at least one of the set of game contents arranged within at least a part of the game space in the another user terminal". However, none of Claims 1-20 of U.S. 9,597,594 recites the feature of "transmitting second information to a

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server from the user terminal", "the server transmitting third information to the another user terminal", and "the third information being used for reproducing the types and the positions of at least one of the set of game contents arranged within at least a part of the game space in the another user terminal" as recited in amended Claim 9, for substantially similar reasons as discussion of amended Claim 1.

Also, amended Claims 10 and 14 respectively recite the subject matters of communications between a server and a plurality of computers (e.g., a first computer and a second computer), as discussed above.

> A method for controlling a first computer, the method comprising:
>
> executing a game by arranging a set of plurality of game contents within a game space based on a player's command, the set of plurality of game contents including at least one game content for defending from another player's attack; and
>
> transmitting a parameter to a server from the first computer, the server being capable of communicating with a second computer which is different from the first computer, the parameter being used for reproducing a template in the second computer, the template defining positions of the set of plurality of game contents for defending from another player's attack and the template being created by the first computer in response to a template creation command from the player (*emphasis added*).

As described above, amended Claim 10 of the present application recites the features of "transmitting a parameter to a server from the first computer", "the parameter being used for reproducing a template in the second computer", and "the template being created by the first computer".

However, none of Claims 1-20 of U.S. 9,597,594 recites the features of "transmitting a parameter to a server from the first computer", "the parameter being used for reproducing a template in the second computer", and "the template being created by the first computer" as recited in amended Claim 10. Although Claim 12 of U.S. 9,597,594 recites the features of

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"creating a template" and "applying the template", both steps are executed by a claimed single device. Thus, none of Claims 1-20 of U.S. 9,597,594 recites the subject matters of creating a template by a first computer and reproducing the template in a second computer, as recited in amended Claim 10.

Also, amended Claim 14 recites the subject matters of communications between a server and a plurality of computers. Amended Claim 14 of the present applications recites,

> A method for controlling a second computer comprising a memory, the method comprising:
>
> receiving, at the second computer, a parameter from a server, the parameter being used for reproducing a template in the second computer, the template defining positions of a set of plurality of game contents for defending from another player's attack and the template being created by a first computer in response to a template creation command from a player of the first computer;
>
> storing the parameter for reproducing the template received from the server in the memory;
>
> reproducing, at the second computer, the template by using the parameter and executing a game by arranging one or more game contents within a game space based on a command from a player of the second computer, the one or more game contents including the set of plurality of game contents defined by the template; and
>
> storing types and positions of the one or more game contents arranged in the game space, in the memory (*emphasis added*).

As described above, amended Claim 14 of the present application recites the features of "receiving, at the second computer, a parameter from a server, the parameter being used for reproducing a template in the second computer", "the template being created by a first computer", and "reproducing, at the second computer, the template by using the parameter".

However, none of Claims 1-20 of U.S. 9,597,594 recites the features of "receiving, at the second computer, a parameter from a server, the parameter being used for reproducing a template in the second computer", "the template being created by a first computer", and

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"reproducing, at the second computer, the template by using the parameter" as recited in amended Claim 14, for substantially similar reasons as discussion of amended Claim 10.

On the other hand, Claim 1 of U.S. 9,597,594 recites a feature of "when the template is applied to a predetermined area within the game space based on the command by the player, *moving, by the computer, the game contents arranged at the first positions within the game space to the second positions of the game contents defined by the template within the predetermined area*".

However, Claims 1-16 of the present application do not recite the feature of "when the template is applied to a predetermined area within the game space based on the command by the player, *moving, by the computer, the game contents arranged at the first positions within the game space to the second positions of the game contents defined by the template within the predetermined area*".

Therefore, the claims of the present application are patentably distinct from the claims of U.S. 9,597,594.

Also, it is respectfully requested that these rejections be held in abeyance.

Furthermore, additional amendments (if needed for allowance of these claims) may eliminate the nonstatutory double patenting rejection, making the filing of a Terminal Disclaimer at this time premature.

Withdrawal of the rejection on the ground of nonstatutory double patenting is respectfully requested.

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Conclusion

Consequently, in view of the present amendment and in light of the above discussion, the outstanding grounds for rejection are believed to have been overcome. The application as amended herewith is believed to be in condition for formal allowance. Should the Examiner disagree, the Examiner is encouraged to contact the undersigned. Otherwise, a timely Notice of Allowance is respectfully requested.

Respectfully Submitted,

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IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method performed by a user terminal used by a first player, the method comprising:

transmitting first information to a server <u>from the user terminal</u>, the first information identifying a second player which is different from the first player and being designated by the first player, the server receiving second information from another user terminal executing a game, the second information being associated with the second player and the second information indicating types and positions of at least one of a set of game contents arranged within at least a part of a game space; and

receiving<u>, at the user terminal,</u> third information ~~associated with the second player transmitted~~ from the server based on the first information, <u>the third information being associated with the second player, the third information being related to the second information, and</u> the third information <u>being used for reproducing</u> ~~indicating~~ the types and the positions of the at least one of the set of game contents arranged within the at least a part of the game space <u>in the user terminal</u> ~~related to the second information~~.

2. (Original) The method according to claim 1, wherein the user terminal is configured to execute the game, based on a command from the first player, by arranging a first set of game contents within a first game space to increase a first number of the game contents arranged within the first game space, the first set of game contents including at least one facility for defending from another player's attack.

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3. (Original) The method according to claim 1, wherein the another user terminal is configured to execute the game based on another command from the second player, the another command being different from a command from the first player and the another command indicating to arrange a second set of game contents within a second game space, the second set of game contents including at least one facility for defending from another player's attack.

4. (Original) The method according to claim 3, wherein the user terminal is further configured to arrange, based on the third information, the second set of game contents within a third game space displayed on a display of the user terminal.

5. (Original) The method according to claim 4, wherein the user terminal is configured to arrange the second set of game contents within the third game space, where a third set of game contents have been already arranged.

6. (Original) The method according to claim 5, wherein when a third number of game contents which have been already arranged within the third game space is equal to a fourth number of game contents indicated by the third information, the user terminal is configured to arrange the game contents at positions indicated by the third information.

7. (Original) The method according to claim 5, wherein, when at least one of the third set of game contents which have been already arranged within the third game space is not included in the second set of game contents indicated by the third information, the user terminal is configured to store the at least one of the third set of game contents in a space for storing the game contents.

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8. (Original) The method according to claim 5, wherein, when at least a part of the second set of game contents indicated by the third information is not included in the third set of game contents which have been already arranged within the third game space, the user terminal is configured to arrange the at least the part of the second set of game contents at positions indicated by the third information.

9. (Currently Amended) A method performed by a user terminal used by a second player, the method comprising:

executing a game; and

transmitting second information to a server <u>from the user terminal, the second information being associated with the second player and the second information indicating types and positions of at least one of a set of game contents arranged within at least a part of a game space, the server being</u> capable of communicating with another user terminal used by a first player which is different from the second player <u>and</u> ~~, the second information being associated with the second player and the second information indicating types and positions of at least one of a set of game contents arranged within at least a part of a game space,~~ the server transmitting third information <u>to the another user terminal, when receiving first information identifying the second player and being designated by the first player, the third information being related to the second information and the third information being used for reproducing</u> ~~indicating~~ the types and the positions of at least one of the set of game contents arranged within at least a part of the game space <u>in the another user terminal</u> ~~related to the second information to the another user terminal, when receiving first information identifying the second player and being designated by the first player~~.

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10. (Currently Amended) A method for controlling a first computer, the method comprising:

executing a game by arranging a set of plurality of game contents within a game space based on a player's command, the set of plurality of game contents including at least one game content for defending from another player's attack; and

transmitting a parameter to a server <u>from the first computer, the server being</u> capable of communicating with a second computer which is different from the first computer, the parameter being used for reproducing a template in the second computer, the template defining positions of the set of plurality of game contents for defending from another player's attack and the template being created by the first computer in response to a template creation command from the player.

11. (Original) The method according to claim 10, wherein the parameter is used for reproducing the template in the second computer, the second computer executing the game by arranging another set of plurality of game contents within a game space based on a command from a player of second computer, the another set of plurality of game contents including at least one game content for defending from other player's attack.

12. (Original) The method according to claim 10, wherein the parameter being used for reproducing the template includes at least one of information of an identifier of the player issued the template creation command, information of identifiers of types of the set of plurality of game contents defined by the template, and information of the positions of the set of plurality of game contents defined by the template.

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13. (Original) The method according to claim 10, wherein the set of plurality of game contents include a facility for defending from another player's attack.

14. (Currently Amended) A method for controlling a second computer comprising a memory, the method comprising:

receiving, at the second computer, a parameter from a server, the parameter being used for reproducing a template in the second computer, the template defining positions of a set of plurality of game contents for defending from another player's attack and the template being created by a first computer in response to a template creation command from a player of the first computer;

storing the parameter for reproducing the template received from the server in the memory;

reproducing, at the second computer, the template by using the parameter and executing a game by arranging one or more game contents within a game space based on a command from a player of the second computer, the one or more game contents including the set of plurality of game contents defined by the template; and

storing types and positions of the one or more game contents arranged in the game space, in the memory.

15. (Original) The method according to claim 14, wherein the parameter being used for reproducing the template includes at least one of information of an identifier of the player issued the template creation command, information of identifiers of types of the set of plurality of game contents defined by the template, and information of the positions of the set of plurality of game contents defined by the template.

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16. (Original) The method according to claim 14, wherein the set of plurality of game

contents include a facility for defending from another player's attack.

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PATENT APPLICATION FEE DETERMINATION RECORD Substitute for Form PTO-875	Application or Docket Number 16/111,945	Filing Date 08/24/2018	☐ To be Mailed

ENTITY: ☑ LARGE ☐ SMALL ☐ MICRO

APPLICATION AS FILED - PART I

FOR	(Column 1) NUMBER FILED	(Column 2) NUMBER EXTRA		RATE ($)	FEE ($)
☐ BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A		N/A	
☐ SEARCH FEE (37 CFR 1.16(k), (i), or (m))	N/A	N/A		N/A	
☐ 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 =	
☐ 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).				
☐ 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

		(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA		RATE ($)	ADDITIONAL FEE ($)
AMENDMENT	11/16/2018							
	Total (37 CFR 1.16(i))	* 16	Minus	** 20	= 0		x $100 =	0
	Independent (37 CFR 1.16(h))	* 4	Minus	*** 4	= 0		x $460 =	0
	☐ Application Size Fee (37 CFR 1.16(s))							
	☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							
							TOTAL ADD'L FEE	0

		(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA		RATE ($)	ADDITIONAL FEE ($)
AMENDMENT								
	Total (37 CFR 1.16(i))	*	Minus	**	=		x $0 =	
	Independent (37 CFR 1.16(h))	*	Minus	***	=		x $0 =	
	☐ Application Size Fee (37 CFR 1.16(s))							
	☐ 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.	
** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".	/JOHN W EPPS/
*** 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.	

Form PTO 1449 (Modified)	U.S. DEPARTMENT OF COMMERCE PATENT AND TRADEMARK OFFICE	ATTY DOCKET NO. 516026US	SERIAL NO. 16/111,945
		INVENTOR(S) Taiki EDA	
LIST OF REFERENCES CITED BY APPLICANT		FILING DATE August 24, 2018	GROUP 3717

U.S. PATENT DOCUMENTS

EXAMINER INITIAL		DOCUMENT NUMBER	DATE	NAME	CLASS	SUB CLASS	FILING DATE IF APPROPRIATE
	AA						
	AB						
	AC						
	AD						
	AE						
	AF						
	AG						
	AH						
	AI						
	AJ						
	AK						
	AL						
	AM						
	AN						

FOREIGN PATENT DOCUMENTS

		DOCUMENT NUMBER	DATE	COUNTRY	TRANSLATION YES	NO
	AO					
	AP					
	AQ					
	AR					
	AS					
	AT					
	AU					
	AV					

OTHER REFERENCES (Including Author, Title, Date, Pertinent Pages, etc.)

	AW	Office Action for corresponding European Patent Application No. 14848832.3 dated October 9, 2018 (6 pages)
	AX	
	AY	
	AZ	

Examiner		Date considered	

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

Electronic Acknowledgement Receipt

EFS ID:	34057458
Application Number:	16111945
International Application Number:	
Confirmation Number:	8155
Title of Invention:	COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER
First Named Inventor/Applicant Name:	Taiki Eda
Customer Number:	22850
Filer:	Philippe Jean-Claude Signore/Susie Hockaday
Filer Authorized By:	Philippe Jean-Claude Signore
Attorney Docket Number:	516026US
Receipt Date:	19-OCT-2018
Filing Date:	24-AUG-2018
Time Stamp:	10:42:48
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1		516026US_IDS.pdf	1468097 d4b902b28b8058c41497d0ee5627ffc12e0 af7bb	yes	8

Multipart Description/PDF files in .zip description		
Document Description	Start	End
Transmittal Letter	1	1
Information Disclosure Statement (IDS) Form (SB08)	2	2
Non Patent Literature	3	8

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Total Files Size (in bytes):	1468097

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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.

Docket No.   516026US

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

IN RE APPLICATION OF: Taiki EDA

SERIAL NO: 16/111,945   GAU: 3717

FILED: August 24, 2018   EXAMINER: AHMED, MASUD

FOR: COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER

INFORMATION DISCLOSURE STATEMENT UNDER 37 CFR 1.97

COMMISSIONER FOR PATENTS
ALEXANDRIA, VIRGINIA 22313

Commissioner:
   Applicant(s) wish to disclose the following information.

REFERENCES

☑ The applicant(s) wish to make of record the reference(s) listed on the attached form PTO-1449 and/or accompanying documents from a corresponding foreign application. Copies of the listed reference(s) are attached, where required, as are either statements of relevancy, English translations of the categories of cited documents for foreign search reports or English translations of foreign Office Actions which provide the statement of relevancy for the foreign language references cited therein, or any readily available partial or full English translations of pertinent portions of any non-English language reference(s).

☐ Credit card payment is being made online (if electronically filed), or is attached hereto (if paper filed), in the amount required under 37 CFR §1.17(p).

CERTIFICATION

☑ Each item of information contained in this information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application and this communication was not received by any individual designated in § 1.56(c) more than thirty days prior to the filing of this information disclosure statement. 37 C.F.R. 1.704(d) And, each item of information contained in this 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 this statement. 37 C.F.R. 1.97(e)(1)

☐ No item of information contained in this information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application and, to the knowledge of the undersigned, having made reasonable inquiry, was known to any individual designated in 37 CFR §1.56(c) more than three months prior to the filing of this statement.

DEPOSIT ACCOUNT

☑ Please charge any additional fees for the papers being filed herewith and for which no payment is enclosed herewith, or credit any overpayment to deposit account number **15-0030**.

