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APPLICATION NO.	ISSUE DATE	PATENT NO.	ATTORNEY DOCKET NO.	CONFIRMATION NO.
14/631,221	12/31/2019	10518177	09850001US	9188

62008 7590 12/11/2019

MAIER & MAIER, PLLC
345 South Patrick Street
ALEXANDRIA, VA 22314

ISSUE NOTIFICATION

The projected patent number and issue date are specified above.

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

The Patent Term Adjustment is 88 day(s). Any patent to issue from the above-identified application will include an indication of the adjustment on the front page.

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

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

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

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

Koichi SUZUKI, Tokyo, JAPAN;
GREE, Inc., Tokyo, JAPAN;

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

PTO/SB/08a (02-18)
Approved for use through 11/30/2020. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	14631221
Filing Date	2015-02-25
First Named Inventor	Koichi SUZUKI
Art Unit	3715
Examiner Name	Damon Joseph Pierce (9188)
Attorney Docket Number	09850001US

U.S.PATENTS

Remove

Examiner Initial*	Cite No	Patent Number	Kind Code[1]	Issue Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1					

If you wish to add additional U.S. Patent citation information please click the Add button. Add

U.S.PATENT APPLICATION PUBLICATIONS

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Examiner Initial*	Cite No	Publication Number	Kind Code[1]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
Change(s) applied to document, /TW/ 11/25/2019 /D.J.P/	1	20130288794	A1	2013-10-31	KABUSHIKI KAISHA SQUARE ENIX Ando et al.	Cited in NPL cite No. 1.

If you wish to add additional U.S. Published Application citation information please click the Add button. Add

FOREIGN PATENT DOCUMENTS

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Examiner Initial*	Cite No	Foreign Document Number[3]	Country Code[2]	Kind Code[4]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear	T[5]
	1							

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NON-PATENT LITERATURE DOCUMENTS

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Examiner Initials*	Cite No	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc), date, pages(s), volume-issue number(s), publisher, city and/or country where published.	T[5]

PART B - FEE(S) TRANSMITTAL

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

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

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

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

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

62008 7590 11/01/2019
MAIER & MAIER, PLLC
345 South Patrick Street
ALEXANDRIA, VA 22314

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

Certificate of Mailing or Transmission

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

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

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
14/631,221	02/25/2015	Koichi SUZUKI	09850001US	9188

TITLE OF INVENTION: GAME CONTROL METHOD, SYSTEM, AND NON-TRANSITORY COMPUTER-READABLE RECORDING MEDIUM

APPLN. TYPE	ENTITY STATUS	ISSUE FEE DUE	PUBLICATION FEE DUE	PREV. PAID ISSUE FEE	TOTAL FEE(S) DUE	DATE DUE
nonprovisional	UNDISCOUNTED	$1000	$0.00	$0.00	$1000	02/03/2020

EXAMINER	ART UNIT	CLASS-SUBCLASS
PIERCE, DAMON JOSEPH	3715	463-031000

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

❑ Change of correspondence address (or Change of Correspondence Address form PTO/SB/122) attached.

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

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

1 Maier & Maier, PLLC
2 _____
3 _____

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

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

(A) NAME OF ASSIGNEE: GREE, Inc.

(B) RESIDENCE: (CITY and STATE OR COUNTRY): Tokyo, JAPAN

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

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

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

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

☒ The Director is hereby authorized to charge the required fee(s), any deficiency, or credit any overpayment to Deposit Account No. 50-5976

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

❑ Applicant certifying micro entity status. See 37 CFR 1.29

❑ Applicant asserting small entity status. See 37 CFR 1.27

❑ Applicant changing to regular undiscounted fee status.

NOTE: Absent a valid certification of Micro Entity Status (see forms PTO/SB/15A and 15B), issue fee payment in the micro entity amount will not be accepted at the risk of application abandonment.
NOTE: If the application was previously under micro entity status, checking this box will be taken to be a notification of loss of entitlement to micro entity status.
NOTE: Checking this box will be taken to be a notification of loss of entitlement to small or micro entity status, as applicable.

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

Authorized Signature /Timothy J. Maier/ Date November 20, 2019

Typed or printed name Timothy J. Maier Registration No. 51,986

Electronic Patent Application Fee Transmittal

Application Number:	14631221
Filing Date:	25-Feb-2015
Title of Invention:	GAME CONTROL METHOD, SYSTEM, AND NON-TRANSITORY COMPUTER-READABLE RECORDING MEDIUM
First Named Inventor/Applicant Name:	Koichi SUZUKI
Filer:	Timothy Joseph Maier/Kaoru Saito
Attorney Docket Number:	09850001US

Filed as Large Entity

Filing Fees for Utility under 35 USC 111(a)

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
Pages:				
Claims:				
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
UTILITY APPL ISSUE FEE	1501	1	1000	1000

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

Electronic Acknowledgement Receipt	
EFS ID:	37804412
Application Number:	14631221
International Application Number:	
Confirmation Number:	9188
Title of Invention:	GAME CONTROL METHOD, SYSTEM, AND NON-TRANSITORY COMPUTER-READABLE RECORDING MEDIUM
First Named Inventor/Applicant Name:	Koichi SUZUKI
Customer Number:	62008
Filer:	Timothy Joseph Maier/Kaoru Saito
Filer Authorized By:	Timothy Joseph Maier
Attorney Docket Number:	09850001US
Receipt Date:	20-NOV-2019
Filing Date:	25-FEB-2015
Time Stamp:	14:21:31
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	CARD
Payment was successfully received in RAM	$1000
RAM confirmation Number	E2019AJE22198129
Deposit Account	505976
Authorized User	Kaoru Saito
The Director of the USPTO is hereby authorized to charge indicated fees and credit any overpayment as follows: 37 CFR 1.19 (Document supply fees) 37 CFR 1.20 (Post Issuance fees)	

37 CFR 1.21 (Miscellaneous fees and charges)

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Issue Fee Payment (PTO-85B)	Issue_Fee_Transmittal.pdf	179108 e8cfec44cb1016b1054e29c03ea8f64c67be1742	no	1
Warnings:					
Information:					
2	Fee Worksheet (SB06)	fee-info.pdf	30731 9989acc1f0b1486bb91a16f73bf2adbe2bf9ffe5	no	2
Warnings:					
Information:					
		Total Files Size (in bytes):	209839		

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.

<u>New Applications Under 35 U.S.C. 111</u>
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.
<u>National Stage of an International Application under 35 U.S.C. 371</u>
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.
<u>New International Application Filed with the USPTO as a Receiving Office</u>
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

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NOTICE OF ALLOWANCE AND FEE(S) DUE

62008 7590 11/01/2019

MAIER & MAIER, PLLC
345 South Patrick Street
ALEXANDRIA, VA 22314

EXAMINER
PIERCE, DAMON JOSEPH

ART UNIT	PAPER NUMBER
3715	

DATE MAILED: 11/01/2019

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
14/631,221	02/25/2015	Koichi SUZUKI	09850001US	9188

TITLE OF INVENTION: GAME CONTROL METHOD, SYSTEM, AND NON-TRANSITORY COMPUTER-READABLE RECORDING MEDIUM

APPLN. TYPE	ENTITY STATUS	ISSUE FEE DUE	PUBLICATION FEE DUE	PREV. PAID ISSUE FEE	TOTAL FEE(S) DUE	DATE DUE
nonprovisional	UNDISCOUNTED	$1000	$0.00	$0.00	$1000	02/03/2020

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

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

HOW TO REPLY TO THIS NOTICE:

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

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

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

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

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

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

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

PTOL-85 (Rev. 02/11)

PART B - FEE(S) TRANSMITTAL

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

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

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

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

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

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MAIER & MAIER, PLLC
345 South Patrick Street
ALEXANDRIA, VA 22314

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

Certificate of Mailing or Transmission

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

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

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
14/631,221	02/25/2015	Koichi SUZUKI	09850001US	9188

TITLE OF INVENTION: GAME CONTROL METHOD, SYSTEM, AND NON-TRANSITORY COMPUTER-READABLE RECORDING MEDIUM

APPLN. TYPE	ENTITY STATUS	ISSUE FEE DUE	PUBLICATION FEE DUE	PREV. PAID ISSUE FEE	TOTAL FEE(S) DUE	DATE DUE
nonprovisional	UNDISCOUNTED	$1000	$0.00	$0.00	$1000	02/03/2020

EXAMINER	ART UNIT	CLASS-SUBCLASS
PIERCE, DAMON JOSEPH	3715	463-031000

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

❑ Change of correspondence address (or Change of Correspondence Address form PTO/SB/122) attached.

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

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

1_____
2_____
3_____

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

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

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

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

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

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

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

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

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

❑ Applicant certifying micro entity status. See 37 CFR 1.29

❑ Applicant asserting small entity status. See 37 CFR 1.27

❑ Applicant changing to regular undiscounted fee status.

NOTE: Absent a valid certification of Micro Entity Status (see forms PTO/SB/15A and 15B), issue fee payment in the micro entity amount will not be accepted at the risk of application abandonment.
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NOTE: Checking this box will be taken to be a notification of loss of entitlement to small or micro entity status, as applicable.

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

Authorized Signature _____ Date _____

Typed or printed name _____ Registration No. _____

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
14/631,221	02/25/2015	Koichi SUZUKI	09850001US	9188

62008 7590 11/01/2019

MAIER & MAIER, PLLC
345 South Patrick Street
ALEXANDRIA, VA 22314

EXAMINER	
PIERCE, DAMON JOSEPH	
ART UNIT	**PAPER NUMBER**
3715	

DATE MAILED: 11/01/2019

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

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

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

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

PTOL-85 (Rev. 02/11)

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

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

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

Privacy Act Statement

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

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

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

Notice of Allowability	Application No. 14/631,221	Applicant(s) SUZUKI, Koichi	
	Examiner DAMON J PIERCE	Art Unit 3715	AIA (FITF) Status Yes

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

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

1. ☑ This communication is responsive to 9/10/19.
   ☐ A declaration(s)/affidavit(s) under **37 CFR 1.130(b)** was/were filed on _____.

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

3. ☑ The allowed claim(s) is/are 19-26 and 30-38 . As a result of the allowed claim(s), you may be eligible to benefit from the **Patent Prosecution Highway** program at a participating intellectual property office for the corresponding application. For more information , please see **http://www.uspto.gov/patents/init_events/pph/index.jsp** or send an inquiry to **PPHfeedback@uspto.gov.**

4. ☑ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

   Certified copies:

   a) ☑ All b) ☐ Some *c) ☐ None of the:

   1. ☑ Certified copies of the priority documents have been received.
   2. ☐ Certified copies of the priority documents have been received in Application No. _____ .
   3. ☐ Copies of the certified copies of the priority documents have been received in this national stage application from the International Bureau (PCT Rule 17.2(a)).

   * Certified copies not received: _____ .

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

5. ☐ CORRECTED DRAWINGS (as "replacement sheets") must be submitted.
   ☐ including changes required by the attached Examiner's Amendment / Comment or in the Office action of Paper No./Mail Date _____ .

   Identifying indicia such as the application number (see 37 CFR 1.84(c)) should be written on the drawings in the front (not the back) of each sheet. Replacement sheet(s) should be labeled as such in the header according to 37 CFR 1.121(d).

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

Attachment(s)

1. ☐ Notice of References Cited (PTO-892)
2. ☑ Information Disclosure Statements (PTO/SB/08), Paper No./Mail Date 10/22/19.
3. ☐ Examiner's Comment Regarding Requirement for Deposit of Biological Material _____.
4. ☐ Interview Summary (PTO-413), Paper No./Mail Date. _____.
5. ☐ Examiner's Amendment/Comment
6. ☐ Examiner's Statement of Reasons for Allowance
7. ☐ Other _____.

/DAMON J PIERCE/
Primary Examiner, Art Unit 3715

Issue Classification	Application/Control No.	Applicant(s)/Patent Under Reexamination
	14/631,221	SUZUKI, Koichi
	Examiner	**Art Unit**
	DAMON J PIERCE	3715

CPC							
Symbol						**Type**	**Version**
A63F	/	13	/	44		F	2014-09-02
A63F	/	13	/	58		I	2014-09-02
A63F	/	13	/	822		A	2014-09-02

CPC Combination Sets								
Symbol					**Type**	**Set**	**Ranking**	**Version**
	/		/					

NONE		**Total Claims Allowed:**	
(Assistant Examiner)	(Date)	17	
/DAMON J PIERCE/ Primary Examiner, Art Unit 3715	28 October 2019	O.G. Print Claim(s)	O.G. Print Figure
(Primary Examiner)	(Date)	19	4+7A

U.S. Patent and Trademark Office — Part of Paper No.: 20191028

Issue Classification	Application/Control No.	Applicant(s)/Patent Under Reexamination
	14/631,221	SUZUKI, Koichi
	Examiner	**Art Unit**
	DAMON J PIERCE	3715

INTERNATIONAL CLASSIFICATION				
CLAIMED				
A63F	/	13	/	822

NON-CLAIMED				
	/		/	

US ORIGINAL CLASSIFICATION	
CLASS	**SUBCLASS**

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

NONE		Total Claims Allowed:	
(Assistant Examiner)	(Date)	17	
/DAMON J PIERCE/ Primary Examiner, Art Unit 3715	28 October 2019	O.G. Print Claim(s)	O.G. Print Figure
(Primary Examiner)	(Date)	19	4+7A

U.S. Patent and Trademark Office — Part of Paper No.: 20191028

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	14/631,221	SUZUKI, Koichi
	Examiner	**Art Unit**
	DAMON J PIERCE	3715

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

CLAIMS

Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original
	1		10	1	19		28	16	37						
	2		11	2	20		29	17	38						
	3		12	3	21	9	30								
	4		13	4	22	10	31								
	5		14	5	23	11	32								
	6		15	6	24	12	33								
	7		16	7	25	13	34								
	8		17	8	26	14	35								
	9		18		27	15	36								

NONE		**Total Claims Allowed:**	
(Assistant Examiner)	(Date)	17	
/DAMON J PIERCE/ Primary Examiner, Art Unit 3715	28 October 2019	O.G. Print Claim(s)	O.G. Print Figure
(Primary Examiner)	(Date)	19	4+7A

U.S. Patent and Trademark Office Part of Paper No.: 20191028

Search Notes	Application/Control No.	Applicant(s)/Patent Under Reexamination
	14/631,221	SUZUKI, Koichi
	Examiner	Art Unit
	DAMON J PIERCE	3715

CPC - Searched*		
Symbol	**Date**	**Examiner**
CPC 463/031.0000	2/1/17	CB
A63F13/44	2/1/17	CB
A63F13/58	2/1/17	CB
A63F13/822	2/1/17	CB
A63F13/44 (with keyword search)	9/1/2017	DJP
A63F13/58 (with keyword search)	9/1/2017	DJP
A63F13/822 (with keyword search)	9/1/2017	DJP
A63F13/44, 55, 58, 822 (with keyword search)	2/15/2018	DJP
A63F2300/638, 807 (with keyword search)	2/15/2018	DJP

CPC Combination Sets - Searched*		
Symbol	**Date**	**Examiner**

US Classification - Searched*			
Class	**Subclass**	**Date**	**Examiner**

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

Search Notes		
Search Notes	**Date**	**Examiner**
Inventors searched	9/1/2017	DJP
Backward and forward searched most relevant art	9/1/2017	DJP
See EAST search notes	06/06/2019	DJP
See updated EAST search notes	10/28/2019	DJP

/D.J.P/ Primary Examiner, Art Unit 3715	

Search Notes	Application/Control No.	Applicant(s)/Patent Under Reexamination
	14/631,221	SUZUKI, Koichi
	Examiner	Art Unit
	DAMON J PIERCE	3715

Interference Search			
US Class/CPC Symbol	US Subclass/CPC Group	Date	Examiner
	PGPub text search	8/25/2018	DJP
	PGPub text search	10/28/2019	DJP

/D.J.P/ Primary Examiner, Art Unit 3715	

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

PTO/SB/08a (02-18)
Approved for use through 11/30/2020. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

INFORMATION DISCLOSURE STATEMENT BY APPLICANT
(Not for submission under 37 CFR 1.99)

Application Number	14631221
Filing Date	2015-02-25
First Named Inventor	Koichi SUZUKI
Art Unit	3715
Examiner Name	Damon Joseph Pierce (9188)
Attorney Docket Number	09850001US

U.S.PATENTS Remove

Examiner Initial*	Cite No	Patent Number	Kind Code[1]	Issue Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1					

If you wish to add additional U.S. Patent citation information please click the Add button. Add

U.S.PATENT APPLICATION PUBLICATIONS Remove

Examiner Initial*	Cite No	Publication Number	Kind Code[1]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
/D.J.P/	1	20130288794	A1	2013-10-31	KABUSHIKI KAISHA SQUARE ENIX	Cited in NPL cite No. 1.