Respectfully submitted,

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Form PTO 1449 (Modified)	U.S. DEPARTMENT OF COMMERCE PATENT AND TRADEMARK OFFICE	ATTY DOCKET NO. 516026US		SERIAL NO. 16/111,945
		INVENTOR(S) Taiki EDA		
LIST OF REFERENCES CITED BY APPLICANT		FILING DATE August 24, 2018		GROUP 3717

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	AD						
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	AK						
	AL						
	AM						
	AN						

FOREIGN PATENT DOCUMENTS

		DOCUMENT NUMBER	DATE	COUNTRY	TRANSLATION YES	NO
	AO					
	AP					
	AQ					
	AR					
	AS					
	AT					
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	AX	Declaration of Tommi Suvinen, submitted September 14, 2017 in Case No. H29 YO 22046 of JP Patent No. 5676032, 56 pages
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	AZ	"Mastermind's In-Game Builder idea (with LOADS of pictures!)", captured by Wayback Machine, printed September 11, 2017, https://web.archive.org/web/20130915081112/http://forum.supercell.net:80/showthread.php/149687-Mastermind-s-In-Game-Builder-Idea-(with-LOADS-of-picutres!), 16 pages	■ Additional References sheet(s) attached

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		APPLICANT Taiki EDA		
LIST OF REFERENCES CITED BY APPLICANT		FILING DATE August 24, 2018		GROUP 3717

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	AAA	"Thread: Mastermind's In-Game Builder idea (with LOADS of pictures!)", captured by Wayback Machine, submitted September 15, 2017, http://forum.supercell.net:80/showthread.php/149687-Mastermind-s-In-Game-Builder-Idea-(with-LOADS-of-picutres!), 13 pages
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	AAC	Takeo Nasu, A Report on Operation Check of Hotel Giants 2, submitted October 17, 2017 in Case No. H29 YO 22046 of JP Patent No. 5676032, 8 pages
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	AAF	Takeo Nasu, A Report on Operation Check of Hotel Giants 2 ver.2, submitted January 26, 2018 in Case No. H29 YO 22046 of JP Patent No. 5676032, 4 pages
	AAG	"StarCraft II: Wings of Liberty, Overview", captured by Wayback Machine, submitted September 15, 2017, http://gamewaise.co/games/36254/ StarCraft-II-Wings-of-Liberty/Overview, 2 pages
	AAH	"StarCraft II: Wings of Liberty, Gameplay", captured by Wayback Machine, submitted September 15, 2017, http://gamewaise.co/games/36254/ StarCraft-II-Wings-of-Liberty/Gameplay, 2 pages
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	AAO	"StarCraft II: Map Making Tutorials, Terrain Module, Place some units", captured by Wayback Machine, submitted September 15, 2017, http://us.battle.net/sc2/en/game/maps-and-mods/tutorials/terrain/3, 2 pages
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	ABK	Supercell's Third Brief, submitted March 16, 2018 in Case No. H29 WA 34031 of JP Patent No. 5952946, 18 pages
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	ABP	Supercell's Third Brief, submitted March 23, 2018 in Case No. H29 WA 40193 of JP Patent No. 5952947, 26 pages
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	ABS	Gree's Second Brief, submitted September 4, 2018 in Case No. H30 WA 11146 of JP Patent No. 5953448, 8 pages
	ABT	Motion for Preliminary Injunction, submitted March 29, 2018 in Case No. H30 YO 22032 of JP Patent No. 5676032, 31 pages
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	ACJ	Gree's First Brief, submitted June 18, 2018 in Case No. H30 YO 22016 of JP Patent No. 5903517, 19 pages
	ACK	Motion for Preliminary Injunction, submitted March 2, 2018 in Case No. H30 YO 22019 of JP Patent No. 5911992, 31 pages
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	ACN	Supercell's First Brief, submitted May 15, 2018 in Case No. H30 YO 22017 of JP Patent No. 5952946, 18 pages
	ACO	Gree's First Brief. submitted July 6, 2018 in Case No. H30 YO 22017 of JP Patent No. 5952946, 27 pages
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	ADH	Supercell's Petition, submitted July 6. 2018 in Case No. H29 YO 22046 of JP Patent No. 5676032, 5 pages
	ADI	Supercell's First Brief, submitted August 22, 2017 in Case No. H29 YO 22046 of JP Patent No. 5676032, 38 pages
	ADJ	Supercell's Third Brief, submitted October 17, 2017 in Case No. H29 YO 22046 of JP Patent No. 5676032, 59 pages
	ADK	Gree's Second Brief, submitted November 8, 2017 in Case No. H29 YO 22046 of JP Patent No. 5676032, 40 pages
	ADL	Supercell's Fourth Brief, submitted November 30, 2017 in Case No. H29 YO 22046 of JP Patent No. 5676032, 8 pages
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	ADN	Gree's Fourth Brief, submitted February 6. 2018 in Case No. H29 YO 22046 of JP Patent No. 5676032, 11 pages
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	ADP	Affidavit of Christopher Butler, submitted December 11, 2017 in Case No. H29 YO 22046 of JP Patent No. 5676032, 21 pages
	ADQ	Supercell's Answer, submitted September 7, 2017 in Case No. H29 YO 22172 of JP Patent No. 5903518, 35 pages
	ADR	Supercell's First Brief, submitted October 11, 2017 in Case No. H29 YO 22172 of JP Patent No. 5903518, 44 pages
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	ADV	Gree's Seventh Brief, submitted February 16, 2018 in Case No. H29 YO 22172 of JP Patent No. 5903518, 22 pages
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	AEJ	Supercell's First Brief, submitted July 27, 2017 in Case No. H29 YO 22041 of JP Patent No. 5911992, 29 pages
	AEK	Supercell's Second Brief, submitted September 15, 2017 in Case No. H29 YO 22041 of JP Patent No. 5911992, 54 pages
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	AEQ	Gree's Fourth Brief, submitted November 17, 2017 in Case No. H29 YO 22041 of JP Patent No. 5911992, 17 pages
	AER	Supercell's Seventh Brief, submitted December 27, 2017 in Case No. H29 YO 22041 of JP Patent No. 5911992, 17 pages
	AES	Gree's Fifth Brief, submitted February 9, 2018 in Case No. H29 YO 22041 of JP Patent No. 5911992, 19 pages
	AET	Supercell's Answer, submitted September 13, 2017 in Case No. H29 YO 22163 of JP Patent No. 5952946, 33 pages
	AEU	Supercell's First Brief, submitted October 20, 2017 in Case No. H29 YO 22163 of JP Patent No. 5952946, 40 pages
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	AFA	Supercell's Answer, submitted August 30, 2017 in Case No. H29 YO 22164 of JP Patent No. 5952947, 38 pages
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APPLICANT
Taiki EDA

FILING DATE	GROUP
August 24, 2018	3717

OTHER REFERENCES (Including Author, Title, Date, Pertinent Pages, etc.)

	AFG	Japanese Office Action mailed August 21. 2018 in Japanese Patent Application No. 2015-248965 with translation, 6 pages
	AFH	"Shin-Temmakai - GOC IV, another side -", Dengeki Play Station, Media Works Corporation, number 11, Vol. 10, p198-199, March 11, 2005, section "Point: Make more advantageous Battle Situation, Formation" in p199 with partial English translation, 5 pages
	AFI	Deposition of David Crane, submitted September 4, 2018 in Case No. PGR2018-00008 of U.S. Patent No. 9,597,594, 162 pages
	AFJ	"Exeter Chess Club, A place to enjoy and learn about chess", printed September 4, 2018, http://exeterchessclub.org.uk/content/new-starting-formations-tabiat, 9 pages
	AFK	"Chess History 1: Shatranj", printed September 4, 2018, https://www.chess.com/clubs/forum/view/chess-history-1-shatranj, 5 pages
	AFL	Petitioner's Reply to Patent Owner's Response, submitted September 4. 2018 in Case No. PGR2018-00008 of U.S. Patent No. 9,597,594, 32 pages
	AFM	
	AFN	
	AFO	
	AFP	
	AFQ	
	AFR	
	AFS	
	AFT	
	AFU	
	AFV	
	AFW	

Examiner	Date Considered

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

DOCKET NO.: 516026US

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

IN RE APPLICATION OF:

Taiki EDA.

SERIAL NO: 16/111,945   GROUP: 3717

FILED: August 24, 2018   EXAMINER: AHMED, MASUD

FOR: COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER

STATEMENT OF RELEVANCY

Reference AAC on Form PTO 1449 is based on a concurrent proceeding in a foreign jurisdiction.

Reference AAD on Form PTO 1449 is based on a concurrent proceeding in a foreign jurisdiction.

Reference AAF on Form PTO 1449 is based on a concurrent proceeding in a foreign jurisdiction.

Reference AAQ on Form PTO 1449 is based on a concurrent proceeding in a foreign jurisdiction.

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Reference AFF on Form PTO 1449 is based on a concurrent proceeding in a foreign jurisdiction.

Electronic Patent Application Fee Transmittal

Application Number:	16111945
Filing Date:	24-Aug-2018
Title of Invention:	COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER
First Named Inventor/Applicant Name:	Taiki Eda
Filer:	Philippe Jean-Claude Signore/Susie Hockaday
Attorney Docket Number:	516026US

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:	34020619
Application Number:	16111945
International Application Number:	
Confirmation Number:	8155
Title of Invention:	COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER
First Named Inventor/Applicant Name:	Taiki Eda
Customer Number:	22850
Filer:	Philippe Jean-Claude Signore/Susie Hockaday
Filer Authorized By:	Philippe Jean-Claude Signore
Attorney Docket Number:	516026US
Receipt Date:	16-OCT-2018
Filing Date:	24-AUG-2018
Time Stamp:	11:40:43
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	CARD
Payment was successfully received in RAM	$240
RAM confirmation Number	101618INTEFSW11414301
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		516026US_IDS.pdf	9022338 / f22bdad4f01b95b06f0c0bde1920852ecd0 e9f59	yes	18

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Transmittal Letter	1	1
Information Disclosure Statement (IDS) Form (SB08)	2	11
Transmittal Letter	12	18

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Warnings:

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		Total Files Size (in bytes):	29553999

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.

Docket No.   516026US

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

IN RE APPLICATION OF: Taiki EDA

SERIAL NO: 16/111,945   GAU: 3717

FILED: August 24, 2018   EXAMINER: AHMED, MASUD

FOR: COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER

INFORMATION DISCLOSURE STATEMENT UNDER 37 CFR 1.97

COMMISSIONER FOR PATENTS
ALEXANDRIA, VIRGINIA 22313

Commissioner:
    Applicant(s) wish to disclose the following information.

REFERENCES

■ The applicant(s) wish to make of record the reference(s) listed on the attached form PTO-1449 and/or accompanying documents from a corresponding foreign application. Copies of the listed reference(s) are attached, where required, as are either statements of relevancy, English translations of the categories of cited documents for foreign search reports or English translations of foreign Office Actions which provide the statement of relevancy for the foreign language references cited therein, or any readily available partial or full English translations of pertinent portions of any non-English language reference(s).

■ Credit card payment is being made online (if electronically filed), or is attached hereto (if paper filed), in the amount required under 37 CFR §1.17(p).

CERTIFICATION

☐ Each item of information contained in this 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 this statement.

☐ No item of information contained in this information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application and, to the knowledge of the undersigned, having made reasonable inquiry, was known to any individual designated in 37 CFR §1.56(c) more than three months prior to the filing of this statement.

DEPOSIT ACCOUNT

■ Please charge any additional fees for the papers being filed herewith and for which no payment is enclosed herewith, or credit any overpayment to deposit account number **15-0030**.

Respectfully submitted,

OBLON, McCLELLAND,
MAIER & NEUSTADT, L.L.P.

James Love
Registration No. 58,421

Customer Number
22850
Tel. (703) 413-3000
Fax. (703) 413-2220
(OMMN 02/12)

Electronic Acknowledgement Receipt

EFS ID:	34020934
Application Number:	16111945
International Application Number:	
Confirmation Number:	8155
Title of Invention:	COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER
First Named Inventor/Applicant Name:	Taiki Eda
Customer Number:	22850
Filer:	Philippe Jean-Claude Signore/Susie Hockaday
Filer Authorized By:	Philippe Jean-Claude Signore
Attorney Docket Number:	516026US
Receipt Date:	16-OCT-2018
Filing Date:	24-AUG-2018
Time Stamp:	12:00:07
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

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Total Files Size (in bytes):	82397645

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New Applications Under 35 U.S.C. 111
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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:	34021245
Application Number:	16111945
International Application Number:	
Confirmation Number:	8155
Title of Invention:	COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER
First Named Inventor/Applicant Name:	Taiki Eda
Customer Number:	22850
Filer:	Philippe Jean-Claude Signore/Susie Hockaday
Filer Authorized By:	Philippe Jean-Claude Signore
Attorney Docket Number:	516026US
Receipt Date:	16-OCT-2018
Filing Date:	24-AUG-2018
Time Stamp:	12:17:26
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

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Warnings:

Information:

	Total Files Size (in bytes):	77188185

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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

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
16/111,945	08/24/2018	Taiki Eda	516026US	8155

22850   7590   09/28/2018
OBLON, MCCLELLAND, MAIER & NEUSTADT, L.L.P.
1940 DUKE STREET
ALEXANDRIA, VA 22314

EXAMINER
AHMED, MASUD

ART UNIT	PAPER NUMBER
3717	

NOTIFICATION DATE	DELIVERY MODE
09/28/2018	ELECTRONIC

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):

patentdocket@oblon.com
OBLONPAT@OBLON.COM
tfarrell@oblon.com

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

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE *3* MONTHS FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *8/24/18*.
  ☐ A declaration(s)/affidavit(s) under **37 CFR 1.130(b)** was/were filed on _____.
2a)☐ This action is **FINAL**.   2b)☒ This action is non-final.
3)☐ 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.
4)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims*

5)☒ Claim(s) *1-16* is/are pending in the application.
  5a) Of the above claim(s) _____ is/are withdrawn from consideration.
6)☐ Claim(s) _____ is/are allowed.
7)☒ Claim(s) *1-16* is/are rejected.
8)☐ Claim(s) _____ is/are objected to.
9)☐ Claim(s) _____ are subject to restriction and/or election requirement.

* If any claims have been determined <u>allowable</u>, 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.

Application Papers

10)☐ The specification is objected to by the Examiner.
11)☒ The drawing(s) filed on *8/24/18* is/are: a)☒ accepted or b)☐ objected to by the Examiner.
  Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
  Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

Priority under 35 U.S.C. § 119

12)☒ 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)).
** See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)
2) ☒ Information Disclosure Statement(s) (PTO/SB/08a and/or PTO/SB/08b) Paper No(s)/Mail Date _____.
3) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .
4) ☐ Other: _____.

The present application, filed on or after March 16, 2013, is being examined under the first inventor to file provisions of the AIA.

DETAILED ACTION

Double Patenting

The nonstatutory double patenting rejection is based on a judicially created doctrine grounded in public policy (a policy reflected in the statute) so as to prevent the unjustified or improper timewise extension of the "right to exclude" granted by a patent and to prevent possible harassment by multiple assignees. A nonstatutory double patenting rejection is appropriate where the conflicting claims are not identical, but at least one examined application claim is not patentably distinct from the reference claim(s) because the examined application claim is either anticipated by, or would have been obvious over, the reference claim(s). See, e.g., *In re Berg*, 140 F.3d 1428, 46 USPQ2d 1226 (Fed. Cir. 1998); *In re Goodman*, 11 F.3d 1046, 29 USPQ2d 2010 (Fed. Cir. 1993); *In re Longi*, 759 F.2d 887, 225 USPQ 645 (Fed. Cir. 1985); *In re Van Ornum*, 686 F.2d 937, 214 USPQ 761 (CCPA 1982); *In re Vogel*, 422 F.2d 438, 164 USPQ 619 (CCPA 1970); *In re Thorington*, 418 F.2d 528, 163 USPQ 644 (CCPA 1969).

A timely filed terminal disclaimer in compliance with 37 CFR 1.321(c) or 1.321(d) may be used to overcome an actual or provisional rejection based on nonstatutory double patenting provided the reference application or patent either is shown to be commonly owned with the examined application, or claims an invention made as a result of activities undertaken within the scope of a joint research agreement. See MPEP § 717.02 for applications subject to examination under the first inventor to file provisions of the AIA as explained in MPEP § 2159. See MPEP §§ 706.02(l)(1) - 706.02(l)(3) for applications not subject to examination under the first inventor to file provisions of the AIA. A terminal disclaimer must be signed in compliance with 37 CFR 1.321(b).

The USPTO Internet website contains terminal disclaimer forms which may be used. Please visit www.uspto.gov/patent/patents-forms. The filing date of the application in which the form is filed determines what form (e.g., PTO/SB/25, PTO/SB/26, PTO/AIA/25, or PTO/AIA/26) should be used. A web-based eTerminal Disclaimer may be filled out completely online using web-screens. An eTerminal

Disclaimer that meets all requirements is auto-processed and approved immediately upon submission.

For more information about eTerminal Disclaimers, refer to

www.uspto.gov/patents/process/file/efs/guidance/eTD-info-I.jsp.

Claims 1-16 are rejected on the ground of nonstatutory double patenting as being unpatentable

over claims 1-20 of U.S. Patent No. U.S. 9,597,594 and claims of US Application 15/393,646 is now

issued. Although the claims at issue are not identical, they are not patentably distinct from each other

because the limitations claimed within the current claims are already covered by the patented claims.

US 9,597,594	Current claims
1. (currently amended) A method for controlling a computer that is provided with a storage unit configured to store game contents arranged within a game space, first positions of the game contents within the game space, and a template defining second positions of one or more of the game contents, and that progresses a game by arranging the game contents within the game space based on a command by a player, the method comprising: when the template is applied to a predetermined area within the game space based on the command by the player, moving, by the computer, the game contents arranged at the first positions within the game space to the second positions of the game contents defined by the template within the predetermined area.	1. A method performed by a user terminal used by a first player, the method comprising: transmitting first information to a server, the first information identifying a second player which is different from the first player and being designated by the first player, the server receiving second information from another user terminal executing a game, the second information being associated with the second player and the second information indicating types and positions of at least one of a set of game contents arranged within at least a part of a game space; and receiving third information associated with the second player transmitted from the server based on the first information, the third information indicating the types and the positions of the at least one of

2. (currently amended) The method according to claim 1, wherein the storage unit further stores a template related to a different player, and

when the template related to the different player is applied to a predetermined area within the game space based on the command by the player,

the computer moves the game contents arranged at the first positions within the game space to the second positions of the game contents defined by the template related to the different player.

3. (currently amended) The method according to claim 2, wherein

the storage unit further stores game contents which are arranged within the game space and are related to the different player, and positions of the game contents related to the different player, and

when the template related to the different player is applied to a predetermined area within the game space based on a command by the different player,

the computer moves, out of the game contents arranged within the game space, the game contents related to the different player to the positions of the game contents defined by the template related to the different player.

the set of game contents arranged within the at least a part of the game space related to the second information.