If you wish to add additional U.S. Published Application citation information please click the Add button. Add

FOREIGN PATENT DOCUMENTS Remove

Examiner Initial*	Cite No	Foreign Document Number[3]	Country Code[2] i	Kind Code[4]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear	T[5]
	1							

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NON-PATENT LITERATURE DOCUMENTS Remove

Examiner Initials*	Cite No	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc), date, pages(s), volume-issue number(s), publisher, city and/or country where published.	T[5]

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)		
	Application Number	14631221
	Filing Date	2015-02-25
	First Named Inventor	Koichi SUZUKI
	Art Unit	3715
	Examiner Name	Damon Joseph Pierce (9188)
	Attorney Docket Number	09850001US

/D.J.P/	1	U.S. Office Action dated August 2, 2019, in connection with corresponding US Application No. 16/445,642 (17 pgs.).	

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

EXAMINER SIGNATURE

Examiner Signature	/DAMON J PIERCE/	Date Considered	10/28/2019

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

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

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	14631221
Filing Date	2015-02-25
First Named Inventor	Koichi SUZUKI
Art Unit	3715
Examiner Name	Damon Joseph Pierce (9188)
Attorney Docket Number	09850001US

CERTIFICATION STATEMENT

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

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

OR

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

See attached certification statement.

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

A certification statement is not submitted herewith.

SIGNATURE

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

Signature	/Timothy J. Maier/	Date (YYYY-MM-DD)	2019-10-22
Name/Print	Timothy J. Maier	Registration Number	51,986

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

Privacy Act Statement

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

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

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C. 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether the Freedom of Information Act requires disclosure of these record s.

2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.

3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.

4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).

5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.

6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.

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

EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S154	1	("20130288794").PN.	US-PGPUB; USPAT	OR	OFF	2019/10/28 07:34
S155	525	(term or time or timer or timing or sequence or period or checkpoint or interval or rate) same (battle or fight$4 or battling or war or combat$4 or duel) same (parameter or ability or point or attribute or power or condition or reward or strength or skill or spell or magic or burn or effect or defense or defend$4 or recover$4 or hit or attack$4 or hitting or damage or magic or potion) same (chang$6 or increas$4 or decreas$4 or adjust$5 or modif$7) same (card or object or item) same (enemy or opponent or target or monster or zombie or boss)	US-PGPUB; USPAT	OR	ON	2019/10/28 07:51
S156	6	(20140213356 | 20160051898 | 20160250555 | 20190168117 | 20190143217 | 20130337919).pn.	US-PGPUB; USPAT	OR	ON	2019/10/28 07:52
S157	173	(term or time or timer or timing or sequence or period or checkpoint or interval or rate) with (battle or fight$4 or battling or war or combat$4 or duel) with (parameter or ability or point or attribute or power or condition or reward or strength or skill or spell or magic or burn or effect or defense or defend$4 or recover$4 or hit or attack$4 or hitting or damage or magic or potion) same (chang$6 or increas$4 or decreas$4 or adjust$5 or modif$7 or alter$4) same (card or object or item or deck) same (enemy or opponent or target or monster or zombie or boss)	US-PGPUB; USPAT	OR	ON	2019/10/28 07:55
S158	5	((term or time or timer or timing or sequence or period or checkpoint or interval or rate) with (battle or fight$4 or battling or war or combat$4 or duel) with (parameter or ability or point or attribute or power or condition or reward or strength or skill or spell or magic or burn or effect or defense or defend$4 or recover$4 or hit or attack$4 or hitting or damage or magic or potion) same (chang$6 or increas$4 or decreas$4 or adjust$5 or modif$7 or alter$4) same (card or object or item or deck) same (enemy or opponent or target or monster or zombie or boss)).clm.	US-PGPUB; USPAT	OR	ON	2019/10/28 08:10
S159	12	((term or time or timer or timing or sequence or period or checkpoint or interval or rate) same (battle or fight$4 or battling or war or combat$4 or duel) same (parameter or ability or point or attribute or power or condition or reward or strength or skill or spell or magic or	US-PGPUB; USPAT	OR	ON	2019/10/28 08:10

		burn or effect or defense or defend$4 or recover$4 or hit or attack$4 or hitting or damage or magic or potion) same (chang$6 or increas$4 or decreas$4 or adjust$5 or modif$7) same (card or object or item) same (enemy or opponent or target or monster or zombie or boss)).clm.				
S160	1044	A63F13/44.CPC.	US-PGPUB; USPAT	OR	ON	2019/10/28 10:10
S161	47	S155 and S160	US-PGPUB; USPAT	OR	ON	2019/10/28 10:10
S162	860	A63F13/58.CPC.	US-PGPUB; USPAT	OR	ON	2019/10/28 10:10
S163	94	S155 and S162	US-PGPUB; USPAT	OR	ON	2019/10/28 10:10
S164	1645	A63F13/822.CPC.	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S165	146	S155 and S164	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S166	3104	A63F13/00.CPC.	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S167	25	S155 and S166	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S168	5895	A63F13/10.CPC.	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S169	108	S155 and S168	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S170	7438	A63F13/12.CPC.	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S171	48	S155 and S170	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S172	1044	A63F13/44.CPC.	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S173	47	S155 and S172	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S174	525	A63F13/55.CPC.	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S175	10	S155 and S174	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S176	1430	A63F13/69.CPC.	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13

S177	59	S155 and S176	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S178	1398	A63F13/537.CPC.	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S179	28	S155 and S178	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S180	264	A63F13/5372.CPC.	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S181	5	S155 and S180	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S182	537	A63F13/825.CPC.	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S183	4	S155 and S182	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S184	308	A63F2300/5593.CPC.	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S185	14	S155 and S184	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S186	908	A63F2300/65.CPC.	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S187	55	S155 and S186	US-PGPUB; USPAT	OR	ON	2019/10/28 10:13
S188	611	A63F2300/638.CPC.	US-PGPUB; USPAT	OR	ON	2019/10/28 10:14
S189	17	S155 and S188	US-PGPUB; USPAT	OR	ON	2019/10/28 10:14
S190	1207	A63F2300/807.CPC.	US-PGPUB; USPAT	OR	ON	2019/10/28 10:14
S191	60	S155 and S190	US-PGPUB; USPAT	OR	ON	2019/10/28 10:14

10/ 28/ 2019 12:38:58 PM
C:\ Users\ dpierce\ Documents\ EAST\ Workspaces\ 14 series\ 14-631,221.wsp

Bibliographic Data

Application No: 14/631,221

Foreign Priority claimed: (•) Yes ( ) No

35 USC 119 (a-d) conditions met: [✓] Yes [ ] No [ ] Met After Allowance

Verified and Acknowledged: _____ (Examiner's Signature) _____ (Initials)

Title: GAME CONTROL METHOD, SYSTEM, AND NON-TRANSITORY COMPUTER-READABLE RECORDING MEDIUM

FILING or 371(c) DATE	CLASS	GROUP ART UNIT	ATTORNEY DOCKET NO.
02/25/2015	463	3715	09850001US
RULE			

APPLICANTS

GREE, Inc., Tokyo, JAPAN

INVENTORS

Koichi SUZUKI Tokyo, JAPAN

CONTINUING DATA

FOREIGN APPLICATIONS

JAPAN 2014-034003 02/25/2014

IF REQUIRED, FOREIGN LICENSE GRANTED**

03/09/2015

STATE OR COUNTRY

JAPAN

ADDRESS

MAIER & MAIER, PLLC
345 South Patrick Street
ALEXANDRIA, VA 22314
UNITED STATES

FILING FEE RECEIVED

$1,740

PTO/SB/08a (02-18)
Approved for use through 11/30/2020. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (**Not for submission under 37 CFR 1.99)**		
	Application Number	14631221
	Filing Date	2015-02-25
	First Named Inventor	Koichi SUZUKI
	Art Unit	3715
	Examiner Name	Damon Joseph Pierce (9188)
	Attorney Docket Number	09850001US

U.S.PATENTS Remove

Examiner Initial*	Cite No	Patent Number	Kind Code[1]	Issue Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1					

If you wish to add additional U.S. Patent citation information please click the Add button. Add

U.S.PATENT APPLICATION PUBLICATIONS Remove

Examiner Initial*	Cite No	Publication Number	Kind Code[1]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1	20130288794	A1	2013-10-31	KABUSHIKI KAISHA SQUARE ENIX	Cited in NPL cite No. 1.