2. The method according to claim 1, wherein the user terminal is configured to execute the game, based on a command from the first player, by arranging a first set of game contents within a first game space to increase a first number of the game contents arranged within the first game space, the first set of game contents including at least one facility for defending from another player's attack.

3. The method according to claim 1, wherein the another user terminal is configured to execute the game based on another command from the second player, the another command being different from a command from the first player and the another command indicating to arrange a second set of game contents within a second game space, the second set of game contents including at least one facility for defending from another player's attack.

4. The method according to claim 3, wherein the user terminal is further configured to arrange, based on the third information, the second set of

4.   (original) The method according to claim 1, wherein

when a start of an event is reported by a different computer, the computer obtains a template for the event from the different computer and moves the game contents arranged within the game space to the positions of the game contents defined by the template obtained from the a different computer.

5.   (currently amended) The method according to claim 1, wherein

when the number of game contents arranged within the game space is smaller than the number of game contents for which the second positions are defined by the template, the computer moves the game contents arranged at the first positions within the game space to the second positions of the game contents defined by the template to which the moving distance is the smallest.

6.   (currently amended) The method according to claim 5, wherein

out of the second positions of the game contents defined by the template, the computer displays positions on which no game contents are arranged and the game contents, in a discernible condition.

game contents within a third game space displayed on a display of the user terminal.

5.   The method according to claim 4, wherein the user terminal is configured to arrange the second set of game contents within the third game space, where a third set of game contents have been already arranged.

6.   The method according to claim 5, wherein when a third number of game contents which have been already arranged within the third game space is equal to a fourth number of game contents indicated by the third information, the user terminal is configured to arrange the game contents at positions indicated by the third information.

7.   The method according to claim 5, wherein, when at least one of the third set of game contents which have been already arranged within the third game space is not included in the second set of game contents indicated by the third information, the user terminal is configured to store the at least one of the third set of game contents in a space for storing the game contents.

7. (currently amended) The method according to claim 1, wherein

when the number of game contents arranged within the game space is larger than the number of game contents for which the second position are defined by the template, the computer moves the game contents arranged at the first positions within the game space for which the moving distance to the second positions of the game contents defined by the template is the smallest, to the positions.

8. (original) The method according to claim 1, wherein

when a template is created for a predetermined area within the game space based on a command from the player, the computer stores positions of game contents arranged within the predetermined area, as the template, in the storage unit.

9. (original) The method according to claim 1, wherein

when a template is created by combining a plurality of templates based on a command from the player or a different player, or commands from the player and the different player, the computer stores the

8. The method according to claim 5, wherein, when at least a part of the second set of game contents indicated by the third information is not included in the third set of game contents which have been already arranged within the third game space, the user terminal is configured to arrange the at least the part of the second set of game contents at positions indicated by the third information.

9. A method performed by a user terminal used by a second player, the method comprising:

executing a game; and

transmitting second information to a server capable of communicating with another user terminal used by a first player which is different from the second player, the second information being associated with the second player and the second information indicating types and positions of at least one of a set of game contents arranged within at least a part of a game space, the server transmitting third information indicating the types and the positions of at least one of the set of game contents

positions of the game contents defined by

the plurality of templates, as the template, in the

storage unit.

10. (currently amended) A non-transitory

computer-readable recording medium having

recorded thereon a program for a computer that is

provided with a storage unit configured to store

game contents arranged within a game space,

first positions of the game contents within the game

space, and a template defining second positions of

one or more of game contents, and that progresses

a game by arranging the game contents within the

game space based on a command by a player,

the program causing the computer to execute a

process, the process comprising:

when the template is applied to a predetermined

area within the game space based on the

command by the player, moving, by the computer,

the game contents arranged at the first positions

within the game space to the second positions

of the game contents defined by the template.

11. (currently amended) A computer that

progresses a game by arranging game contents

within a game space based on a command by a

arranged within at least a part of the game

space related to the second information to the

another user terminal, when receiving

first information identifying the second player and

being designated by the first player.

10. A method for controlling a first computer, the

method comprising:

executing a game by arranging a set of plurality of

game contents within a game space based on a

player's command, the set of plurality of game

contents including at least one game content for

defending from another player's attack; and

transmitting a parameter to a server capable of

communicating with a second computer which is

different from the first computer, the parameter

being used for reproducing a template in the

second computer, the template defining positions of

the set of plurality of game contents for defending

from another player's attack and the template

being created by the first computer in response to a

template creation command from the player.

11. The method according to claim 10, wherein

player, the computer comprising:

a storage unit configured to store game contents arranged within the game space, first positions of the game contents within the game space, and a template defining second positions of one or more of game contents; and

a processing unit configured to apply the template to a predetermined area within the game space based on the command by the player,

wherein when the template is applied, the processing unit moves the game contents arranged at the first positions within the game space to the second positions of the game contents defined by the template.

12.   (currently amended) A device in communication with a server, comprising:

a memory device storing game software instructions; and one or more hardware processors configured to execute the game software instructions perform operations including:

storing first positions of game contents;

creating a template defining game contents and second positions of one or more of the game contents arranged in a game space based on a template creation command by a game player,

the parameter is used for reproducing the template in the second computer, the second computer executing the game by arranging another set of plurality of game contents within a game space based on a command from a

player of second computer, the another set of plurality of game contents including at least one game content for defending from other player's attack.

12.   The method according to claim 10, wherein the parameter being used for reproducing the template includes at least one of information of an identifier of the player issued the template creation command, information of identifiers of types of the set of plurality of game contents defined by the template, and information of the positions of the set of plurality of game contents defined by the template.

13.   The method according to claim 10, wherein the set of plurality of game contents include a facility for defending from another player's attack.

storing the created template in the memory device, and applying the template to a predetermined area within the game space based on a template application command by the game player.

13.   (previously presented) The device of claim 12, wherein the template is applied to the predetermined area within the game space by replacing an existing area within the game space.

14.   (previously presented) The device of claim 13, wherein the predetermined area and the existing area extend the same area as the game space.

15.   (currently amended) The device of claim 13, wherein the template is applied to the predetermined area within the game space by moving one or more of the game contents arranged at the second positions in the existing area to the first positions of the game contents defined by the template.

16.   (previously presented) The device of claim 12, wherein the memory device stores game content data and game contents position data of

14.   A method for controlling a second computer comprising a memory, the method comprising:

receiving a parameter from a server, the parameter being used for reproducing a template in the second computer, the template defining positions of a set of plurality of game contents for defending from another player's attack and the template being created by a first computer in response to a template creation command from a player of the first computer;

storing the parameter for reproducing the template received from the server in the memory;

reproducing the template by using the parameter and executing a game by arranging one or more game contents within a game space based on a command from a player of the second computer, the one or more game contents including the set of plurality of game contents defined by the template; and

storing types and positions of the one or more game contents arranged in the game space, in the

the existing area, and stores the template after the template was created.

17. (currently amended) The device of claim 12, wherein the operation performed by the one or more hardware processors operations includes creating a plurality of the templates each defining the game contents and the first positions of the game contents arranged in the game space and storing the plurality of the created templates in the memory device.

18. (previously presented) The device of claim 17, wherein the operation performed by the one or more hardware processors operations includes selecting one

of the created templates based on a template selection command by the game player and applying the selected template to the predetermined area.

19. (previously presented) The device of claim 12, further including a communication unit having a communication interface circuit for receiving and transmitting data from and to the server, and the operation performed by the one or more

memory.

15. The method according to claim 14, wherein the parameter being used for reproducing the template includes at least one of information of an identifier of the player issued the template creation command, information of identifiers of types of the set of plurality of game contents defined by the template, and information of the positions of the set of plurality of game contents defined by the template.

16. The method according to claim 14, wherein the set of plurality of game contents include a facility for defending from another player's attack.

hardware processors operations includes registering the created template in the server via the communicated unit. 20. (currently amended) The device of claim 12, wherein the template defines the game contents and the first positions of the game contents arranged in the game space in one or more tables.	

Claim Rejections - 35 USC § 112

The following is a quotation of 35 U.S.C. 112(b):
(b) CONCLUSION.—The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the inventor or a joint inventor regards as the invention.

The following is a quotation of 35 U.S.C. 112 (pre-AIA), second paragraph:
The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the applicant regards as his invention.

Claims 1-16 are rejected under 35 U.S.C. 112(b) or 35 U.S.C. 112 (pre-AIA), second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which the inventor or a joint inventor, or for pre-AIA the applicant regards as the invention.

Claim 1, 9, 10 and 14, recites the limitation "transmitting first information to a server" in line 2, and "receiving third information associated with the second player" or similar , however there is no recitation of who is and how the information is being transmitted and who is receiving from which source. A clarification is respectfully required in order for these claims to be treated on their merits

Conclusion

Any inquiry concerning this communication or earlier communications from the examiner should be directed to MASUD AHMED whose telephone number is (571)270-1315. The examiner can normally be reached on 10 AM -7 PM.

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, Kang Hu can be reached on (571)270-1344. 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.

/MASUD AHMED/
Primary Examiner, Art Unit 3717

U.S. PATENT DOCUMENTS

*		Document Number Country Code-Number-Kind Code	Date MM-YYYY	Name	CPC Classification	US Classification
*	A	US-2013/0217489 A1	08-2013	Bronstein Bendayan; Manuel Uris	A63F13/12	463/31
*	B	US-8,764,534 B1	07-2014	DeSanti; Brian	A63F13/335	463/31
*	C	US-8,821,260 B1	09-2014	DeSanti; Brian	A63F13/00	463/25
*	D	US-8,845,423 B1	09-2014	Monahan; Jay	A63F13/00	463/29
*	E	US-2015/0005051 A1	01-2015	SMALLEY; Kellen Christopher	A63F13/30	463/25
*	F	US-9,022,869 B1	05-2015	DeSanti; Brian	G07F17/3225	463/42
	G	US-				
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	M	US-				

FOREIGN PATENT DOCUMENTS

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	N					
	O					
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	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.

U.S. Patent and Trademark Office
PTO-892 (Rev. 01-2001)   **Notice of References Cited**   Part of Paper No. 20180924

EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	132187	VIDEO NEAR GAME	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/09/24 21:11
L2	6673	L1 and template	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/09/24 21:11
L3	4528	L2 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/09/24 21:11
L4	4528	L3 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/09/24 21:11
L5	92	("20020154174" | "20030008696" | "20030126035" | "20040143852" | "20040193489" | "20070072676" | "20070191101" | "20070207844" | "20070218997" | "20080004116" | "20080207306" | "20080274805" | "20080293478" | "20090198664" | "20090299960" | "20100030660" | "20100121810" | "20100331084" | "20100333031" | "20110185057" | "20110263324" | "20120246701" | "20120329556" | "20130061157" | "5768519" | "6306033" | "8016680" | "8019797" | "8109818").PN. OR ("2013/0217489" | "2015/0005051" | "8764534" | "8821260" | "8845423" | "9022869").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2018/09/24 21:11
L6	57	L5 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT;	AND	OFF	2018/09/24 21:11

			IBM_TDB			
L7	132187	VIDEO NEAR GAME	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/09/24 21:11
L8	6673	L7 and template	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/09/24 21:11
L9	4528	L8 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/09/24 21:11
L10	92	("20020154174" | "20030008696" | "20030126035" | "20040143852" | "20040193489" | "20070072676" | "20070191101" | "20070207844" | "20070218997" | "20080004116" | "20080207306" | "20080274805" | "20080293478" | "20090198664" | "20090299960" | "20100030660" | "20100121810" | "20100331084" | "20100333031" | "20110185057" | "20110263324" | "20120246701" | "20120329556" | "20130061157" | "5768519" | "6306033" | "8016680" | "8019797" | "8109818").PN. OR ("2013/0217489" | "2015/0005051" | "8764534" | "8821260" | "8845423" | "9022869").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2018/09/24 21:11
L11	57	L10 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/09/24 21:11
L12	16635	online near game	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/09/24 21:11
L13	918	L12 and (building with game)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/09/24 21:11
L14	642	L13 @ad<="20140409"	US-PGPUB;	AND	OFF	2018/09/24

			USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB			21:11
L15	16635	online near game	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/09/24 21:11
L16	918	L15 and (building with game)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/09/24 21:11
L17	642	L16 @ad<= "20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/09/24 21:11
L18	92	("20020154174" | "20030008696" | "20030126035" | "20040143852" | "20040193489" | "20070072676" | "20070191101" | "20070207844" | "20070218997" | "20080004116" | "20080207306" | "20080274805" | "20080293478" | "20090198664" | "20090299960" | "20100030660" | "20100121810" | "20100331084" | "20100333031" | "20110185057" | "20110263324" | "20120246701" | "20120329556" | "20130061157" | "5768519" | "6306033" | "8016680" | "8019797" | "8109818").PN. OR ("2013/0217489" | "2015/0005051" | "8764534" | "8821260" | "8845423" | "9022869").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2018/09/24 21:11
L19	57	L18 @ad<= "20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/09/24 21:11
L20	4528	L8 @ad<= "20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/09/24 21:12
L21	642	L16 @ad<= "20140409"	US-PGPUB; USPAT; USOCR; FPRS;	AND	OFF	2018/09/24 21:12

			EPO; JPO; DERWENT; IBM_TDB			
S1	0	((Taiki) near2 (Eda)).INV.	US-PGPUB; USPAT	OR	OFF	2016/03/18 20:48
S2	4292	"463/31".CCLS.	US-PGPUB; USPAT	OR	OFF	2016/03/18 20:48
S3	3792	S2 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/03/18 20:50
S4	128	S3 and template	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/03/18 20:53
S5	124	S4 and game	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/03/18 20:53
S6	949921	game	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/03/18 21:08
S7	12304	online near game	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/03/18 21:17
S8	646	S7 and (building with game)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/03/18 21:17
S9	575	S8 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/03/18 21:17
S10	8	S9 and (build near (city or building))	US-PGPUB; USPAT; USOCR; FPRS;	AND	OFF	2016/03/18 21:18

			EPO; JPO; DERWENT; IBM_TDB			
S11	36	("20020154174" | "20030008696" | "20030126035" | "20040143852" | "20040193489" | "20070072676" | "20070191101" | "20070207844" | "20070218997" | "20080004116" | "20080207306" | "20080274805" | "20080293478" | "20090198664" | "20090299960" | "20100030660" | "20100121810" | "20100331084" | "20100333031" | "20110185057" | "20110263324" | "20120246701" | "20120329556" | "20130061157" | "5768519" | "6306033" | "8016680" | "8019797" | "8109818").PN. OR ("2013/0217489" | "2015/0005051" | "8764534" | "8821260" | "8845423" | "9022869").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2016/03/18 22:23
S12	36	("20020154174" | "20030008696" | "20030126035" | "20040143852" | "20040193489" | "20070072676" | "20070191101" | "20070207844" | "20070218997" | "20080004116" | "20080207306" | "20080274805" | "20080293478" | "20090198664" | "20090299960" | "20100030660" | "20100121810" | "20100331084" | "20100333031" | "20110185057" | "20110263324" | "20120246701" | "20120329556" | "20130061157" | "5768519" | "6306033" | "8016680" | "8019797" | "8109818").PN. OR ("2013/0217489" | "2015/0005051" | "8764534" | "8821260" | "8845423" | "9022869").URPN.	US-PGPUB; USPAT; USOCR	AND	OFF	2016/03/18 22:23
S13	35	S12 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/03/18 22:23
S14	2	("6454653").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/08/05 19:23
S15	36	("20020154174" | "20030008696" | "20030126035" | "20040143852" | "20040193489" | "20070072676" | "20070191101" | "20070207844" | "20070218997" | "20080004116" | "20080207306" | "20080274805" | "20080293478" | "20090198664" | "20090299960" | "20100030660" | "20100121810" | "20100331084" | "20100333031" | "20110185057" | "20110263324" | "20120246701" |	US-PGPUB; USPAT; USOCR	OR	OFF	2016/08/05 19:28

		"20120329556" | "20130061157" | "5768519" | "6306033" | "8016680" | "8019797" | "8109818").PN. OR ("2013/0217489" | "2015/0005051" | "8764534" | "8821260" | "8845423" | "9022869").URPN.				
S16	35	S15 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/08/05 19:28
S17	105171	VIDEO NEAR GAME	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/08/05 19:28
S18	4940	S17 and template	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/08/05 19:28
S19	4250	S18 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/08/05 19:31
S20	28	S19 and (building with template)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/08/05 19:39
S21	105171	video near game	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/08/05 19:42
S22	4940	S21 and template	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/08/05 19:42
S23	4250	S19 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT;	AND	OFF	2016/08/05 19:42