If you wish to add additional U.S. Published Application citation information please click the Add button. Add

FOREIGN PATENT DOCUMENTS Remove

Examiner Initial*	Cite No	Foreign Document Number[3]	Country Code[2] i	Kind Code[4]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear	T[5]
	1							

If you wish to add additional Foreign Patent Document citation information please click the Add button Add

NON-PATENT LITERATURE DOCUMENTS Remove

Examiner Initials*	Cite No	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc), date, pages(s), volume-issue number(s), publisher, city and/or country where published.	T[5]

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	Art Unit	3715
	Examiner Name	Damon Joseph Pierce (9188)
	Attorney Docket Number	09850001US

	1	U.S. Office Action dated August 2, 2019, in connection with corresponding US Application No. 16/445,642 (17 pgs.).	

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

EXAMINER SIGNATURE

Examiner Signature		Date Considered	

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

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

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	Filing Date	2015-02-25
	First Named Inventor	Koichi SUZUKI
	Art Unit	3715
	Examiner Name	Damon Joseph Pierce (9188)
	Attorney Docket Number	09850001US

CERTIFICATION STATEMENT

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

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

OR

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

See attached certification statement.

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

A certification statement is not submitted herewith.

SIGNATURE

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

Signature	/Timothy J. Maier/	Date (YYYY-MM-DD)	2019-10-22
Name/Print	Timothy J. Maier	Registration Number	51,986

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

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Electronic Acknowledgement Receipt	
EFS ID:	37530979
Application Number:	14631221
International Application Number:	
Confirmation Number:	9188
Title of Invention:	GAME CONTROL METHOD, SYSTEM, AND NON-TRANSITORY COMPUTER-READABLE RECORDING MEDIUM
First Named Inventor/Applicant Name:	Koichi SUZUKI
Customer Number:	62008
Filer:	Timothy Joseph Maier/Kelli Harris
Filer Authorized By:	Timothy Joseph Maier
Attorney Docket Number:	09850001US
Receipt Date:	22-OCT-2019
Filing Date:	25-FEB-2015
Time Stamp:	18:11:10
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	Information Disclosure Statement (IDS) Form (SB08)	IDS.pdf	1034492 ce9284cbe2935870de3d19e6c32956023df63e3e	no	4
Warnings:					

Information:					
2	Other Reference-Patent/App/Search documents	NPL1_USOA-08022019.pdf	1545189 0db2ad99ae6b2e4c57007d327264eb441b10112c	no	17
Warnings:					
Information:					
			Total Files Size (in bytes):	2579681	

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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:	37123879
Application Number:	14631221
International Application Number:	
Confirmation Number:	9188
Title of Invention:	GAME CONTROL METHOD, SYSTEM, AND NON-TRANSITORY COMPUTER-READABLE RECORDING MEDIUM
First Named Inventor/Applicant Name:	Koichi SUZUKI
Customer Number:	62008
Filer:	Timothy Joseph Maier/Kelli Harris
Filer Authorized By:	Timothy Joseph Maier
Attorney Docket Number:	09850001US
Receipt Date:	10-SEP-2019
Filing Date:	25-FEB-2015
Time Stamp:	18:09:02
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	Amendment/Req. Reconsideration-After Non-Final Reject	Response.pdf	137931 574c41482f7b5470bac19b3348fa6eef68978f40	no	18

Warnings:

Information:	
Total Files Size (in bytes):	137931

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

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New International Application Filed with the USPTO as a Receiving Office

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IN THE UNITED STATES PATENT & TRADEMARK OFFICE

In re Patent Application of: Koichi SUZUKI U.S. Patent Application No. 14/631,221 Filed: February 25, 2015 Title: GAME CONTROL METHOD, SYSTEM, AND NON-TRANSITORY COMPUTER-READABLE RECORDING MEDIUM	Confirmation No.: 9188 Art Unit: 3717 Examiner: PIERCE, DAMON JOSEPH Attorney Docket No.: 09850001US

AMENDMENT AND RESPONSE

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

September 10, 2019

Dear Sir:

In response to the Office Action mailed June 10, 2019, Applicant respectfully requests reconsideration of the Application in view of the following Amendments and Remarks.

Amendments to the Claims begin on page 2.

Remarks follow the above-mentioned amendments.

AMENDMENTS TO THE CLAIMS/CLAIM LIST

Please **AMEND** claims 19, 26, 30, and 35-38 as shown below.

Please **CANCEL** claims 27-29 without prejudice or disclaimer.

The following list of claims replaces any prior listing of claims:

1. - 18. (Canceled).

19. (Currently Amended) A non-transitory computer-readable recording medium storing instructions to be executed by one or a plurality of computers capable of being used by a player conducting a battle game, the instructions causing the one or a plurality of computers to execute steps of:

displaying, on a first field, a plurality of cards selected from a deck which is a stack of virtual cards;

during a first term of the battle game, conducting a battle to a first opponent character based on a parameter set on a card selected by a player's operation under a first battle condition, wherein the first battle condition is not changed during the first term;

at a conclusion of the first term of the battle game, automatically initiating a second term of the battle game, and during [[a]]the second term of the battle game continued from the first term, conducting the battle to a second opponent character based on the parameter set on the card selected by the player's operation under a second battle condition, wherein the second battle condition is different from the first battle condition and is predetermined independent from a battle result of the first term, and the first opponent character and the second opponent character are same or different, and wherein the second battle condition is not changed during the second term; and

during a third term of the battle game continued from the second term, conducting the battle to a third opponent character based on the parameter set on the card selected by the player's operation under a third battle condition, wherein the third battle condition is different from the second battle condition and is dependent on a battle result of the second term, and the second opponent character and the third opponent character are same or different, and wherein the third battle condition is not changed during the third term.

20. (Previously Presented) The non-transitory computer-readable recording medium according to claim 19, wherein the third battle condition is a condition for providing a reward to the player.

21. (Previously Presented) The non-transitory computer-readable recording medium according to claim 19, wherein a start timing and an end timing of each of the first term and the second term are predetermined using a start timing of the battle game as a reference.

22. (Previously Presented) The non-transitory computer-readable recording medium according to claim 19, wherein an attack strength to the opponent character under the second battle condition is higher than an attack strength to the opponent character under the first battle condition.

23. (Previously Presented) The non-transitory computer-readable recording medium according to claim 19, wherein the parameter includes an attack strength and a life force.

24. (Previously Presented) The non-transitory computer-readable recording medium according to claim 19, wherein the battle is conducted on a second field different from the first field.

25. (Previously Presented) The non-transitory computer-readable recording medium according to claim 19, wherein the first field and the second field are included in a game screen.

26. (Currently Amended) A non-transitory computer-readable recording medium storing instructions to be executed by one or a plurality of computers capable of being used by a player conducting a battle game, the instructions causing the one or a plurality of computers to execute steps of:

displaying, on a first field, a plurality of cards selected from a deck which is a stack of virtual cards;

during a first term of the battle game, conducting a battle to a first opponent character based on a parameter set on a card selected by a player's operation under a first battle condition on a second field different from the first field, wherein the first battle condition is not changed during the first term; and

at a conclusion of the first term of the battle game, automatically initiating a second term of the battle game, and during [[a]]the second term of the battle game continued from the first term, conducting the battle to a second opponent character based on the parameter set on the card selected by the player's operation under a second battle condition, wherein the second battle condition is different from the first battle condition and is predetermined independent from a battle result of the first term, and the first opponent character and the

second opponent character are same or different, and wherein the second battle condition is not changed during the second term.

27. - 29. (Canceled).

30. (Currently Amended) The non-transitory computer-readable recording medium according to claim [[28]]26, wherein the second battle condition is a condition for providing a reward to the player.

31. (Previously Presented) The non-transitory computer-readable recording medium according to claim 26, wherein a start timing and an end timing of each of the first term and the second term are predetermined using a start timing of the battle game as a reference.

32. (Previously Presented) The non-transitory computer-readable recording medium according to claim 26, wherein an attack strength to the opponent character under the second battle condition is higher than an attack strength to the opponent character under the first battle condition.

33. (Previously Presented) The non-transitory computer-readable recording medium according to claim 26, wherein the parameter includes an attack strength and a life force.

34. (Previously Presented) The non-transitory computer-readable recording medium according to claim 26, wherein the first field and the second field are included in a game screen.