				IBM_TDB			
S24	528	S23 and select with template	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/08/05 19:42
S25	1	bra with somen	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/08/05 19:48
S26	1158	bra with women	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/08/05 19:48
S27	44	S26 and (adjustable with fit)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/08/05 19:48
S28	0	S27 and malik	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/08/05 19:51
S29	27266	malik	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/08/05 19:51
S30	19	S29 and underwear	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2016/08/05 19:51
S31	46	("20020154174" | "20030008696" | "20030126035" | "20040143852" | "20040193489" | "20070072676" | "20070191101" | "20070207844" | "20070218997" | "20080004116" | "20080207306" | "20080274805" | "20080293478" | "20090198664" | "20090299960" | "20100030660" | "20100121810" | "20100331084" | "20100333031" | "20110185057" | "20110263324" | "20120246701"	US-PGPUB; USPAT; USOCR	OR	OFF	2016/08/05 19:52

		"20120329556" | "20130061157" | "5768519" | "6306033" | "8016680" | "8019797" | "8109818").PN. OR ("2012/0090021" | "2013/0217489" | "2013/0288757" | "2015/0005051" | "8764534" | "8821260" | "8845423" | "9022869").URPN.				
S32	56	("20020154174" | "20030008696" | "20030126035" | "20040143852" | "20040193489" | "20070072676" | "20070191101" | "20070207844" | "20070218997" | "20080004116" | "20080207306" | "20080274805" | "20080293478" | "20090198664" | "20090299960" | "20100030660" | "20100121810" | "20100331084" | "20100333031" | "20110185057" | "20110263324" | "20120246701" | "20120329556" | "20130061157" | "5768519" | "6306033" | "8016680" | "8019797" | "8109818").PN. OR ("2012/0090021" | "2013/0217489" | "2013/0288757" | "2015/0005051" | "8764534" | "8821260" | "8845423" | "9022869").URPN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; IBM_TDB	AND	OFF	2016/08/05 19:52
S33	8	(US-20150005051-$ or US-20130217489-$ or US-20120090021-$ or US-20130288757-$).did. or (US-8845423-$ or US-8764534-$ or US-8821260-$ or US-9022869-$).did.	US-PGPUB; USPAT	OR	OFF	2016/08/05 19:54
S34	2081	A63F13/00.CPC.	US-PGPUB; USPAT	OR	OFF	2016/08/05 19:54
S35	6469	A63F13/12.CPC.	US-PGPUB; USPAT	OR	OFF	2016/08/05 19:54
S36	727	A63F13/69.CPC.	US-PGPUB; USPAT	OR	OFF	2016/08/05 19:54
S37	1110	A63F2300/556.CPC.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; IBM_TDB	AND	OFF	2016/08/05 19:55
S38	956	A63F13/60.CPC.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; IBM_TDB	AND	OFF	2016/08/05 19:55
S39	50	("20020154174" | "20030008696" | "20030126035" | "20040143852" | "20040193489" | "20070072676" | "20070191101" | "20070207844" | "20070218997" | "20080004116" | "20080207306" | "20080274805" | "20080293478" | "20090198664" | "20090299960" | "20100030660" | "20100121810" | "20100331084" | "20100333031" | "20110185057" | "20110263324" | "20120246701" | "20120329556" | "20130061157" | "5768519" | "6306033" | "8016680" |	US-PGPUB; USPAT; USOCR	OR	OFF	2017/03/03 16:28

		"8019797" | "8109818").PN. OR ("2013/0217489" | "2015/0005051" | "8764534" | "8821260" | "8845423" | "9022869").URPN.				
S40	44	S39 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/03/03 16:28
S41	112452	VIDEO NEAR GAME	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/03/03 16:28
S42	5367	S41 and template	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/03/03 16:28
S43	4354	S42 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/03/03 16:28
S44	4354	S43 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/03/03 16:28
S45	1172	A63F13/60.CPC.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; IBM_TDB	AND	OFF	2017/03/03 16:28
S46	2	"14983984"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; IBM_TDB	AND	OFF	2017/03/03 16:37
S47	0	"9597594"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; IBM_TDB	AND	OFF	2017/03/03 16:38
S48	0	("9597594").PN.	US-PGPUB; USPAT; USOCR; FPRS;	OR	OFF	2017/03/03 16:38

			EPO; JPO; DERWENT; IBM_TDB			
S49	58	("20020154174" | "20030008696" | "20030126035" | "20040143852" | "20040193489" | "20070072676" | "20070191101" | "20070207844" | "20070218997" | "20080004116" | "20080207306" | "20080274805" | "20080293478" | "20090198664" | "20090299960" | "20100030660" | "20100121810" | "20100331084" | "20100333031" | "20110185057" | "20110263324" | "20120246701" | "20120329556" | "20130061157" | "5768519" | "6306033" | "8016680" | "8019797" | "8109818").PN. OR ("2013/0217489" | "2015/0005051" | "8764534" | "8821260" | "8845423" | "9022869").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2017/05/10 02:05
S50	50	S49 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/05/10 02:05
S51	114811	VIDEO NEAR GAME	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/05/10 02:05
S52	5536	S51 and template	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/05/10 02:05
S53	4392	S52 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/05/10 02:05
S54	4392	S53 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/05/10 02:05
S55	58	("20020154174" | "20030008696" | "20030126035" | "20040143852" | "20040193489" | "20070072676" | "20070191101" | "20070207844" | "20070218997" | "20080004116" | "20080207306" | "20080274805" | "20080293478" | "20090198664"	US-PGPUB; USPAT; USOCR	AND	OFF	2017/05/10 02:05

		"20090299960" | "20100030660" | "20100121810" | "20100331084" | "20100333031" | "20110185057" | "20110263324" | "20120246701" | "20120329556" | "20130061157" | "5768519" | "6306033" | "8016680" | "8019797" | "8109818").PN. OR ("2013/0217489" | "2015/0005051" | "8764534" | "8821260" | "8845423" | "9022869").URPN.				
S56	50	S55 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/05/10 02:05
S57	50	S49 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/05/10 02:05
S58	4390	"463/31".CCLS.	US-PGPUB; USPAT	OR	OFF	2017/05/10 02:05
S59	3794	S58 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/05/10 02:05
S60	4392	S52 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/05/10 02:05
S61	50	S55 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/05/10 02:05
S62	14273	online near game	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/05/10 02:05
S63	776	S62 and (building with game)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/05/10 02:05

S64	616	S63 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/05/10 02:05
S65	58	("20020154174" | "20030008696" | "20030126035" | "20040143852" | "20040193489" | "20070072676" | "20070191101" | "20070207844" | "20070218997" | "20080004116" | "20080207306" | "20080274805" | "20080293478" | "20090198664" | "20090299960" | "20100030660" | "20100121810" | "20100331084" | "20100333031" | "20110185057" | "20110263324" | "20120246701" | "20120329556" | "20130061157" | "5768519" | "6306033" | "8016680" | "8019797" | "8109818").PN. OR ("2013/0217489" | "2015/0005051" | "8764534" | "8821260" | "8845423" | "9022869").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2017/05/10 02:06
S66	50	S65 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/05/10 02:06
S67	616	S63 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/05/10 02:06
S68	50	S49 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/05/10 02:06
S69	11	((("20110319170") or ("20100160039") or ("20100130285") or ("20100227682") or ("20120295702")).PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2017/11/12 19:46
S70	6	((("20110319170") or ("20100160039") or ("20100130285") or ("20100227682") or ("20120295702")).PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; IBM_TDB	OR	OFF	2017/11/12 19:46
S71	33	"1574238"	US-PGPUB; USPAT; USOCR; FPRS;	AND	OFF	2017/11/12 20:27

			EPO; JPO; DERWENT; IBM_TDB			
S72	78	("20020154174" | "20030008696" | "20030126035" | "20040143852" | "20040193489" | "20070072676" | "20070191101" | "20070207844" | "20070218997" | "20080004116" | "20080207306" | "20080274805" | "20080293478" | "20090198664" | "20090299960" | "20100030660" | "20100121810" | "20100331084" | "20100333031" | "20110185057" | "20110263324" | "20120246701" | "20120329556" | "20130061157" | "5768519" | "6306033" | "8016680" | "8019797" | "8109818").PN. OR ("2013/0217489" | "2015/0005051" | "8764534" | "8821260" | "8845423" | "9022869").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2017/11/12 20:58
S73	55	S72 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/11/12 20:58
S74	78	("20020154174" | "20030008696" | "20030126035" | "20040143852" | "20040193489" | "20070072676" | "20070191101" | "20070207844" | "20070218997" | "20080004116" | "20080207306" | "20080274805" | "20080293478" | "20090198664" | "20090299960" | "20100030660" | "20100121810" | "20100331084" | "20100333031" | "20110185057" | "20110263324" | "20120246701" | "20120329556" | "20130061157" | "5768519" | "6306033" | "8016680" | "8019797" | "8109818").PN. OR ("2013/0217489" | "2015/0005051" | "8764534" | "8821260" | "8845423" | "9022869").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2017/11/12 20:58
S75	55	S74 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/11/12 20:58
S76	78	("20020154174" | "20030008696" | "20030126035" | "20040143852" | "20040193489" | "20070072676" | "20070191101" | "20070207844" | "20070218997" | "20080004116" | "20080207306" | "20080274805" | "20080293478" | "20090198664" | "20090299960" | "20100030660" | "20100121810" | "20100331084" | "20100333031" | "20110185057" | "20110263324" | "20120246701" |	US-PGPUB; USPAT; USOCR	OR	OFF	2017/11/12 20:58

		"20120329556" | "20130061157" | "5768519" | "6306033" | "8016680" | "8019797" | "8109818").PN. OR ("2013/0217489" | "2015/0005051" | "8764534" | "8821260" | "8845423" | "9022869").URPN.				
S77	55	S76 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/11/12 20:58
S78	78	("20020154174" | "20030008696" | "20030126035" | "20040143852" | "20040193489" | "20070072676" | "20070191101" | "20070207844" | "20070218997" | "20080004116" | "20080207306" | "20080274805" | "20080293478" | "20090198664" | "20090299960" | "20100030660" | "20100121810" | "20100331084" | "20100333031" | "20110185057" | "20110263324" | "20120246701" | "20120329556" | "20130061157" | "5768519" | "6306033" | "8016680" | "8019797" | "8109818").PN. OR ("2013/0217489" | "2015/0005051" | "8764534" | "8821260" | "8845423" | "9022869").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2017/11/12 20:58
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S80	15155	online near game	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/11/12 20:58
S81	838	S80 and (building with game)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/11/12 20:58
S82	634	S81 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/11/12 20:58
S83	4405	"463/31".CCLS.	US-PGPUB; USPAT	OR	OFF	2017/11/12 20:58
S84	3794	S83 @ad<="20140409"	US-PGPUB;	AND	OFF	2017/11/12

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S85	121453	VIDEO NEAR GAME	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/11/12 20:58
S86	5969	S85 and template	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/11/12 20:58
S87	4457	S86 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/11/12 20:58
S88	15155	online near game	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/11/12 20:58
S89	838	S88 and (building with game)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/11/12 20:58
S90	634	S89 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/11/12 20:58
S91	55	S76 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2017/11/12 20:58
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S96	873	S95 and (building with game)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/03/30 19:23
S97	640	S96 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/03/30 19:23
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S101	6280	S100 and template	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/03/30 19:23
S102	4495	S101 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/03/30 19:23
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S104	640	S96 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/03/30 19:23
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S106	873	S105 and (building with game)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/03/30 19:23
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S128	16338	online near game	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/07/21 19:41
S129	903	S128 and (building with game)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/07/21 19:41
S130	642	S129 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/07/21 19:41
S131	16338	online near game	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/07/21 19:41
S132	903	S131 and (building with game)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/07/21 19:41
S133	642	S132 @ad<="20140409"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	OFF	2018/07/21 19:41
S134	4520	S121 @ad<="20140409"	US-PGPUB; USPAT;	AND	OFF	2018/07/21 19:41

				USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB			

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BIB DATA SHEET

CONFIRMATION NO. 8155

SERIAL NUMBER	FILING or 371(c) DATE	CLASS	GROUP ART UNIT	ATTORNEY DOCKET NO.
16/111,945	08/24/2018 RULE	463	3717	516026US

APPLICANTS
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INVENTORS
Taiki Eda, Tokyo, JAPAN;

** CONTINUING DATA *************************
This application is a CON of 15/393,646 12/29/2016
which is a CON of 14/983,984 12/30/2015 PAT 9597594
which is a CON of PCT/JP2014/075673 09/26/2014

** FOREIGN APPLICATIONS *************************
JAPAN 2014-080554 04/09/2014
JAPAN 2013-202721 09/27/2013

** IF REQUIRED, FOREIGN FILING LICENSE GRANTED **
09/10/2018

Foreign Priority claimed ☑Yes ☐No		STATE OR COUNTRY	SHEETS DRAWINGS	TOTAL CLAIMS	INDEPENDENT CLAIMS
35 USC 119(a-d) conditions met ☑Yes ☐No	☐ Met after Allowance	JAPAN	15	16	4
Verified and Acknowledged /MASUD AHMED/ Examiner's Signature	MA Initials				

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1940 DUKE STREET
ALEXANDRIA, VA 22314
UNITED STATES

TITLE

COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER

FILING FEE RECEIVED 2180	FEES: Authority has been given in Paper No._____ to charge/credit DEPOSIT ACCOUNT No._____ for following:	☐ All Fees
		☐ 1.16 Fees (Filing)
		☐ 1.17 Fees (Processing Ext. of time)
		☐ 1.18 Fees (Issue)
		☐ Other _____
		☐ Credit

BIB (Rev. 05/07).

Form PTO 1449 (Modified)	U.S. DEPARTMENT OF COMMERCE PATENT AND TRADEMARK OFFICE	ATTY DOCKET NO. 516026US		SERIAL NO. New Application
LIST OF REFERENCES CITED BY APPLICANT		INVENTOR(S) Taiki EDA		
		FILING DATE Herewith		GROUP

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	AU	JP 2007-296199A	11-15-2007	Japan	X	
	AV	JP 2011-161042A	08-25-2011	Japan	X	

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	AX	Monster Hunter Frontier Online, Frontier Communication Forward. 3, ENTERBRAIN, INC., 02-15-2012 page 126 (with partial English translation)
	AY	The Convenience Store 2 – Chain Store Development Throughout Japan – Game Winning Method Futabasha Publishers LTD., 04-15-1998, pages 11-14, Sections for "Read Interior" and "Save Interior" (with partial English translation)
	AZ	The Convenience Store DS, 1st Edition, SHINKIGENSHA CO., LTD.,12-04-2008, pages 14-35 (with partial English translation) ▮ Additional References sheet(s) attached

Examiner /MASUD AHMED/	Date considered 09/24/2018

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

ALL REFERENCES CONSIDERED EXCEPT WHERE LINED THROUGH. /M.A/

Form PTO 1449 (Modified)		U.S. DEPARTMENT OF COMMERCE PATENT AND TRADEMARK OFFICE		ATTY DOCKET NO. 516026US			SERIAL NO. New Application
LIST OF REFERENCES CITED BY APPLICANT				INVENTOR(S) Taiki EDA			
				FILING DATE Herewith			GROUP

U.S. PATENT DOCUMENTS

EXAMINER INITIAL		DOCUMENT NUMBER	DATE	NAME	CLASS	SUB CLASS	FILING DATE IF APPROPRIATE
	BA						

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		DOCUMENT NUMBER	DATE	COUNTRY	TRANSLATION YES	TRANSLATION NO
	BB	JP 2009-233098A	10-15-2009	Japan	X	
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	BH	EP 1040855A2	10-04-2000	Europe	X	
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	BJ	JP 2001-079269	03/27/2001	Japan (Corresponds to EP 1082984 A2)		X
	BK	EP 1082984 A2	03/14/2001	Europe		
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	BN	2002-143555	05/21/2002	Japan (with English Translation)	X	
	BO	2011-142997	07/28/2011	Japan		X
	BP	2 444 134 A1	04/25/2012	Europe		
	BQ	1 574 238 A1	09/14/2005	Europe	X	

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	BS	Dengeki Play Station, Phantasy Star Online 2, Vol. 19, ASCII Media Works Corporation, number 21, 06-27-2013, pages 116-119, section "My Room Function, Layout Pattern Switching". (with partial English translation)
	BT	Decision of Admiral, Super Guide book, Fifth Edition, Koei Co., Ltd, 03-25-1993, pages 8-9, section "Scenario Selection Screen" (with partial English translation)
	BU	Office Action for corresponding JP Application No. 2015-123316, dated 10-07-2016 (2 pages) (with English translation)
	BV	NOBUNYAGA NO YABOU, NEKOBUKAN, KOEI TECMO GAMES CO., LTD., 1/27/2012, Second printing, pages 111 and 126.
	BW	Office Action for corresponding JP Application No. 2015-160034 dated 03/1/2016 (4 pages). (with English translation)
	BX	Office Action for corresponding JP Application No. 2015-160035 dated 03/01/2016 (6 pages). (with English translation)
	BY	Office Action for corresponding JP Application No. 2015-160035 dated 05/17/2016 (6 pages). (with English translation)
	BZ	Office Action for corresponding JP Application No. 2015-160036 dated 03/01/2016 (9 pages). (with English translation) ███ Additional References sheet(s) attached