35. (Currently Amended) A battle game control method executed by one or a plurality of computers capable of being used by a player, the method comprising:

displaying, on a first field, a plurality of cards selected from a deck which is a stack of virtual cards;

during a first term of the battle game, conducting a battle to a first opponent character based on a parameter set on a card selected by a player's operation under a first battle condition, wherein the first battle condition is not changed during the first term;

at a conclusion of the first term of the battle game, automatically initiating a second term of the battle game, and during [[a]]the second term of the battle game continued from the first term, conducting the battle to a second opponent character based on the parameter set on the card selected by the player's operation under a second battle condition, wherein the second battle condition is different from the first battle condition and is predetermined independent from a battle result of the first term, and the first opponent character and the second opponent character are same or different, and wherein the second battle condition is not changed during the second term; and

during a third term of the battle game continued from the second term, conducting the battle to a third opponent character based on the parameter set on the card selected by the player's operation under a third battle condition, wherein the third battle condition is different from the second battle condition and is dependent on a battle result of the second term, and the second opponent character and the third opponent character are same or different, and wherein the third battle condition is not changed during the third term.

36. (Currently Amended) A battle game control method executed by one or a plurality of computers capable of being used by a player, the method comprising:

displaying, on a first field, a plurality of cards selected from a deck which is a stack of virtual cards;

during a first term of the battle game, conducting a battle to a first opponent character based on a parameter set on a card selected by a player's operation under a first battle condition on a second field different from the first field, wherein the first battle condition is not changed during the first term; and

at a conclusion of the first term of the battle game, automatically initiating a second term of the battle game, and during [[a]]the second term of the battle game continued from the first term, conducting the battle to a second opponent character based on the parameter set on the card selected by the player's operation under a second battle condition, wherein the second battle condition is different from the first battle condition and is predetermined independent from a battle result of the first term, and the first opponent character and the second opponent character are same or different, and wherein the second battle condition is not changed during the second term.

37. (Currently Amended) A battle game control system comprising:

one or more computers;

a memory storing instructions; and

a processor, by executing the instructions, programmed to:

display, on a first field, a plurality of cards selected from a deck which is a stack of virtual cards;

during a first term of the battle game, conducting a battle to a first opponent character based on a parameter set on a card selected by a player's operation under a first battle condition, wherein the first battle condition is not changed during the first term;

at a conclusion of the first term of the battle game, automatically initiating a second term of the battle game, and during [[a]]the second term of the battle game continued from the first term, conducting the battle to a second opponent character based on the parameter set on the card selected by the player's operation under a second battle condition, wherein the second battle condition is different from the first battle condition and is predetermined independent from a battle result of the first term, and the first opponent character and the second opponent character are same or different, and wherein the second battle condition is not changed during the second term; and

during a third term of the battle game continued from the second term, conducting the battle to a third opponent character based on the parameter set on the card selected by the player's operation under a third battle condition, wherein the third battle condition is different from the second battle condition and is dependent on a battle result of the second term, and the second opponent character and the third opponent character are same or different, and wherein the third battle condition is not changed during the third term.

38. (Currently Amended) A battle game control system comprising:

one or more computers;

a memory storing instructions; and

a processor, by executing the instructions, programmed to:

display, on a first field, a plurality of cards selected from a deck which is a stack of virtual cards;

during a first term of the battle game, conducting a battle to a first opponent character based on a parameter set on a card selected by a player's operation under a first battle condition on a second field different from the first field, wherein the first battle condition is not changed during the first term; and

at a conclusion of the first term of the battle game, automatically initiating a second term of the battle game, and during [[a]]the second term of the battle game continued from the first term, conducting the battle to a second opponent character based on the parameter set on the card selected by the player's operation under a second battle condition, wherein the second battle condition is different from the first battle condition and is predetermined independent from a battle result of the first term, and the first opponent character and the second opponent character are same or different, and wherein the second battle condition is not changed during the second term.

REMARKS

Favorable reconsideration of this Application, in light of the following discussion, is respectfully requested. Claims 19-38 were previously presented. Claims 19, 26, 30, and 35-38 have been amended. Claims 27-29 have been canceled without prejudice or disclaimer. Accordingly, claims 19-26 and 30-38 are pending in the present Application. Applicant submits that upon entry of the present Response, claims 19-26 and 30-38 are in condition for allowance. Moreover, the Applicant submits that no new matter has been introduced by the foregoing amendments.

Examiner Interview

First, Applicant wishes to thank the Examiner for the courtesy of an interview granted to Applicant's representative on Thursday, August 29th, at which time the outstanding issues in this case were discussed. Arguments similar to the ones developed hereinafter were presented, and the Examiner indicated that in light of the arguments and the proposed amendment to each of the independent claims, the amended claims would appear to be allowable over the cited prior art reference, and he would reconsider the outstanding grounds for rejection upon formal submission of a response.

In particular, Applicant presented arguments related to the recitation of a "battle condition" in the present claims and contended that the cited Meyers reference did not teach a "battle condition" as contended. Applicant also presented a proposed amendment relating to the "terms" of the battle game, in which, at the conclusion of a first term of the battle game, a second term would automatically be initiated, based on, for example, paragraph [0048] of the application as published. The Examiner indicated that, while the claims of the present application might be distinguishable based on the "battle condition" alone, the contemplated amendment helped to clarify the "terms," and as such the proposed amendment has been made

in the present response. The Examiner also indicated that, while he had more prior art, he thought could potentially be relevant that he would have to review, he would be willing to contact us for a potential Examiner's Amendment before making the rejection final if he thought the rejection could be overcome by such an amendment. Applicant appreciates this indication from the Examiner.

The Examiner also requested that, if Applicant is to make the proposed amendment, Applicant review the claims in detail in order to ensure that the claim amendments were properly incorporated into all of the independent claims and in order to ensure that all of the dependent claims were of proper form. In response, Applicant has canceled dependent claim 27, which is directed to a limitation that had been previously incorporated into independent claim 26 ("wherein the second battle condition is … predetermined independent from a battle result of the first term"), as well as claims 28-29, which are directed to alternative limitations. Claim 30, which previously depended from claim 28, has been amended in order to depend from claim 26 instead, with support for such an amendment being provided based on, for example, paragraph [0051] of the application as published. No new matter has been added by the amendments to the claims.

Rejections under 35 U.S.C. §103

In the outstanding Action, claims 19, 20, 22-30 and 32-38 stand rejected under 35 U.S.C. §103 as being unpatentable over US Patent Application Publication No. 2004/0143852, applied for by Meyers ("Meyers") in view of US Patent Application Publication No. 2005/0054402, applied for by Noguchi et al. ("Noguchi").

Claims 21 and 31 stand rejected under 35 U.S.C. 103 as being unpatentable over Meyers and Noguchi as applied to claims 19 and 26 above, and further in view of an NPL document titled - Enterbrain Inc., "Great collision guardian break" (hereinafter "Enterbrain").

Addressing now the rejection of claims 19-38 under 35 U.S.C. §103 as unpatentable over Meyers, Noguchi, and Enterbrain, this rejection is respectfully traversed. Claims 19, 26, and 35-38 are the independent claims presently under consideration. Claims 19, 26, and 35-38 have been amended in order to overcome the present rejection. (As noted above, claims 27-29 have been canceled without prejudice or disclaimer.)

In particular, the present claims have been amended in order to provide the following limitations, with claim 19, as amended, being provided below for reference:

> 19. (Currently Amended) A non-transitory computer-readable recording medium storing instructions to be executed by one or a plurality of computers capable of being used by a player conducting a battle game, the instructions causing the one or a plurality of computers to execute steps of:
>
> displaying, on a first field, a plurality of cards selected from a deck which is a stack of virtual cards;
>
> during a first term of the battle game, conducting a battle to a first opponent character based on a parameter set on a card selected by a player's operation under a first battle condition, wherein the first battle condition is not changed during the first term;
>
> at a conclusion of the first term of the battle game, automatically initiating a second term of the battle game, and during [[a]]the second term of the battle game continued from the first term, conducting the battle to a second opponent character based on the parameter set on the card selected by the player's operation under a second battle condition, wherein the second battle condition is different from the first battle condition and is predetermined independent from a battle result of the first term, and the first opponent character and the second opponent character are same or different, and wherein the second battle condition is not changed during the second term; and
>
> during a third term of the battle game continued from the second term, conducting the battle to a third opponent character based on the parameter set on the card selected by the player's operation under a third battle condition, wherein the third battle condition is different from the second battle condition and is dependent on a battle result of the second term, and the second opponent character and the third opponent character are same or different, and wherein the third battle condition is not changed during the third term.