Examiner	/MASUD AHMED/	Date considered	09/24/2018

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

ALL REFERENCES CONSIDERED EXCEPT WHERE LINED THROUGH. /M.A/

Form PTO 1449 (Modified)	U.S. DEPARTMENT OF COMMERCE PATENT AND TRADEMARK OFFICE	ATTY DOCKET NO. 516026US		SERIAL NO. New Application
LIST OF REFERENCES CITED BY APPLICANT		APPLICANT Taiki EDA		
		FILING DATE Herewith		GROUP

		OTHER REFERENCES (Including Author, Title, Date, Pertinent Pages, etc.)
	AAA	Office Action for corresponding JP Application No. 2015-160038 dated 03/01/2016 (6 pages). (with English translation)
	AAB	Office Action for corresponding JP Application No. 2015-160038 dated 05/17/2016 (2 pages). (with English translation)
	AAC	NOBUNYAGA NO YABOU, NEKOBUKAN, KOEI TECMO GAMES CO., LTD., 1/27/2012, Second printing, pages 112 and 113.
	AAD	NOBUNAGA NO YABOU/TENDOU Handbook The second volume, Koei Co., Ltd., 11/1/2009, First printing, Pages 60 and 61.
	AAE	International Search Report for corresponding international application no. PCT/JP2014/075673; mailed October 21, 2014 (3 pages) (with English translation)
	AAF	Final Rejection for corresponding JP Application No. 2015-123316 dated 09/30/2015 (5 pages) (with English translation)
	AAG	Office Action for corresponding JP Application No. 2015-123331 dated 07/06/2015 (5 pages). (with English Translation)
	AAH	Office Action for corresponding JP Application No. 2015-160032 dated 09/30/2015 (13 pages). (with English Translation)
	AAI	Office Action for corresponding JP Application No. 2015-160033 dated 10/05/2015 (15 pages). (with English Translation)
	AAJ	Office Action for corresponding JP Application No. 2015-160034 dated 10/05/2015 (13 pages). (with English Translation)
	AAK	Office Action for corresponding JP Application No. 2015-160035 dated 09/30/2015 (15 pages). (with English Translation)
	AAL	Office Action for corresponding JP Application No. 2015-160036 dated 09/30/2015 (15 pages). (with English Translation)
	AAM	Office Action for corresponding JP Application No. 2015-160037 dated 09/30/2015 (16 pages). (with English Translation)
	AAN	Office Action for corresponding JP Application No. 2015-160038 dated 09/30/2015 (15 pages). (with English Translation)
	AAO	Office Action for corresponding JP Application No. 2015-123316 dated 07/06/2015 (10 pages). (with English Translation)
	AAP	Office Action for corresponding JP Application No. 2014-080554 dated 09/09/2015 (4 pages). (with English Translation)
	AAQ	Office Action for corresponding JP Application No. 2014-080554 dated 06/19/2014 (9 pages). (with English Translation)

Examiner /MASUD AHMED/	Date Considered 09/24/2018

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Form PTO 1449 (Modified)	U.S. DEPARTMENT OF COMMERCE PATENT AND TRADEMARK OFFICE	ATTY DOCKET NO. 516026US		SERIAL NO. New Application
LIST OF REFERENCES CITED BY APPLICANT		APPLICANT Taiki EDA		
		FILING DATE Herewith		GROUP

		OTHER REFERENCES (Including Author, Title, Date, Pertinent Pages, etc.)
	BAA	Office Action for corresponding JP Application No. 2013-202721 dated 11/21/2013 (7 pages). (with English Translation)
	BAB	Office Action for corresponding JP Application No. 2014-259251 dated 03/06/2015 (7 pages). (with English Translation)
	BAC	KONAMI OFFICIAL GUIDE for WORLD SOCCER Winning Eleven 2000 U-23, Konami Co., Ltd., on Dec. 8, 2000, Second Printing, P.019.
	BAD	Capcom, 2007 June 19, Monster Hunter Frontier G, PC version, online manual, [June 9, 2014 search], interface Netto <URL: http: //cog-members.mhf-g.jp/sp/manual/page164.html # bf2e27ce883c8ca097adc4a41 f114562>
	BAE	A - Train7 Official Expert Guidebook - Simulation Game, Railroad Management, Urban Development, published March 22, 2006 (with English translation)
	BAF	A - Train9 Version 2.0 Professional Edition - Official Guidebook, published December 19, 2012. (with English translation)
	BAG	Frontier communication - Monster Hunter Frontier Online Forward. 3, published February 15, 2012.
	BAH	https://en.wikipedia.org/w/index.php?title=SimCity&oldid=572690969.
	BAI	https://en.wikipedia.org/w/index.php?title=Clash of Clans&oldid=572472971.
	BAJ	PC Game Review of Medieval Lords, August 2005. URL: http://game.watch.impress.co.jp/docs/20050801/medieval.htm (with English Translation)
	BAK	Patent Owner's Response submitted July 3, 2018 in Case No. PGR2018-00008 of U.S. Patent No. 9,597,594.
	BAL	Declaration of David Crane submitted July 3, 2018 in Case No. PGR2018-00008 of U.S. Patent No. 9,597,594.
	BAM	Japanese Office Action mailed March 20, 2018 in Japanese Patent Application No. 2017-242679 with translation
	BAN	Yoshie Hori et al.; "The Convenience Store DS: Adult Management Skills Training Official Perfect Guide", Shinkigensha Co., Ltd., first issue, December 4, 2008, P4, 8, 35 with translation
	BAO	R. Barba, et al., "STAR CRAFT, WINGS OF LIBERTY". BRADYGAMES, Official Strategy Guide, ISBN-13: 978-074401128-9, ISBN-10: 074401128-0, Blizzard Entertainment, Inc., 2010, Total pages submitted herewith: 5 pages (The first page: the cover page, the second and third pages: pages188 and 196 of this reference, the fourth and fifth pages: the back cover pages)
	BAP	Japanese Office Action mailed May 29, 2018 in Japanese Patent Application No. 2017-242679 with translation
	BAQ	PETITION FOR POST-GRANT REVIEW OF U.S. PATENT 9,597,594 dated November 7, 2017 by Petitioner's Counsel

Examiner /MASUD AHMED/	Date Considered 09/24/2018

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ALL REFERENCES CONSIDERED EXCEPT WHERE LINED THROUGH. /M.A/

Form PTO 1449 (Modified)	U.S. DEPARTMENT OF COMMERCE PATENT AND TRADEMARK OFFICE	ATTY DOCKET NO. 516026US		SERIAL NO. New Application
LIST OF REFERENCES CITED BY APPLICANT		APPLICANT Taiki EDA		
		FILING DATE Herewith		GROUP

		OTHER REFERENCES (Including Author, Title, Date, Pertinent Pages, etc.)
	CAA	AUSTIN LOCKWOOD, A Guide to Correspondence Chess in Wales, Welsh Correcpondence Chess Federation, June 17, 2016, Updated February 9, 2017 by Austin Lockwood <ULR: https://www.welshccf.org.uk/content/19>
	CAB	Bryce D. Avery, Correspondence chess in America, ISBN 978-0-7864-7396-0, © 2000 Bryce D. Avery. All rights reserved., pages ix, x, 1-3
	CAC	Microsoft Computer Dictionary, 4th edition, Microsoft Press, A Division of Microsoft Corporation, ISBN 0-7356-0615-3, 1999, page 102
	CAD	USPTO MEMORANDUM dated May 4, 2016, titled "Formulating a Subject Matter Eligibility Rejection and Evaluating the Applicant's Response to a Subject Matter Eligibility Rejection" from Deputy Commissioner For Patent Examination Policy
	CAE	PATENT OWNER'S PRELIMINARY RESPONSE dated February 20, 2018 by Counsel for Patent Owner
	CAF	July 2015 Update Appendix 1: Examples dated July 30, 2015 by USPTO
	CAG	Petitioner's Reply to Patent Owner's Preliminary Response dated March 21, 2018 by Petitioner's Counsel
	CAH	PATENT OWNER'S SURREPLY TO PETITIONER'S REPLY TO PATENT OWNER'S PRELIMINARY RESPONSE dated March 28, 2018 by Counsel for Patent Owner
	CAI	DECISION dated May 1, 2018, Granting Institution of Post-Grant Review 35 U.S.C. § 324(a) by Patent Trial and Appeal Board
	CAJ	Website Fundamental Information of Clash of Clans for Beginners, 9 pages
	CAK	Website Information on Clash of Clans Data Linkage between iPhone and iPad, http://www.appbank.net/2013/06/25iphone-application/627513.php, 6 pages , September 8, 2017
	CAL	Play Manual of Hotel Giant 2. 32 pages
	CAM	Website Clash of Clans Wiki Village Edit Mode, http://clashofclans.wikia.com/wiki/Village_Edit_Mode 07/24/2017, 2 pages
	CAN	Play Manual of Winning Eleven 2011, 20 pages
	CAO	Play Manual of SidMeiers Civilization, 116 pages
	CAP	Japanese Office Action issued September 12, 2017 in Patent Application No. 2015-248965 (with English Translation)
	CAQ	KONAMI OFFICIAL GUIDE, "Perfect Series Palpitation Memorial 2 Perfect Guide"', KONAMI CORPORATION, December 20, 1999, first edition, P.31 and Partial English Translation, 5 pages

Examiner /MASUD AHMED/	Date Considered 09/24/2018

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ALL REFERENCES CONSIDERED EXCEPT WHERE LINED THROUGH. /M.A/

Form PTO 1449 (Modified)		U.S. DEPARTMENT OF COMMERCE PATENT AND TRADEMARK OFFICE	ATTY DOCKET NO. 516026US		SERIAL NO. New Application
LIST OF REFERENCES CITED BY APPLICANT			APPLICANT Taiki EDA		
			FILING DATE Herewith		GROUP

		OTHER REFERENCES (Including Author, Title, Date, Pertinent Pages, etc.)
	DAA	KONAMI OFFICIAL GUIDE, "Perfect Capture Series 47 Palpitation Memorial 2 Authorized-Guidebook Uncut Text", KONAMI CORPORATION, July 10, 2001, 6th printing, P.53 and Partial English Translation, 5 pages
	DAB	Office Action for corresponding JP application No. 2016-255511 mail date 4/25/2017, 15 pages (with English translation)
	DAC	Office Action for corresponding JP application No. 2016-255512 mail date 4/25/2017, 12 pages (with English translation)
	DAD	Taku YAMAZAKI et al., Super Family Computer Fire Emblem: Lineage of Crusades Walkthrough Guide Book, T2 Publishing Co., Ltd., July 20, 1996, 2nd impression, 5 pages.
	DAE	V Jump Books Game Series: Final Fantasy Tactics, Shueisha, Inc., January 18, 1998, 3rd impression, 5 pages
	DAF	European Search Report dated July 28, 2017 issued in corresponding European Patent Application No. 14848832.3 (16 pages)
	DAG	Singapore Office Action in Application No. 11201602230Q dated June 15, 2017, 11 pages
	DAH	Partial Supplementary European Search Report Application No. 14848832.3, dated April 19, 2017, 8 pages
	DAI	
	DAJ	
	DAK	
	DAL	
	DAM	
	DAN	
	DAO	
	DAP	
	DAQ	

Examiner /MASUD AHMED/	Date Considered 09/24/2018

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

ALL REFERENCES CONSIDERED EXCEPT WHERE LINED THROUGH. /M.A/

Search Notes	Application/Control No.	Applicant(s)/Patent Under Reexamination
	16111945	EDA, TAIKI
	Examiner	Art Unit
	MASUD AHMED	3717

CPC- SEARCHED

Symbol	Date	Examiner

CPC COMBINATION SETS - SEARCHED

Symbol	Date	Examiner

US CLASSIFICATION SEARCHED

Class	Subclass	Date	Examiner
463	29-42	9/24/2018	MA

* 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
TEXT SEARCH ON EAST	3/18/2016	MA
CONDUCTED INVENTOR SEARCH ON EAST	3/3/2017	MA
CONDUCTED CITAITON SEARCH ON EAST	3/30/2018	MA
CONDUCTE NPL SEARCH ON GOOGLE FOR BUILDING GAMES	9/24/2018	MA
VERIFIED THE APPROVAL OF THE TD	9/24/2018	MA

INTERFERENCE SEARCH

US Class/ CPC Symbol	US Subclass / CPC Group	Date	Examiner
	TEXT SEARCHED WITHIN ALL THE CLASSES AND THE SUBCLASSES INCLUDING FOREIGN DATABASES ON EAST	9/24/2018	MA
	SEARCHED ALL THE CLASSES AND THE SUBCLASSES LISTED ON ISSUE CLASSIFICATION	9/24/2018	MA

	/M.A./ Primary Examiner.Art Unit 3717

U.S. Patent and Trademark Office

Part of Paper No. : 20180924

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
16/111,945	08/24/2018	Taiki Eda	516026US	8155

22850   7590   09/26/2018

OBLON, MCCLELLAND, MAIER & NEUSTADT, L.L.P.
1940 DUKE STREET
ALEXANDRIA, VA 22314

EXAMINER
AHMED, MASUD

ART UNIT	PAPER NUMBER
3717	

NOTIFICATION DATE	DELIVERY MODE
09/26/2018	ELECTRONIC

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):

patentdocket@oblon.com
OBLONPAT@OBLON.COM
tfarrell@oblon.com

UNITED STATES PATENT AND TRADEMARK OFFICE

Doc Code:
TRACK1.GRANT

Decision Granting Request for Prioritized Examination (Track I or After RCE)	Application No.:16/111,945

1. THE REQUEST FILED <u>August 24, 2018</u>   IS **GRANTED.**

   The above-identified application has met the requirements for prioritized examination
   A. ☒ for an original nonprovisional application (Track I).
   B. ☐ for an application undergoing continued examination (RCE).

2. **The above-identified application will undergo prioritized examination.** The application will be accorded special status throughout its entire course of prosecution until one of the following occurs:

   A.   filing a **petition for extension of time** to extend the time period for filing a reply;

   B.   filing an **amendment to amend the application to contain more than four independent claims, more than thirty total claims**, or a multiple dependent claim;

   C.   filing a **request for continued examination**;

   D.   filing a notice of appeal;

   E.   filing a request for suspension of action;

   F.   mailing of a notice of allowance;

   G.   mailing of a final Office action;

   H.   completion of examination as defined in 37 CFR 41.102; or

   I.   abandonment of the application.

Telephone inquiries with regard to this decision should be directed to Kimberly Inabinet at 571-272-4618.

/Kimberly Inabinet/   Paralegal Specialist, Office of Petitions

U.S. Patent and Trademark Office
PTO-2298 (Rev. 02-2012)

Office of Petitions: Decision Count Sheet

Mailing Month: **9**

Application No. **16111945**

For US serial numbers: enter number only, no slashes or commas. Ex: 10123456
For PCT: enter "51+single digit of year of filing+last 5 numbers", Ex. for PCT/US05/12345, enter 51512345

Deciding Official: **Kimberly Inabinet**

Count (1) - Palm Credit   16111945

Decision: **GRANT**

☐ FINANCE WORK NEEDED — Select Check Box for YES

Decision Type: 643 - Track One request

Notes:

Count (2)

Decision: n/a

☐ FINANCE WORK NEEDED — Select Check Box for YES

Decision Type: NONE

Notes:

Count (3)

Decision: n/a

☐ FINANCE WORK NEEDED — Select Check Box for YES

Decision Type: NONE

Notes:

Initials of Approving Official (if required)

If more than 3 decisions, attach 2nd count sheet & mark this box ☐

Printed on: 9/22/2018

Office of Petitions Internal Document - Ver. 5.0

Office of Petitions: Routing Sheet

||||||||| (barcode)

4700

Application No. 16111945

This application is being forwarded to your office for further processing. A decision has been rendered on a petition filed in this application, as indicated below. For details of this decision, please see the document PET.OP.DEC filed on the same date as this document.

X GRANTED

☐ **DISMISSED**

☐ **DENIED**

PATENT APPLICATION FEE DETERMINATION RECORD
Substitute for Form PTO-875

Application or Docket Number
16/111,945

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), (i), 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))	16 minus 20 =	*			OR	x 100 =	0.00
INDEPENDENT CLAIMS (37 CFR 1.16(h))	4 minus 3 =	* 1				x 460 =	460
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	2180

APPLICATION AS AMENDED - PART II

		(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($)	ADDITIONAL FEE($)
AMENDMENT A	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	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.