Support for the above amendment to the claims, providing that a second term of the battle game is automatically initiated at a conclusion of the first term of the battle game, can be found in, for example, paragraph [0048] of the application as published. No new matter has been added.

Applicant contends that, even without an amendment such as is presently provided, the claims are believed to be patentable over the cited references, at least based on the recitation of a "battle condition."

To briefly summarize the new primary Meyers reference, Meyers centers around various systems for a massively multiplayer online role playing game (MMORPG) system, such as Dark Age of Camelot (DAOC), and in particular concerns systems for providing global bonuses to the players or to monsters during certain time periods. Meyers contemplates, for example, that in a MMORPG system, at various times, certain events in the stars can temporarily swing the balance of power between factions. A "blood moon" condition, for example, may give all evil creatures a damage bonus for its duration. Meyers contemplates that player skills, such as an astrology skill, can be used to predict these patterns in the short term, but specifically contemplates that this will never happen with total accuracy. (Meyers specifically contemplates introducing inaccuracies into certain elements of gameplay in order to increase the apparent authenticity of the experience and make it less "video gamey," contemplating similar adjustments to NPC dialog that causes NPCs to be dishonest or to leak information to their friends as per paragraph [0056] of the Meyers reference.)

The present characterization of the Meyers reference appears to be that a first period in which there is a first game bonus (e.g. a "blood moon" condition) can be a first term of the battle game, and a second period in which there is not the first game bonus but instead might be a second game bonus (e.g. no "blood moon" condition) can be a second term of the battle game. Alternatively, it is noted that some of the conditions that are imposed are site-specific, for example "places of power" like near a temple that offer certain bonuses.[1]

[1] See pages 4-5 of the outstanding Office Action.

It appears that, in Meyers as characterized, a first "term" would be a period in which the user is at a first site offering a first bonus, and a second "term" would be a period in which the user is not at the first site offering a first bonus but instead is at a second site offering a second bonus, with these terms being non-sequential. (For example, a game character moves from a first location, a "place of power" with a first bonus, to a second location with a different bonus.) Alternatively, the "terms" may be timings of gaming events; for example, after a first event has occurred, at a second time, a second event may occur in the stars in order to swing the balance of power, such as a second "blood moon."

Meyers also is alleged to provide a "battle condition" such as is provided by the previously-presented independent claims. A "battle condition" as provided therein may be a "first battle condition" associated with the first term of the battle game, a "second battle condition" associated with a second term of the battle game (noted to be different from the first battle condition and predetermined independently from a battle result of the first term), or a "third battle condition" associated with a third term of the battle game (different from the second battle condition and based on the battle result of the second term). Meyers is alleged to provide thes "battle conditions" on the grounds that the first and second "battle conditions" are battle conditions associated with certain areas, while the third "battle condition" may be based on the teaching of an experience point system, whereby the user might level up and grow more powerful in the first and second term and be able to carry this power into the third term.

Applicant notes, however, that there is a problem with this characterization of Meyers. In particular, given this characterization of the "battle conditions," there appears to be a problem with the characterization of the "third battle condition."

It is noted, in the present claims, that "battle conditions" are conditions applicable to the whole battle, or to a broader set of players (e.g. the claims provide for "**conducting a battle** … **under the** {first, second, third} **battle condition**"). The "first battle condition" and

the "second battle condition" are each bonuses that the characters are receiving from being in a certain area (such as being around the "Temple of Light") or based on global events (e.g. events in the stars like the "blood moon"), but this isn't true for the "third battle condition," which is specifically something that affects only one player (the player's advancement in skill) and is *not* a general condition that is applicable to the global events like the events in the stars. Meyers does not, in fact, appear to teach any conditions that would be "based on the battle result of the second term." As such, it is believed that at least the limitation of "conducting the battle … under a third battle condition" is not met.

As noted, however, the present claims have been amended in order to provide further clarification. Specifically, the claims provide for "at a conclusion of the first term of the battle game, automatically initiating a second term of the battle game."

The Meyers reference doesn't appear to have "terms" that are similar to what is disclosed in the present application; for example, there aren't predefined match rounds that the user automatically transitions between, or anything of the kind in the MMORPG combats of Meyers. The user seemingly has to go to a new place to start a new "term;" for example, the user may have to transition from a first "place of power" where they receive a first bonus (such as a "Temple of Fire") to a second "place of power" where they receive a second bonus (such as a "Temple of Light"), or may have to wait for a second global event such as a "blood moon" to start.[2]

Since it does not appear that the effects caused by the "places of power" can overlap in any way,[3] there does not appear to be any way for the user to have one effect gained from a terrain type automatically cause another effect gained from a terrain type. As such, there does

[2] See, for example, paragraphs [0045] and [0046] of the Meyers reference.

[3] Benefits appear to be associated specifically with one terrain type, which is only found in certain areas. For example, paragraph [0045] of Meyers notes that a given effect such as intermittent damage to evil characters or power boosts to good characters may be a property of the "holy ground" fixed terrain feature.

not appear to be any way to have this transition happen "automatically," or at a "conclusion of the first term." (Likewise, the player does not move automatically between areas, and as such the transition would not be "automatically initiated" for that reason as well.)

The same is true for the alternative potential "battle condition" of Meyers. The "global events" that provide conditions (such as the "blood moon" that provides a global bonus or penalty) are provided for seemingly arbitrary and deliberately unpredictable lengths of time,[4] and do not seem to overlap or transition into one another.

While the combination of both types of effects may lead to overlapping "terms," such as a term corresponding to when the user is on a terrain type and a second term corresponding to when the user is under a blood moon, even under such an interpretation there would be no disclosure of having events triggered by a "conclusion" of the first term, most specifically the automatic initiation of a second term as provided in the present claims. Meyers is not believed to provide any mechanism for automatic transition between "terms," no matter what is actually characterized as a "term." The other references do not make up for the deficiencies of Meyers in this regard.

Therefore, even if the combination of Meyers and Noguchi is assumed to be proper, the combination fails to teach every element of the claimed invention. Specifically, it is contended that the combination fails to teach or suggest the limitations associated with the "battle conditions," and fails to teach the newly-added limitations regarding the first and second

[4] See, for example, paragraph [0046] of Meyers, indicating that events take place at "various times," and that knowledge of when the events are intended to stop and start are gated behind skills, such as the "astrology" skill, which deliberately do not function with total accuracy.

"terms." Accordingly, Applicant respectfully traverses, and requests reconsideration of, this rejection based on these references.[5]

As a result, Applicant respectfully submits that independent claims 19, 26, and 35-38 are patentable over Meyers, Noguchi, and Enterbrain. As claims 20-25 depend from independent claim 19, and claims 30-34 depend from independent claim 26, Applicant respectfully submits that claims 20-25 and 30-34 are likewise patentable over Meyers, Noguchi, and Enterbrain.

Accordingly, for at least the reasons set forth above, Applicant respectfully requests that the §103 rejections of claims 19-26 and 30-38 be withdrawn.

[5] See MPEP 2142 stating, as one of the three "basic criteria [that] must be met" in order to establish a *prima facie* case of obviousness, that "the prior art reference (or references when combined) must teach or suggest all the claim limitations," (emphasis added). See also MPEP 2143.03: "All words in a claim must be considered in judging the patentability of that claim against the prior art."

CONCLUSION

Consequently, in view of the present amendment and in light of the above discussion, the outstanding grounds of rejection are believed to have been overcome. The Application, as amended, is believed to be in condition of allowance. An early and favorable action to that effect is respectfully requested.

Respectfully submitted,

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TJM/COH/ksh
September 10, 2019

PTO/SB/06 (09-11)
Approved for use through 1/31/2014. OMB 0651-0032
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PATENT APPLICATION FEE DETERMINATION RECORD Substitute for Form PTO-875	Application or Docket Number 14/631,221	Filing Date 02/25/2015	☐ 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 $80 =	
INDEPENDENT CLAIMS (37 CFR 1.16(h))	minus 3 =	*		x $420 =	
☐ 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

AMENDMENT	09/10/2019	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA		RATE ($)	ADDITIONAL FEE ($)
	Total (37 CFR 1.16(i))	* 17	Minus	** 20	= 0		x $100 =	0
	Independent (37 CFR 1.16(h))	* 6	Minus	*** 6	= 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

AMENDMENT		(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA		RATE ($)	ADDITIONAL FEE ($)
	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.	LIE
** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".	/POLIN ANG/
*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".	
The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.	