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
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www.uspto.gov

APPLICATION NUMBER	FILING or 371(c) DATE	GRP ART UNIT	FIL FEE REC'D	ATTY.DOCKET.NO	TOT CLAIMS	IND CLAIMS
16/111,945	08/24/2018	3714	2180	516026US	16	4

CONFIRMATION NO. 8155

22850
OBLON, MCCLELLAND, MAIER & NEUSTADT, L.L.P.
1940 DUKE STREET
ALEXANDRIA, VA 22314

FILING RECEIPT

OC000000102202773

Date Mailed: 09/12/2018

Receipt is acknowledged of this non-provisional patent application. The application will be taken up for examination in due course. Applicant will be notified as to the results of the examination. Any correspondence concerning the application must include the following identification information: the U.S. APPLICATION NUMBER, FILING DATE, NAME OF APPLICANT, and TITLE OF INVENTION. Fees transmitted by check or draft are subject to collection. Please verify the accuracy of the data presented on this receipt. **If an error is noted on this Filing Receipt, please submit a written request for a Filing Receipt Correction. Please provide a copy of this Filing Receipt with the changes noted thereon. If you received a "Notice to File Missing Parts" for this application, please submit any corrections to this Filing Receipt with your reply to the Notice. When the USPTO processes the reply to the Notice, the USPTO will generate another Filing Receipt incorporating the requested corrections**

Inventor(s)
    Taiki Eda, Tokyo, JAPAN;
Applicant(s)
    GREE, INC., Minato-ku, JAPAN;
Assignment For Published Patent Application
    GREE, INC., Minato-ku, JAPAN

Power of Attorney: The patent practitioners associated with Customer Number 22850

Domestic Priority data as claimed by applicant
    This application is a CON of 15/393,646 12/29/2016
    which is a CON of 14/983,984 12/30/2015 PAT 9597594
    which is a CON of PCT/JP2014/075673 09/26/2014

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 2014-080554 04/09/2014 No Access Code Provided
JAPAN 2013-202721 09/27/2013 No Access Code Provided

Permission to Access Application via Priority Document Exchange: Yes

Permission to Access Search Results: Yes

Applicant may provide or rescind an authorization for access using Form PTO/SB/39 or Form PTO/SB/69 as appropriate.

If Required, Foreign Filing License Granted: 09/10/2018

The country code and number of your priority application, to be used for filing abroad under the Paris Convention, is **US 16/111,945**

Projected Publication Date: 12/20/2018

Non-Publication Request: No

Early Publication Request: No
Title

       COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER

Preliminary Class

    463

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

PROTECTING YOUR INVENTION OUTSIDE THE UNITED STATES

Since the rights granted by a U.S. patent extend only throughout the territory of the United States and have no effect in a foreign country, an inventor who wishes patent protection in another country must apply for a patent in a specific country or in regional patent offices. Applicants may wish to consider the filing of an international application under the Patent Cooperation Treaty (PCT). An international (PCT) application generally has the same effect as a regular national patent application in each PCT-member country. The PCT process **simplifies** the filing of patent applications on the same invention in member countries, but **does not result** in a grant of "an international patent" and does not eliminate the need of applicants to file additional documents and fees in countries where patent protection is desired.

Almost every country has its own patent law, and a person desiring a patent in a particular country must make an application for patent in that country in accordance with its particular laws. Since the laws of many countries differ in various respects from the patent law of the United States, applicants are advised to seek guidance from specific foreign countries to ensure that patent rights are not lost prematurely.

Applicants also are advised that in the case of inventions made in the United States, the Director of the USPTO must issue a license before applicants can apply for a patent in a foreign country. The filing of a U.S. patent application serves as a request for a foreign filing license. The application's filing receipt contains further information and guidance as to the status of applicant's license for foreign filing.

Applicants may wish to consult the USPTO booklet, "General Information Concerning Patents" (specifically, the section entitled "Treaties and Foreign Patents") for more information on timeframes and deadlines for filing foreign patent applications. The guide is available either by contacting the USPTO Contact Center at 800-786-9199, or it can be viewed on the USPTO website at http://www.uspto.gov/web/offices/pac/doc/general/index.html.

For information on preventing theft of your intellectual property (patents, trademarks and copyrights), you may wish to consult the U.S. Government website, http://www.stopfakes.gov. Part of a Department of Commerce initiative, this website includes self-help "toolkits" giving innovators guidance on how to protect intellectual property in specific countries such as China, Korea and Mexico. For questions regarding patent enforcement issues, applicants may call the U.S. Government hotline at 1-866-999-HALT (1-866-999-4258).

LICENSE FOR FOREIGN FILING UNDER

Title 35, United States Code, Section 184

Title 37, Code of Federal Regulations, 5.11 & 5.15

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page 3 of 3

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

INVENTOR(S)   Taiki EDA

SERIAL NO: New Application   ART UNIT:

FILING DATE: Herewith   EXAMINER:

FOR: COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER

FEE TRANSMITTAL

☐ No additional fee is required

☐ Small entity status of this application under 37 C.F.R. §1.9 and §1.27 is claimed.

■ Track 1 Prioritized Examination

The Fee has been calculated as shown below:

FOR	NUMBER FILED	NUMBER EXTRA	RATE	CALCULATIONS
TOTAL CLAIMS	16 - 20 =	0	x $100 =	$ 0.00
INDEPENDENT CLAIMS	4 - 3 =	1	x $460 =	$ 460.00
UTILITY APPLICATION SIZE FEE	42* - 100 = (* 55 x .75)	0 (each addtl. 50 sheets over 100)	x $400 =	$0.00
☐ MULTIPLE DEPENDENT CLAIMS (If applicable)			+ $820 =	$0.00
■ TRACK 1 PRIORITIZED EXAMINATION Including Processing Fee ($140)			+ $4140 =	$4,140.00
☐ LATE FILING OF DECLARATION			+ $160 =	$0.00
☐ NON-ELECTRONIC FILING FEE			+ $400 =	$0.00
■ FILING FEE ■ SEARCH FEE ■ EXAMINATION FEE BASIC FEES ($300.00) ($660.00) ($760.00)				$1,720.00
TOTAL OF ABOVE CALCULATIONS				$6,320.00
☐ REDUCTION BY 50% FOR FILING BY SMALL ENTITY				$0.00
☐ FILING FEE REDUCED IF E-FILED – SMALL ENTITY			+ $-75 =	$0.00
☐ FILING IN NON-ENGLISH LANGUAGE			+ $140 =	$0.00
TOTAL				$6,320.00

☐ Please charge Deposit Account No. **15-0030** in the amount of **$0.00**

■ Credit card payment is being made online (if electronically filed), or is attached hereto (if paper filed), in the amount of **$6,320.00**.

■ The Director is hereby authorized to charge any additional fees which may be required for the papers being filed herewith and for which no payment is enclosed herewith, or credit any overpayment to Deposit Account No. **15-0030**, with the **EXCEPTION** of deficiencies in fees for multiple dependent claims in new applications.

Submitted by: _____

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Docket No. 516026US

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

IN RE APPLICATION OF: Taiki EDA   GAU:

SERIAL NO: New Application   EXAMINER:

FILED: Herewith

FOR: METHOD FOR CONTROLLING COMPUTER, RECORDING MEDIUM AND
            COMPUTER

SUBMISSION NOTICE REGARDING PRIORITY DOCUMENT(S)

COMMISSIONER FOR PATENTS
ALEXANDRIA, VIRGINIA 22313

Commissioner:

Certified copies of the Convention Application(s) corresponding to the above-captioned matter:

☐ are submitted herewith

■ were retrieved by the USPTO in prior application Serial No. 14/983,984 filed December 30, 2015

☐ were submitted to the International Bureau in PCT Application Number _____
Receipt of the certified copies by the International Bureau in a timely manner under PCT Rule 17.1(a) has been acknowledged as evidenced by the attached PCT/IB/304.

Respectfully Submitted,

OBLON, McCLELLAND,
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Application Data Sheet 37 CFR 1.76	Attorney Docket Number	516026US
	Application Number	New Application

Title of Invention	COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER

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
Legal Name

Prefix	Given Name	Middle Name	Family Name	Suffix
	Taiki		EDA	

Residence Information	Non US Residency			
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Mailing Address of Inventor:

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Address 2	6-10-1 Roppongi			
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Postal Code	106-6112	Country		Japan

Correspondence Information:

Enter either Customer Number or complete the Correspondence Information section below.
For further information see 37 CFR 1.33(a).

☐ An Address is being provided for the correspondence Information of this application.

Customer Number	22850
Email Address	oblonpat@oblon.com

Application Information:

Title of the Invention	COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER		
Attorney Docket Number	516026US	Small Entity Status Claimed	☐
Application Type	Nonprovisional		
Subject Matter	Utility		
Total Number of Drawing Sheets (if any)	15	Suggested Figure for Publication (if any)	

Page 1

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	516026US
	Application Number	New Application
Title of Invention	COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER	

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:	■ Customer Number	☐ US Patent Practitioner	☐ Limited Recognition (37 CFR 11.9)
Customer Number	22850		

Domestic Benefit/National Stage Information:

This section allows for the applicant to either claim benefit under 35 U.S.C. 119(e), 120, 121, or 365(c) or indicate National Stage entry from a PCT application. Providing this 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 blank.

Prior Application Status	Pending			
Application Number	Continuity Type	Prior Application Number	Filing Date (YYYY-MM-DD)	
	Continuation of	15/393,646	2016-12-29	

Prior Application Status	Patented				
Application Number	Continuity Type	Prior Application Number	Filing Date (YYYY-MM-DD)	Patent Number	Issue Date (YYYY-MM-DD)
15/393,646	Continuation of	14/983,984	2015-12-30	9,597,594	2017-03-21

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Application Data Sheet 37 CFR 1.76	Attorney Docket Number	516026US
	Application Number	New Application
Title of Invention	COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER	

Prior Application Status	Expired		
Application Number	Continuity Type	Prior Application Number	Filing Date (YYYY-MM-DD)
14/983,984	Continuation of	PCT/JP2014/075673	2014-09-26

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) 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	Filing Date (YYYY-MM-DD)	Access Code (if applicable)
2014-080554	Japan	2014-04-09	
Application Number	Country	Filing Date (YYYY-MM-DD)	Access Code (if applicable)
2013-202721	Japan	2013-09-27	

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.

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.

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	516026US
	Application Number	New Application

Title of Invention	COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER

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.

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

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.

■ 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:

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Application Data Sheet 37 CFR 1.76	Attorney Docket Number	516026US
	Application Number	New Application

Title of Invention	COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER

Name of the Deceased or Legally Incapacitated Inventor :

If the Applicant is an Organization check here. ■

Organization Name	GREE, INC.

Mailing Address Information For Applicant:

Address 1	Roppongi Hills Mori Tower		
Address 2	6-10-1 Roppongi		
City	Minato-ku	State/Province	Tokyo
Country	Japan	Postal Code	106-6112
Phone Number		Fax Number	
Email Address			

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.

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.

If the Assignee or Non-Applicant Assignee is an Organization check here.   ■

Organization Name	GREE, INC.

Mailing Address Information For Assignee including Non-Applicant Assignee:

Address 1	Roppongi Hills Mori Tower		
Address 2	6-10-1 Roppongi		
City	Minato-ku	State/Province	Tokyo
Country	Japan	Postal Code	106-6112
Phone Number		Fax Number	
Email Address			

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 <u>INITIAL</u> filing of the application and either box A or B is <u>not</u> checked in subsection 2 of the "Authorization or Opt-Out of Authorization to Permit Access" section, then**

Page 5

Application Data Sheet 37 CFR 1.76		Attorney Docket Number	516026US
		Application Number	New Application
Title of Invention	COMPUTER CONTROL METHOD, CONTROL PROGRAM AND COMPUTER		

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					Date (YYYY-MM-DD)	2018-08-24
First Name	Noah	Last Name	Flaks		Registration Number	69,541

METHOD FOR CONTROLLING COMPUTER, RECORDING MEDIUM AND COMPUTER

CROSS REFERENCE TO RELATED APPLICATION

5   This application is a continuation of a U.S. Application No. 15/393,646, filed on December 29, 2016, which is a continuation of U.S. Application Serial No. 14/983,984, filed on December 30, 2015, now granted as U.S. Patent No. 9,597,594, issued on March 21, 2017, which is the National Stage of International Application No. PCT/JP2014/075673, filed on September 26, 2014. This application is based upon and claims the benefit of priority from

10   JP 2013-202721, filed on September 27, 2013, JP 2014-080554, filed on April 9, 2014, and PCT International Application No. PCT/JP2014/075673. The entire contents of these documents are incorporated herein by reference.

TECHNICAL FIELD

15   This invention relates to a method for controlling a computer, a recording medium and a computer.

BACKGROUND

     In recent years, games which are played by installing a game program on a portable

20   device from a server via a communication network have become common. Such games include games in which multiple players can participate (so-called "social games"). There are games wherein players can not only fight against or help each other, but are also enabled to communicate with each other.

     Such known games include, for example, games (so-called "city building games")

25   wherein a player builds a city within a virtual space (hereinafter referred to as "game space") provided in the game program. In city building games, players can build various facilities (such as houses, streets, ports, train stations, airports, castles, training facilities, etc.) on desired positions and create a city after their liking.

30   SUMMARY

     In conventional city building games, it is the object of the game to build a desired city, and it is unnecessary to completely rebuild a city after it has been built once. On the other hand, in recent city building games, a city built by one player is attacked by a different

player, and the city (arrangement of items such as protective walls, buildings that are subject to an attack, protecting soldiers, weapons, etc.) is one of factors for deciding the winning and losing, or superiority and inferiority. However, since the items (game contents) of a city of a player increase as the city develops, it is very complicated for a player to change positions,

5   types, levels, etc., of individual items. Further, it is hard to understand what kind of effect changing a city would have against an attack from a different player. Therefore, many players have limited themselves to change only certain kinds of items, such as soldiers and weapons, for which changing positions, types, levels, etc., is easy. As a result, as the game progresses, it becomes monotonous, and players might become bored with it.

10   The present invention has been devised to address the above problem, and an object of the invention is to provide a method for controlling a computer, a recording medium and a computer that improve the usability of city building games and continuously attract players to the game.

Provided is a method for controlling a computer that is provided with a storage unit

15   configured to store game contents arranged within a game space, positions of the game contents, and a template defining positions of one or more of game contents, and that progresses a game by arranging the game contents within the game space based on a command by a player. The method includes when the template is applied to a predetermined area within the game space based on the command by the player, moving, by the computer,

20   the game contents arranged within the game space to the positions of the game contents defined by the template.

The computer may be, for example, a portable device, a desktop device, a server, etc., as long as it can execute the above procedure.

In one embodiment, in the above method, the storage unit further stores a template

25   related to a different player, and when the template related to the different player is applied to a predetermined area within the game space based on the command by the player, the computer moves the game contents arranged within the game space to the positions of the game contents defined by the template related to the different player.

In another embodiment, in the above method, the storage unit further stores game

30   contents which are arranged within the game space and are related to the different player, and positions of the game contents, and when the template related to the different player is applied to a predetermined area within the game space based on a command by the different player, the computer moves, out of the game contents arranged within the game space, game

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contents related to the different player to the positions of the game contents defined by the template related to the different player.

In another embodiment, in the above method, when a start of an event is reported by a different computer, the computer obtains a template for the event from the different computer

5   and moves the game contents arranged within the game space to the positions of the game contents defined by the template obtained from the different computer.

Yet in another embodiment, in the above method, when the number of game contents arranged within the game space is smaller than the number of game contents for which positions are defined by the template, the computer moves the game contents arranged within

10   the game space to the positions of the game contents defined by the template to which the moving distance is the smallest.

Still in another embodiment, in the above method, out of the positions of the game contents defined by the template, the computer displays positions on which no game contents are arranged and the game contents, in a discernible condition.

15   In another embodiment, in the above method, when the number of game contents arranged within the game space is larger than the number of game contents for which position are defined by the template, the computer moves the game contents arranged within the game space for which the moving distance to the positions of the game contents defined by the template is the smallest, to the positions.

20   In another embodiment, in the above method, when a template is created for a predetermined area within the game space based on a command from the player, the computer stores positions of game contents arranged within the predetermined area, as the template, in the storage unit.

Yet in another embodiment, in the above method, when a template is created by

25   combining a plurality of templates based on a command from the player or a different player, or commands from the player and the different player, the computer stores the positions of the game contents defined by the plurality of templates, as the template, in the storage unit.

Provided is a non-transitory computer-readable recording medium having recorded thereon a program for a computer that is provided with a storage unit configured to store

30   game contents arranged within a game space, positions of the game contents, and a template defining positions of one or more of game contents, and that progresses a game by arranging the game contents within the game space based on a command by a player. The program causes the computer to execute a process. The process includes when the template is applied to a predetermined area within the game space based on the command by the player, moving,

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by the computer, the game contents arranged within the game space to the positions of the game contents defined by the template.

5 Provided is a computer that progresses a game by arranging game contents within a game space based on a command by a player. The computer includes a storage unit configured to store game contents arranged within a game space, positions of the game contents, and a template defining positions of one or more of game contents, and a processing unit configured to apply the template to a predetermined area within the game space based on the command by the player. When the template is applied, the processing unit moves the game contents arranged within the game space to the positions of the game contents defined

10 by the template.