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

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
14/631,221	02/25/2015	Koichi SUZUKI	09850001US	9188

62008 7590 09/04/2019

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EXAMINER
PIERCE, DAMON JOSEPH

ART UNIT	PAPER NUMBER
3715	

NOTIFICATION DATE	DELIVERY MODE
09/04/2019	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):

patent@maierandmaier.com

Applicant-Initiated Interview Summary	**Application No.** 14/631,221	**Applicant(s)** SUZUKI, Koichi	
	Examiner DAMON J PIERCE	**Art Unit** 3715	**AIA (FITF) Status** Yes

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

(1) DAMON J. PIERCE. (3) _____.

(2) Chris Ohslund. (4) _____.

Date of Interview: 29 August 2019.

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

Exhibit shown or demonstration conducted: ☐ Yes ☑ No.
If Yes, brief description: _____.

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

Claim(s) discussed: 19.

Identification of prior art discussed: Meyers and Noguchi.

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

The Applicant requested an interview with the Examiner to discuss differences between the instant claimed invention and cited prior art, and propose claim amendments. Consequently, the Examiner stated that the proposed claim amendments appear to overcome the cited prior art..

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

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

☐ Attachment

/DAMON J PIERCE/ Primary Examiner, Art Unit 3715	

Summary of Record of Interview Requirements

Manual of Patent Examining Procedure (MPEP), Section 713.04, Substance of Interview Must be Made of Record
A complete written statement as to the substance of any face-to-face, video conference, or telephone interview with regard to an application must be made of record in the application whether or not an agreement with the examiner was reached at the interview.

Title 37 Code of Federal Regulations (CFR) 1.133 Interviews
Paragraph (b)

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

37 CFR §1.2 Business to be transacted in writing.
All business with the Patent or Trademark Office should be transacted in writing. The personal attendance of applicants or their attorneys or agents at the Patent and Trademark Office is unnecessary. The action of the Patent and Trademark Office will be based exclusively on the written record in the Office. No attention will be paid to any alleged oral promise, stipulation, or understanding in relation to which there is disagreement or doubt.

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

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

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

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

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

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

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

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

Examiner to Check for Accuracy

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

Interview Agenda for U.S. Patent Application No. 14/631,221

(Thursday, August 29th, 2:00 PM EST)

I. Summary of Rejection

A. The present claims stand rejected in view of the new Meyers reference, in view of the previously-cited Noguchi reference (and, for some of the dependent claims, the Enterbrain NPL document). Meyers centers around various systems for a massively multiplayer online role playing game (MMORPG) system, such as Dark Age of Camelot (DAOC), and in particular concerns systems for providing global bonuses to the players or to monsters during certain time periods.

1. Meyers contemplates, for example, that in a MMORPG system, at various times, certain events in the stars can temporarily swing the balance of power between factions. A "blood moon" condition, for example, may give all evil creatures a damage bonus for its duration. Meyers contemplates that player skills, such as an astrology skill, can be used to predict these patterns in the short term, but specifically contemplates that this will never happen with total accuracy. (Meyers specifically contemplates introducing inaccuracies into certain elements of gameplay in order to increase the apparent authenticity of the experience and make it less "video gamey," contemplating similar adjustments to NPC dialog that causes NPCs to be dishonest or to leak information to their friends as per paragraph [0056].)

2. The present characterization of the Meyers reference appears to be that a first period in which there is a first game bonus (e.g. a "blood moon" condition) can be a first term of the battle game, and a second period in which there is not the first game bonus but instead might be a second game bonus (e.g. no "blood moon" condition) can be a second term of the battle game. Alternatively, the examiner notes that some of the conditions that are imposed are site-specific, for example "places of power" like near a temple that offer certain bonuses.

3. It appears that a first "term" would be a period in which the user is at a first site offering a first bonus, and a second "term" would be a period in which a user is not at the first site offering a first bonus, with the present rejection apparently being based on a player conducting a battle in a first locale against a first opponent character for a first period of time, can conduct a battle in a second locale against a second opponent character for a second period of time, and so forth, with these being the "first term," the "second term," and so forth.

4. Meyers also is alleged to provide a "battle condition" (which, as noted in the present independent claims, may be associated with a second term of the battle game, in which it is different from the first battle condition and predetermined independently from a battle result of the first term, and may also be associated with a third term of the battle game, in which it is different from the second battle condition but is based on the battle result of the second term) on the grounds that the first and second "battle conditions" may be battle conditions associated with certain areas, while the third "battle condition" may be based on the teaching of an experience point system, whereby the user might level up and grow more powerful in the first and second term and be able to carry this power into the third term.

II. Argument – The "Battle Condition" Limitations of the Present Claims are Not Met

A. Given this characterization of the "battle conditions," there appears to be a problem with the characterization of the "third battle condition."

1. It is noted that "battle conditions" in the present claims are conditions applicable to the whole battle, or to a broader set of players (e.g. "conducting a battle… under the {first, second, third} battle condition").

2. The "first battle condition" and the "second battle condition" are each bonuses that the characters are receiving from being in a certain area or based on global events (e.g. events in the stars), but this isn't true for the "third battle condition," which is specifically something that affects only one player (the player's advancement in skill) and is *not* a general condition that is applicable to the global events like the events in the stars.

3. As such, it is believed that at least the limitation of "conducting the battle… under a third battle condition" is not met.

III. Proposed Amendment – "Terms" of Meyers

A. Meyers doesn't appear to have "terms" that are similar to what is disclosed in the present application; there aren't predefined match rounds that the user automatically transitions between, or anything of the kind in the MMORPG combats of Meyers. The user seemingly has to go to a new place to start a new "term."

B. Since the player doesn't automatically move between locations, and the "global events" that provide conditions (such as the "blood moon" that provides a global bonus or penalty) are provided for seemingly arbitrary and deliberately unpredictable lengths of time (and do not seem to overlap or transition into one another) the present claims can be amended to add "automatic transition between terms," for example as follows. (Such amendment would be based on, for example, paragraph [0048] of the application as published.)

19. (Currently Amended) A non-transitory computer-readable recording medium storing instructions to be executed by one or a plurality of computers capable of being used by a player conducting a battle game, the instructions causing the one or a plurality of computers to execute steps of:

displaying, on a first field, a plurality of cards selected from a deck which is a stack of virtual cards;

during a first term of the battle game, conducting a battle to a first opponent character based on a parameter set on a card selected by a player's operation under a first battle condition, wherein the first battle condition is not changed during the first term;

at a conclusion of the first term of the battle game, automatically initiating a second term of the battle game, and during [[a]]the second term of the battle game continued from the first term, conducting the battle to a second opponent character

based on the parameter set on the card selected by the player's operation under a second battle condition, wherein the second battle condition is different from the first battle condition and is predetermined independent from a battle result of the first term, and the first opponent character and the second opponent character are same or different, and wherein the second battle condition is not changed during the second term; and

during a third term of the battle game continued from the second term, conducting the battle to a third opponent character based on the parameter set on the card selected by the player's operation under a third battle condition, wherein the third battle condition is different from the second battle condition and is dependent on a battle result of the second term, and the second opponent character and the third opponent character are same or different, and wherein the third battle condition is not changed during the third term.

IV. Any Other Matters

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
14/631,221	02/25/2015	Koichi SUZUKI	09850001US	9188

62008 7590 06/10/2019

MAIER & MAIER, PLLC
345 South Patrick Street
ALEXANDRIA, VA 22314

EXAMINER	
PIERCE, DAMON JOSEPH	

ART UNIT	PAPER NUMBER
3715	

NOTIFICATION DATE	DELIVERY MODE
06/10/2019	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):

patent@maierandmaier.com

Office Action Summary	**Application No.** 14/631,221	**Applicant(s)** SUZUKI, Koichi	
	Examiner DAMON J PIERCE	**Art Unit** 3715	**AIA (FITF) Status** Yes

-- 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 6/19/18 and 12/21/2018.

☐ 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) 19-38 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) 19-38 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 allowable, 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 _____ 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 12/21/18, 2/12/19, 2/14/19, and 4/10/19.

3) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date _____.

4) ☐ Other: _____.