The above method, recording medium and computer make it possible to improve the usability of city building games and continuously attract players to the game by making game contents and the arrangement of the game contents changeable by using templates.

15 BRIEF DESCRIPTION OF THE DRAWINGS

Other features and advantages of the present invention will be apparent from the ensuing description, taken in conjunction with the accompanying drawings, in which:

FIG. 1 illustrates an example of a schematic configuration of a game system;

FIG. 2A illustrates an example of a schematic configuration of the portable device;

20 FIGS. 2B to 2D illustrate examples of data structures of the various types of tables;

FIGS. 3A to 3E illustrate examples of a display screen of the portable device;

FIG. 4 illustrates a concept of creating and applying a template;

FIG. 5A illustrates one possible schematic configuration of the server;

FIGS. 5B and 5C illustrate examples of data structures of the various types of tables;

25 FIGS. 6A to 6C illustrate examples of the operational flow of the portable device;

FIGS. 7A to 7C illustrate examples of the operational flow of the server;

FIG. 8A illustrates an example of a schematic configuration of the portable device according to the second embodiment;

FIG. 8B illustrates an example of a data structure of the facility table;

30 FIG. 9 illustrates a concept of applying a template in a multi-player environment;

FIGS. 10A and 10B illustrate examples of the operational flow of the portable device;

FIG. 11 illustrates a concept of combining templates in a multi-player environment;

FIG. 12 illustrates an example of a schematic configuration of the portable device according to the third embodiment;

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FIG. 13A illustrates one possible schematic configuration of the server;

FIG. 13B illustrates an example of a data structure of the event table;

FIGS. 14A and 14B illustrate examples of the operational flow of the portable device;

and

5　　　　FIGS. 15A to 15C illustrate examples of the operational flow of the server.

DESCRIPTION

Hereinafter, with reference to the drawings, a method for controlling a computer, a

recording medium, and a computer will be described. It should be noted that the technical

10　scope of the present invention is not limited to the described embodiments, but covers the

invention described in the claims and its equivalent.

(First embodiment)

In the present embodiment, a player builds a city within a game space. The player can

arrange various facilities which are one example of game contents, within the game space.

15　Further, for a predetermined area within the game space, the player can also create a template

stipulating types and positions of facilities based on the types and positions of facilities

arranged within the area. Moreover, the player can also apply the created template to a given

area within the game space. When a template is applied, facilities arranged within the game

space are automatically changed to the facilities defined in the template, and they are

20　automatically moved to the defined positions.

Game contents refer to digital contents used in a game, and include, besides facilities,

characters, soldiers, weapons, cards, figures, avatars, items, etc.

FIG. 1 illustrates an example of a schematic configuration of a game system 1.

The game system 1 includes at least one portable device 2 and a server 3. The

25　portable device 2 and the server 3 are connected to each other via a communication network,

and are connected to each other, for example, via a base station 4, a mobile communication

network 5, a gateway 6, and the Internet 7. A program to be executed by the portable device

2 (e.g., a game program) and a program to be executed by the server 3 (e.g., a game control

program) communicate with each other by using a communication protocol such as a

30　Hypertext Transfer Protocol (HTTP).

FIG. 2A illustrates an example of a schematic configuration of the portable device 2.

The portable device 2 progresses the game in response to an operation of an operation

unit 23 by a player. When necessary, the portable device 2 is connected to the server 3 via

the base station 4, the mobile communication network 5, the gateway 6, and the Internet 7, to

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communicate with the server 3. In order to implement the foregoing functions, the portable device 2 includes a device communication unit 21, a device storage unit 22, the operation unit 23, a display unit 24, and a device processing unit 25.

5   While a multifunctional mobile phone (a so-called "smartphone") may be assumed as the portable device 2, the present invention is not limited to this. The portable device 2 may be, for example, a mobile phone (a so-called "feature phone"), a personal digital assistant (PDA), a portable game machine, a portable music player, a tablet device, a tablet personal computer (PC), a notebook PC, etc., as long as the present invention is applicable thereto.

      The device communication unit 21 includes a communication interface circuit

10   including an antenna having a sensitivity band in a predetermined frequency band, and connects the portable device 2 to a wireless communication network. The device communication unit 21 establishes a wireless signal link with the base station 4 by a Code Division Multiple Access (CDMA) system or the like via a channel to be assigned by the base station 4, and communicates with the base station 4. The device communication unit 21

15   sends data supplied from the device processing unit 25 to the server 3 or the like. The device communication unit 21 supplies the data received from the server 3 or the like to the device processing unit 25.

      The device storage unit 22 includes a semiconductor memory, for example. The device storage unit 22 stores an operating system program, a driver program, an application

20   program, data, etc., used for processing in the device processing unit 25. For example, the device storage unit 22 stores an input device driver program for controlling the operation unit 23 and an output device driver program for controlling the display unit 24, as the driver program. The device storage unit 22 stores a game program, etc., for progressing the game and displaying the result thereof, as the application program. The device storage unit 22

25   stores identification numbers (IDs) of the players, a facility table (FIG. 2B) for managing facilities arranged within the game space, a facility-type table (FIG. 2C) for managing types of the facilities, a template table (FIG. 2D) for managing templates, and image data, video data, etc., relating to the facilities, templates, etc., as the data. Further, the device storage unit 22 may store temporary data relating to predetermined processing.

30   FIG. 2B depicts a facility table. In the facility table, a facility ID, a type ID, a position within the game space, etc., are recorded for each facility.

      In the present embodiment, the game space is configured in grid form, wherein one facility is arranged on one grid, and the position of the facility is represented with the help of grid coordinates that have their origin in a predetermined grid (e.g., upper left of the game

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space). However, the present invention is not limited to this configuration. Any configuration of the game space, etc., is possible as long as the present invention can be applied to the configuration.

FIG. 2C depicts a facility-type table. In the facility-type table, a type ID, name, file name of image data, etc., are recorded for each type of facility.

FIG. 2D depicts a template table. In the template table, for each template, a template ID, a file name of thumbnail image data, a type ID and a position within the template of each facility, etc., are recorded.

Similarly to FIG. 2B, a position of a facility is represented with the help of the grid coordinates that have their origin in a predetermined grid (e.g., upper left of the template). However, the present invention is not limited to this configuration. Any representation of a position is possible as long as the present invention can be applied with the representation.

The operation unit 23 may be any device capable of operating the portable device 2, for example, a touch panel, a key button or the like. The player can input letters, numbers, symbols, etc., by using the operation unit 23. When operated by the player, the operation unit 23 generates a signal corresponding to the operation. The generated signal is supplied to the device processing unit 25 as a command from the player.

The display unit 24 may be any device capable of displaying a video, an image, etc., for example, a liquid crystal display, an organic electro-luminescence (EL) display, etc. The display unit 24 displays a video, an image, etc., corresponding to video data and image data supplied from the device processing unit 25.

The device processing unit 25 includes one or more processors and their peripheral circuits. The device processing unit 25 is, for example, a central processing unit (CPU), and integrally controls an overall operation of the portable device 2. The device processing unit 25 controls operations of the device communication unit 21, the display unit 24, etc., so that various types of processing of the portable device 2 are executed in an appropriate order in accordance with the programs stored in the device storage unit 22, the operation of the operation unit 23, etc. The device processing unit 25 executes processing based on the programs (the operating system program, the driver program, the application program, etc.) stored in the device storage unit 22. The device processing unit 25 can execute multiple programs (application programs, etc.) in parallel.

FIGS. 3A to 3E illustrate examples of a display screen of the portable device 2.

FIG. 3A depicts a game progression screen 300 that is displayed when a command has been given to start the game.

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The game progression screen 300 displays a game space 301 and various facilities 302 to 306 arranged within the game space.

Further, multiple buttons are displayed in the lower portion of the game progression screen 300. By pushing buttons, commands are given: pushing a "Create" button 307 creates a template, pushing an "Apply" button 308 applies a template.

FIG. 3B depicts an area selection screen 310 that is displayed when a command to create a template has been given on the game progression screen 300 depicted in FIG. 3A.

The area selection screen 310 displays the game space 301, in which, for example, by tapping on two arbitrary points, an area 311 with the two points as opposite apexes is selected.

Further, a "Confirm" button 312 is displayed in the lower portion of the area selection screen 310, and by pushing this button, a command is given to create a template for the selected area 311.

FIG. 3C depicts a template selection screen 320 that is displayed when a command to apply a template has been given on the game progression screen 300 depicted in FIG. 3A.

On the template selection screen 320, a thumbnail image 321 and a "Select" button 322 are displayed for each template. By pushing the "Select" button 322, the corresponding template is selected.

FIG. 3D depicts a template display screen 330 that is displayed when a template has been selected on the template selection screen 320 depicted in FIG. 3C.

A preview image 3310 for when the template is applied to a predetermined area (e.g., around the center) within the game space is displayed in the left portion of the template display screen 330.

Further, names and quantities 3320 of facilities for which positions are defined by the template, are listed in the right portion of the template display screen 330.

Further, a "Confirm" button 333 is displayed in the lower portion of the template display screen 330, and by pushing this button, a template is confirmed.

FIG. 3E depicts an area selection screen 340 that is displayed when a template has been confirmed on the template display screen 330 depicted in FIG. 3D.

The area selection screen 340 displays the game space 301, in which, for example, by tapping on two arbitrary points, an area 341 with the two points as opposite apexes is selected.

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Further, a "Confirm" button 342 is displayed in the lower portion of the area selection screen 340, and by pushing this button, a command is given to apply the template to the selected area 341.

FIG. 4 illustrates a concept of creating and applying a template.

5   400 illustrates a game space. Nine facilities are arranged within the game space 400. Specifically, four facilities illustrated as "black circle", three facilities illustrated as "black triangle", and two facilities illustrated as "black square" are arranged therein.

Assume that a template has been created for an area 401 within the game space 400. 410 illustrates the created template. The template 410 defines that facilities illustrated as

10   "black circle" of a type illustrated as "white circle" are arranged at (1,1) and (1,2), facilities illustrated as "black triangle" of a type illustrated as "white triangle" are arranged at (1,3), (2,1) and (2,2), and a facility illustrated as "black square" of a type illustrated as "white square" is arranged at (2,3).

420 illustrates another game space. Six facilities are arranged within the game space

15   420. Specifically, two facilities illustrated as "black circle", three facilities illustrated as "black triangle", and one facility illustrated as "black square" are arranged therein.

Assume that the template 410 has been applied to an area 421 within the game space 420. The number of types of facilities and the number of facilities in each type arranged within the game space 420 are equal to the number of types of facilities and the number of

20   facilities in each type, respectively, positions of the facilities being defined by the template 410. Thus, all facilities arranged within the game space 420 are moved to positions of facilities as defined by the template 410. Actually, facilities 422 to 425 arranged outside of the area 421 are moved to positions of these facilities within the area 421. 420' illustrates the game space 420 after the facilities 422 to 425 have been moved.

25   430 illustrates yet another game space. Nine facilities are arranged within the game space 430. Specifically, three facilities illustrated as "black circle", five facilities illustrated as "black triangle", and one facility illustrated as "black square" are arranged therein.

Assume that the template 410 has been applied to an area 431 within the game space 430. The number of types of facilities and the number of facilities in each type arranged

30   within the game space 430 is equal to or larger than the number of types of facilities and the number of facilities in each type, respectively, positions of the facilities being defined by the template 410. Thus, of the facilities arranged within the game space 420, those facilities with the smallest moving distance (e.g., Manhattan distance) to positions of facilities defined by the template 410, are moved to the positions of facilities. Actually, facilities 432 to 435

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arranged outside of the area 431 are moved to positions of these facilities within the area 431. 430' illustrates the game space 430 after the facilities 432 to 435 have been moved.

The facilities to be moved are not limited to those with the smallest moving distance. The player may also designate facilities which are to be moved, or an area containing facilities which are to be moved. Further, the player may also in advance designate facilities which are not to be moved, or an area containing facilities which are not to be moved.

440 illustrates still another game space. Four facilities are arranged within the game space 440. Specifically, one facility illustrated as "black circle", two facilities illustrated as "black triangle", and one facility illustrated as "black square" are arranged therein.

Assume that the template 410 has been applied to an area 441 within the game space 440. The number of types of facilities and the number of facilities in each type arranged within the game space 440 is equal to or smaller than the number of types of facilities and the number of facilities in each type, respectively, positions of the facilities being defined by the template 410. Thus, all facilities arranged within the game space 440 are moved to positions of facilities defined by the template 410, to which the moving distance is the smallest. Actually, facilities 442 and 443 arranged outside the area 441 are moved to positions of these facilities within the area 441. 440' illustrates the game space 440 after the facilities 442 and 443 have been moved.

In the game space 440', positions on which no facilities are arranged among the positions of facilities defined by the template 410, are illustrated in a condition where the facility type is discernible (e.g., "white circle" 444 and "white triangle" 445).

Further, when no facility has been arranged, it is also possible to present the player with facilities of the same type or with facilities of a similar type as proposals.

Moreover, it is also possible for the player to purchase facilities for positions where no facility has been arranged, or to acquire the facilities, for example, by trading with a different player in a multi-player environment as described below. Moreover, when the player has not arranged a facility defined by a template within the game space but has stored the facility in storage, the player may arrange this facility based on the template, or conversely, the player may store a facility that is not defined by the template, in the storage.

Although in the above description, a player creates templates himself/herself, templates may also be distributed from a service-side server 3, or may be acquired from other players. In such cases, a player may not possess a facility defined by a template in some cases. However, whether the player possesses a facility defined by a template may be judged on a portable device 2 side or on a server 3 side, and a screen for purchasing the facility which has

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been judged not to be in the player's possession may be displayed on the portable device 2, so that the player is automatically guided to a purchase screen.

Further, templates may also be automatically created based on an operation by the player. For example, the server 3 may automatically create templates based on facilities the

5 player possesses, facilities selected by the player, an area and/or an objective of a template. The objective of a template is, for instance, to realize a city that offers strong protection against soldiers with bows and arrows, to realize a city that work effectively for protection against attacks by giants, to strengthen the protection against air attacks, etc. In doing so, it becomes easy for the player to create templates consistent with objectives.

10 In order to achieve the above-described functions, the device processing unit 25 includes a game progression unit 251, a template creation unit 252, and a template application unit 253. All of these units are functional modules implemented by a program executed on a processor provided in the device processing unit 25. Alternatively, these units may also be provided as firmware on the portable device 2.

15 In the following, processing by the game progression unit 251 will be described.

The game progression unit 251 controls the start and progression of the game, and appropriately gives commands to execute processing to the template creation unit 252, template application unit 253, etc.

Specifically, when a command to start the game is given by the player via the

20 operation unit 23, the game progression unit 251 displays the game progression screen 300.

In other words, the game progression unit 251 refers to the facility table stored in the device storage unit 22, and extracts a type ID and a position of each facility. Further, the game progression unit 251 refers to the facility-type table stored in the device storage unit 22 by using the extracted type IDs as key, and extracts file names of image data for

25 corresponding types. Further, the game progression unit 251 obtains image data corresponding to the extracted file names, from the device storage unit 22. Then, the game progression unit 251 configures a game progression screen 300 that displays images arising from the obtained image data according to the extracted positions, and that simultaneously displays buttons for receiving commands such as template creation, template application, etc.,

30 in a predetermined layout; and outputs the game progression screen 300 to the display unit 24.

When a command to create a template is given by the player via the operation unit 23, the game progression unit 251 gives a command to execute processing to the template creation unit 252.

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When a command to apply a template is given by the player via the operation unit 23, the game progression unit 251 gives a command to execute processing to the template application unit 253.

5 When a command to execute different processing is given by the player via the operation unit 23, the game progression unit 251 executes the different processing.

In the following, processing by the template creation unit 252 will be described.

The template creation unit 252 creates templates, stores the templates in the device storage unit 22, and registers the created templates on the server 3.

Specifically, the template creation unit 252 displays the area selection screen 310.

10 When an area has been selected and a command to create a template is given by the player via the operation unit 23, the template creation unit 252 creates a template.

In other words, the template creation unit 252 refers to the facility table stored in the device storage unit 22 by using the coordinates of the selected area as key, and extracts a type ID and a position within the game space of each facility arranged within the selected area.

15 The template creation unit 252 further converts the extracted positions within the game space to positions within the template. Moreover, the template creation unit 252 creates thumbnail image data for the selected area, and stores the data in the device storage unit 22. The template creation unit 252 then stores the file name of the stored thumbnail image data, the extracted type ID and position within the template of each facility, etc., in the template table

20 stored in the device storage unit 22 under a newly assigned template ID.

Further, the template creation unit 252 registers the created template on the server 3.

In other words, the template creation unit 252 sends a template registration request via the device communication unit 21 to the server 3 by using the player ID, the assigned template ID, the created thumbnail image data, and the extracted type ID and position within

25 the template of each facility, as parameters.

Then, the template creation unit 252 terminates the processing.

In the following, processing by the template application unit 253 will be described.

The template application unit 253 obtains a template from the device storage unit 22 or the server 3, and applies the obtained template.

30 Specifically, the template application unit 253 displays the template selection screen 320.

In other words, the template application unit 253 refers to the template table stored in the device storage unit 22, and extracts an ID and a file name of thumbnail image data of each

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template. Further, the template application unit 253 obtains thumbnail image data corresponding to the extracted file name, from the device storage unit 22.

When necessary, the template application unit 253 sends a request for providing a template list via the device communication unit 21 to the server 3 by using the player ID as a parameter. Further, the template application unit 253 receives an ID and thumbnail image data of each template from the server 3 via the device communication unit 21.

Then, the template application unit 253 configures the template selection screen 320 that displays thumbnail images arising from the obtained thumbnail image data, buttons for receiving commands such as template selection, etc., in a predetermined layout; and outputs the template selection screen 320 to the display unit 24.

When a template is selected by the player via the operation unit 23, the template application unit 253 displays the template display screen 330.

In other words, when the selected template is a template provided by the server 3, the template application unit 253 sends a request for providing the template via the device communication unit 21 to the server 3 by using the ID of the selected template as a parameter. Further, the template application unit 253 receives thumbnail image data of a corresponding template and the type ID and position of each facility from the server 3 via the device communication unit 21. The template application unit 253 then stores the received thumbnail image data in the device storage unit 22. Further, the template application unit 253 stores the ID of the selected template, the file name of the stored thumbnail image data, the received type ID and position of each facility, etc., in the template table stored in the device storage unit 22.

The template application unit 253 refers to the template table stored in the device storage unit 22 by using the ID of the selected template as key, and extracts a type ID of each facility in the corresponding template. The template application unit 253 counts the number of extracted types of facilities. Further, the template application unit 253 refers to the facility-type table stored in the device storage unit 22 by using the extracted type IDs as key, and extracts corresponding names of the types. Moreover, the template application unit 253 creates a preview image for when the selected template is applied to a predetermined area within the game space. Then, the template application unit 253 configures the template display screen 330 that displays the extracted names and the number of facilities, the created preview image, buttons for receiving commands such as template confirmation, etc., in a predetermined layout; and outputs the template display screen 330 to the display unit 24.

In the following, a process of applying a template will be described.

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When a template is confirmed by the player via the operation unit 23, the template application unit 253 displays the area selection screen 340.

When an area has been selected and a command to apply a template has been given by the player via the operation unit 23, the template application unit 253 applies the template.

5   In other words, the template application unit 253 refers to the facility table stored in the device storage unit 22, and extracts an ID, a type ID and a position within the game space of each facility. The template application unit 253 counts the number of extracted types of facilities and the number of facilities in each type. The template application unit 253 further refers to the template table stored in the device storage unit 22 by using the ID of the selected

10   template as key, and extracts a type ID and a position within the template of each facility in the corresponding template. The template application unit 253 counts the number of extracted types of facilities and the number of facilities in each type. Moreover, the template application unit 253 converts the extracted positions within the template to positions within the game space based on coordinates of the selected area. For each type of facility, the

15   template application unit 253 compares the number of facilities of this type within the game space and the number of facilities of this type within the template.

When the former and the latter are equal, the template application unit 253 moves the facilities of this type within the game space to the positions of the facilities of this type within the template. In other words, the template application unit 253 refers to the facility table

20   stored in the device storage unit 22 by using the IDs of the facilities of each type within the game space as key, and stores the positions of the facilities of this type within the template as positions of the corresponding facilities within the game space.

On the other hand, when the former is larger than the latter, the template application unit 253 moves the facilities of this type within the game space for which the moving

25   distance to the positions of the facilities of this type within the template is the smallest, to the positions of these facilities. In other words, for each position of a facility of a type within the template, the template application unit 253 specifies a facility of this type within the game space for which the moving distance to the position is the smallest. The template application unit 253 then refers to the facility table stored in the device storage unit 22 by using the ID of

30   the specified facility as key, and stores the position of the specified facility as position of the corresponding facility within the game space.

On the other hand, when the former is smaller than the latter, the template application unit 253 moves the facilities of a type within the game space to positions of the facilities of this type within the template to which the moving distance is the smallest. In other words, for

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each facility of a type within the game space, the template application unit 253 specifies a position of a facility of this type within the template to which the moving distance is the smallest. The template application unit 253 then refers to the facility table stored in the device storage unit 22 by using the ID of the facility as key, and stores the specified position

5　　as position of the corresponding facility within the game space.

　　　　Other than facilities for which the moving distance is the smallest, the player may also designate facilities which are to be moved, or an area containing facilities which are to be moved. Further, the player may also in advance designate facilities which are not to be moved, or an area containing facilities which are not to be moved.

10　　　　Then, the template application unit 253 terminates the processing.

　　　　FIG. 5A illustrates one possible schematic configuration of the server 3.

　　　　In response to requests from the portable device 2, the server 3 registers and provides templates. In order to achieve such functions, the server 3 is provided with a server communication unit 31, a server storage unit 32, and a server processing unit 33.

15　　　　The server communication unit 31 includes a communication interface circuit for connecting the server 3 to the Internet 7, and communicates with the Internet 7. The server communication unit 31 supplies the data received from the portable device 2 or the like to the server processing unit 33. The server communication unit 31 sends the data supplied from the server processing unit 33 to the portable device 2 or the like.

20　　　　The server storage unit 32 includes at least one of a magnetic tape device, a magnetic disk device and an optical disk device, for example. The server storage unit 32 stores an operating system program, a driver program, an application program, data, etc., used for processing in the server processing unit 33. The server storage unit 32 stores, for example, a game control program, etc., for registering and providing templates, as the application

25　　program. The server storage unit 32 stores a player table (FIG. 5B) for managing players, a template table (FIG. 5C) for managing templates, and image data, video data, etc., relating to the players, templates, etc., as the data. Further, the server storage unit 32 may store temporary data relating to certain processing.

　　　　FIG. 5B depicts a player table. In the player table, a player ID, a name, a file name of

30　　image data, an ID of a created template, etc., are recorded for each player.

　　　　FIG. 5C depicts a template table. Similarly to FIG. 2D, in the template table, for each template, a template ID, a file name of thumbnail image data, a type ID and a position within the template of each facility, etc., are recorded.

15

The server processing unit 33 includes one or more processors and their peripheral circuits. The server processing unit 33 is, for example, a CPU, and integrally controls an overall operation of the server 3. The server processing unit 33 controls an operation of the server communication unit 31 or the like so that various types of processing of the server 3

5   are executed in an appropriate order in accordance with the programs stored in the server storage unit 32. The server processing unit 33 executes processing based on the programs stored in the server storage unit 32 (the operating system program, the driver program, the application program, etc.). The server processing unit 33 can execute the multiple programs (the application program, etc.) in parallel.

10   The server processing unit 33 includes a server control unit 331, a template registration unit 332, and a template provision unit 333. Each of the units is a functional module implemented by a program to be executed by the processor included in the server processing unit 33. Alternatively, each of the units may be provided as a firmware on the server 3.

15   In the following, processing by the server control unit 331 will be described.

The server control unit 331 controls the performance of the server and appropriately gives commands to execute processing to the template registration unit 332, template provision unit 333, etc.

Specifically, when a template registration request is received from the portable device

20   2 via the server communication unit 31, the server control unit 331 gives the template registration unit 332 a command to execute processing, by using the received template registration request as a parameter.

When a request for providing a template list or a template provision request is received from the portable device 2 via the server communication unit 31, the server control

25   unit 331 gives the template provision unit 333 a command to execute processing, by using the received request for providing a template list or the like as a parameter.

When a different request is received from the portable device 2 via the server communication unit 31, the server control unit 331 executes different processing corresponding to the request.

30   In the following, processing by the template registration unit 332 will be described.

The template registration unit 332 stores templates in the server storage unit 32.

In other words, the template registration unit 332 interprets the received template registration request, and specifies the ID of the player, the ID of the template, thumbnail image data, as well as the type ID and position of each facility. Then, the template

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registration unit 332 stores the specified thumbnail image data in the server storage unit 32. The template registration unit 332 further refers to the player table stored in the server storage unit 32 by using the specified player ID as key, and stores the specified template ID as an ID of a template created by the corresponding player. Moreover, the template registration unit

5   332 stores the specified template ID, the file name of the stored thumbnail image data, the type ID and position of each specified facility, etc., in the template table stored in the server storage unit 32.

Then, the template registration unit 332 terminates the processing.

In the following, processing by the template provision unit 333 will be described.

10   The template provision unit 333 obtains a template list or a template from the server storage unit 32, and sends the obtained template list or the like to the portable device 2.

Specifically, when a request for providing a template list has been received, the template provision unit 333 obtains a template list from the server storage unit 32.

In other words, the template provision unit 333 interprets the received request for

15   providing a template list, and specifies the ID of the player. The template provision unit 333 then refers to the player table stored in the server storage unit 32 by using the specified player ID as key, and extracts an ID of a template created by a player different from the corresponding player. Further, the template provision unit 333 refers to the template table stored in the server storage unit 32 by using the extracted template ID as key, and extracts a

20   file name of thumbnail image data for the corresponding template. Moreover, the template provision unit 333 obtains the thumbnail image data corresponding to the extracted file name, from the server storage unit 32.

On the other hand, when a template provision request is received, the template provision unit 333 obtains a template from the server storage unit 32.

25   In other words, the template provision unit 333 interprets the received template provision request, and specifies the ID of the template. Then, the template provision unit 333 refers to the template table stored in the server storage unit 32 by using the specified template ID as key, and extracts a file name of thumbnail image data for the corresponding template, as well as the type ID and position of each facility. Further, the template provision unit 333

30   obtains thumbnail image data corresponding to the extracted file name, from the server storage unit 32.

The template provision unit 333 sends the obtained template list or the like to the portable device 2.

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In other words, the template provision unit 333 sends the extracted ID of each template and the thumbnail image data, or the thumbnail image data of the template as well as the type ID and position of each facility that are obtained or the like, to the portable device 2 via the server communication unit 31.

5   Then, the template provision unit 333 terminates the processing.

FIGS. 6A to 6C illustrate examples of the operational flow of the portable device 2.

The below-described operational flow is executed, based on a program that is stored in advance in the device storage unit 22, mostly by the device processing unit 25 by working together with each component of the portable device 2.

10   FIG. 6A illustrates an example of the operational flow of the game progression unit 251.

The player gives the device processing unit 25 a command to start a game via the operation unit 23. The device processing unit 25 starts processing based on the game program. In other words, the game progression unit 251 implemented by the game program

15   displays the game progression screen 300 (Step S100).

When a command to create a template is given by the player via the operation unit 23 (Step S102--Yes), the game progression unit 251 gives the template creation unit 252 a command to execute processing (Step S104).

FIG. 6B illustrates an example of the operational flow of the template creation unit

20   252.

The template creation unit 252 displays the area selection screen 310 (Step S120).

When an area is selected by the player via the operation unit 23 (Step S122) and a command to create a template is given, the template creation unit 252 creates a template (Step S124).

25   The template creation unit 252 registers the created template on the server 3 (Step S126). Then, the template creation unit 252 terminates processing.

On the other hand, when a command to apply a template is given by the player via the operation unit 23 (Step S106--Yes), the game progression unit 251 gives the template application unit 253 a command to execute processing (Step S108).

30   FIG. 6C illustrates an example of the operational flow of the template application unit 253.

The template application unit 253 displays the template selection screen 320 (Step S130).

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When a template is selected by the player via the operation unit 23 (Step S132), the template application unit 253 displays the template display screen 330.

When the template is confirmed by the player via the operation unit 23 (Step S134), the template application unit 253 displays the area selection screen 340.

5   When an area is selected by the player via the operation unit 23 (Step S136) and a command to apply a template is given, the template application unit 253 applies the template (Step S138). Then, the template application unit 253 terminates processing.

On the other hand, when a command for different processing is given by the player via the operation unit 23 (Step S106--No), the game progression unit 251 executes the 10   different processing (Step S110).

FIGS. 7A to 7C illustrate examples of the operational flow of the server 3.

The below-described operational flow is executed, based on a program that is stored in advance in the server storage unit 32, mostly by the server processing unit 33 by working together with each component of the server 3.

15   FIG. 7A illustrates an example of the operational flow of the server control unit 331.

When a template registration request is received from the portable device 2 via the server communication unit 31 (Step S200--Yes), the server control unit 331 gives the template registration unit 332 a command to execute processing (Step S202), by using the received template registration request as a parameter.

20   FIG. 7B illustrates an example of the operational flow of the template registration unit 332.

The template registration unit 332 stores the template included in the received template registration request in the server storage unit 32 (Step S220). Then, the template registration unit 332 terminates processing.

25   On the other hand, when a request for providing a template list or a template provision request is received from the portable device 2 via the server communication unit 31 (Step S204--Yes), the server control unit 331 gives the template provision unit 333 a command to execute processing (Step S206), by using the received request for providing a template list or the like as a parameter.

30   FIG. 7C illustrates an example of the operational flow of the template provision unit 333.

When the request for providing a template list is received (Step S230--Yes), the template provision unit 333 obtains a list of templates of players other than the player

corresponding to the player ID included in the received request for providing a template list, from the server storage unit 32 (Step S232).

On the other hand, when the template provision request is received (Step S230--No), the template provision unit 333 obtains a template corresponding to the template ID included in the received template provision request, from the server storage unit 32 (Step S234).

The template provision unit 333 sends the obtained template list or the like to the portable device 2 (Step S236). Then, the template provision unit 333 terminates processing.

On the other hand, when a different request is received from the portable device 2 via the server communication unit 31 (Step S204--No), the server control unit 331 executes different processing corresponding to the request (Step S208).

As have been described above, by making the arrangement of facilities changeable by using templates, the usability of city building games is improved, and it becomes possible to continuously attract players to the game.

In the above-described embodiment, the case is described where upon application of a template, facilities are automatically arranged within the game space based on definition in the template. However, it is also possible that when a template is being applied, a mark is displayed on the game space, so that the player can use this mark as approximation and change the types and positions of facilities himself/herself.

Further, besides buildings, walls, fences and so forth, facilities may also include information on types and quantities of soldiers and weapons to fight back against an attack by a different player.

Further, multiple templates may be prepared corresponding to objectives, and the player may be able to select a template depending on the objective. To give specific examples; there are multiple types of soldiers with which a different player attacks, and there may be a template realizing a city that offers strong protection against soldiers with bows and arrows, a template realizing a city that work effectively for protection against attacks by giants, a template that strengthens the protection against air attacks, etc.

Moreover, a characteristic value of each template may be calculated based on the facilities included in the template and the records of battles fought using the template in the game. Further, the characteristic value of the template and characteristics of the template based on the characteristic value may be displayed and presented to the player. Specifically, a defense power may be displayed based on parameters of protective facilities and the number of the protective facilities included in the template; a winning percentage when using the template may be displayed; and characteristic that the template has good defense power

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and a good winning percentage is displayed based on the defense power and winning percentage included in the templates. Thus, the player can easily understand the characteristics of respective templates and compare the characteristics.

(Second Embodiment)

5   In the first embodiment, a single player environment is assumed, wherein a player progresses the game by himself/herself. However, the present invention can also be applied to a multi-player environment wherein multiple players progress the game together. In the present embodiment, multiple players build a city within a single game space, and each player applies templates to a predetermined area within the game space. When a template is

10   applied by a player, the facilities that belong to the player among the facilities arranged within the game space are moved to positions of these facilities defined by the template.

Since the schematic configuration of the game system 1 is the same as illustrated in FIG. 1, a description thereof is omitted.

FIG. 8A illustrates an example of a schematic configuration of the portable device 2.

15   The portable device 2 progresses the game in response to an operation of an operation unit 23 by a player or a command from a different portable device 2. When necessary, the portable device 2 is connected to the server 3 via the base station 4, the mobile communication network 5, the gateway 6, and the Internet 7, to communicate with the server 3. In order to implement the foregoing functions, the portable device 2 includes a device

20   communication unit 21, a device storage unit 22', the operation unit 23, a display unit 24, and a device processing unit 25.

Since the device communication unit 21, the operation unit 23, and the display unit 24 are the same as illustrated in FIG. 2A, a description thereof is omitted.

The device storage unit 22' includes a semiconductor memory, for example. The

25   device storage unit 22' stores an operating system program, a driver program, an application program, data, etc., used for processing in the device processing unit 25. For example, the device storage unit 22' stores an input device driver program for controlling the operation unit 23 and an output device driver program for controlling the display unit 24, as the driver program. The device storage unit 22' stores a game program, etc., for progressing the game

30   and displaying the result thereof, as the application program. The device storage unit 22' stores player IDs, a facility table (FIG. 8B) for managing facilities arranged within the game space, a facility-type table (FIG. 2C) for managing types of the facilities, a template table (FIG. 2D) for managing templates, and image data, video data, etc., relating to the facilities,

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