DETAILED ACTION

Notice of Pre-AIA or AIA Status

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

Continued Examination Under 37 CFR 1.114

2. A request for continued examination under 37 CFR 1.114, including the fee set forth in 37 CFR 1.17(e), was filed in this application after allowance or after an Office action under *Ex Parte Quayle*, 25 USPQ 74, 453 O.G. 213 (Comm'r Pat. 1935). Since this application is eligible for continued examination under 37 CFR 1.114, and the fee set forth in 37 CFR 1.17(e) has been timely paid, prosecution in this application has been reopened pursuant to 37 CFR 1.114. Applicant's submission filed on 12/21/2018 has been entered.

Information Disclosure Statement

3. The information disclosure statements filed 12/21/2018 and 2/12/2019 fails to comply with the provisions of 37 CFR 1.97, 1.98 and MPEP § 609 because they both include NPL documents not in the English language or corresponding English translations (see listing of citations with line through). It has been placed in the application file, but the information referred to therein has not been considered as to the merits. Applicant is advised that the date of any re-submission of any item of information contained in this information disclosure statement or the submission of any missing element(s) will be the date of submission for purposes of determining compliance with the requirements based on the time of filing the statement, including all certification requirements for statements under 37 CFR 1.97(e). See MPEP § 609.05(a).

Claim Rejections - 35 USC § 103

4. In the event the determination of the status of the application as subject to AIA 35 U.S.C. 102 and 103 (or as subject to pre-AIA 35 U.S.C. 102 and 103) is incorrect, any correction of the statutory basis for the rejection will not be considered a new ground of rejection if the prior art relied upon, and the rationale supporting the rejection, would be the same under either status.

5. The following is a quotation of 35 U.S.C. 103 which forms the basis for all obviousness rejections set forth in this Office action:

> A patent for a claimed invention may not be obtained, notwithstanding that the claimed invention is not identically disclosed as set forth in section 102, if the differences between the claimed invention and the prior art are such that the claimed invention as a whole would have been obvious before the effective filing date of the claimed invention to a person having ordinary skill in the art to which the claimed invention pertains. Patentability shall not be negated by the manner in which the invention was made.

6. The factual inquiries set forth in *Graham v. John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103 are summarized as follows:

1. Determining the scope and contents of the prior art.

2. Ascertaining the differences between the prior art and the claims at issue.

3. Resolving the level of ordinary skill in the pertinent art.

4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

7. Claims 19, 20, 22-30, and 32-38 are rejected under 35 U.S.C. 103 as being unpatentable over US Pub. 20040143852 to Meyers in view of US Pub. 20050054402 to Noguchi et al (Noguchi).

Claims 19, 26, and 35-38. Meyers discloses **a non-transitory computer-readable recording medium storing instructions to be executed by one or a plurality of computers capable of being used by a player conducting a battle game** (¶2-6 and 12 discloses computerized systems for online computer gaming, specifically for use in multiplayer online games which inherently includes game software stored on some form of electronic storage medium, the type of games are MMORPG's which include fighting among video game characters, also see Fig. 3 and ¶42 discloses basic program logic and game server software related to the game), the instructions causing the one or a plurality of computers to execute steps of

during a first term of the battle game (¶45 discloses sites, terrain, "place of power", and certain areas which are interpreted as terms as related to location of game characters, i.e. a game character travels to a first location; and ¶45 and 46 discloses various times, temporarily, and duration which are also interpreted as terms as related to timing of gaming events, i.e. at a first time a first event occurs in the stars to swing the balance of power), **conducting a battle to a first opponent character based on a parameter set under a first battle condition** (¶45 and 46 discloses spells, powers, and magic abilities which are modified according to a special benefit and/or bonus, the abilities have associated parameters related to fighting with other game characters, and the special benefit and/or bonus effects on the abilities are interpreted as battle conditions), **wherein the first battle condition is not changed during the first term** (¶45 and 46 where the special benefit or bonus provided while in the first location or during the first event does not change until the player character moves to a new location or until the allotted fixed duration expires or a new event occurs in the stars; note also see ¶109 and 136-138);

during a second term of the battle game continued from the first term (¶45 discloses sites, terrain, "place of power", and certain areas which are interpreted as terms as related to location of game characters, i.e. a game character moves from a first location to a second location; and ¶46 discloses various times, temporarily, and duration which are also interpreted as terms as related to

timing of gaming events, i.e. at a second time a second event occurs in the stars to swing the balance of power), **conducting the battle to a second opponent character based on the parameter set under a second battle condition** (¶45 and 46 discloses spells, powers, and magic abilities which are modified according to a special benefit and/or bonus, the abilities have associated parameters related to fighting with other game characters, and the special benefit and/or bonus effects on the abilities are interpreted as battle conditions), **wherein the second battle condition is different from the first battle condition and is predetermined independent from a battle result of the first term** (¶45 and 46 such that different game effects occur at different locations and different times/events), **and the first opponent character and the second opponent character are same or different, and wherein the second battle condition is not changed during the second term** (¶45 and 46 where the special benefit or bonus provided while in the second location or during the second event does not change until the player character moves to a new location or until the allotted fixed duration expires or a new event occurs in the stars); and

during a third term of the battle game continued from the second term (¶45 discloses sites, terrain, "place of power", and certain areas which are interpreted as terms as related to location of game characters, i.e. a game character moves from the second location to a third location; and ¶46 discloses various times, temporarily, and duration which are also interpreted as terms as related to timing of gaming events, i.e. at a third time a third event occurs in the stars), **conducting the battle to a third opponent character based on the parameter set under a third battle condition** (¶78-85 and 87-91 discloses skill levels interpreted as the third battle condition, such that the abilities correspond to the game characters' achieved skill levels; note as stated above ¶45 and 46 discloses spells, powers, and magic abilities, the abilities have associated parameters related to fighting with other game characters), **wherein the third battle condition is different from the second battle condition and is dependent on a battle result of the second term** (¶78-85 and 87-91 discloses skill level where the increase in a skill level depends on how player characters performed in previous game battles in this case while in the second

location or in during the second event), **and the second opponent character and the third opponent character are same or different, and wherein the third battle condition is not changed during the third term** (¶78-85 and 87-91 discloses that improvement to a skill occurs up to a certain limit and then ceases as disclosed in ¶78, i.e. a player character reaches 50% skill level yet decides to battle other game characters prior to meeting other requirements to improve skill, in this case the skill level remains the same during the battle).

However, Meyers fails to explicitly disclose:

displaying, on a first field, a plurality of cards selected from a deck which is a stack of virtual cards; and

conducting a battle to a first, second, and third opponent character based on a parameter set on a card selected by a player's operation (emphasis added).

Noguchi teaches displaying, on a first field, a plurality of cards selected from a deck which is a stack of virtual cards (Fig. 2, and ¶41); and conducting a battle based on a parameter set on a card selected by a player's operation (Fig. 3, and ¶30-32). The gaming system of Meyers would have motivation to use the teachings of Noguchi in order to allow additional commands using player selected cards during a game battle in doing so would make the game play more strategic in hopes of making the game more fun for a specific demographic of game players.

It would have been obvious to a person of ordinary skill in the art before the effective filing date of the claimed invention to modify the gaming system of Meyers with the teachings of Noguchi in order to allow additional commands using player selected cards during a game battle in doing so would make the game play more strategic in hopes of making the game more fun for a specific demographic of game players.

Claims 20 and 30. Meyers discloses wherein the third battle condition is a condition for providing a reward to the player (¶78-85, 87-91 discloses improving skill level).

Claims 22 and 32. Meyers in view of Noguchi teaches wherein an attack strength to the opponent character under the second battle condition is higher than an attack strength to the opponent character under the first battle condition (see Meyers ¶45 and 46, and see Noguchi ¶48, 52-60, 74, and 78 during a continued battle yet a different action by a player affects the health value/points of an enemy character).

Claims 23 and 33. Meyers in view of Noguchi teaches wherein the parameter includes an attack strength and a life force (see Meyers ¶60, and see Noguchi ¶48, 52-60, and 77 discloses level of effect and damage).

Claim 24. Meyers in view of Noguchi teaches wherein the battle is conducted on a second field different from the first field (see Noguchi Fig. 2 and 4A, and ¶34 and 68).

Claims 25 and 34. Meyers in view of Noguchi teaches wherein the first field and the second field are included in a game screen (see Noguchi Fig. 2 and 4A, and ¶34 and 68).

Claim 27. Meyers discloses wherein the second battle condition is predetermined independent from a battle result of the first term (¶45 and 46 such that different game effects occur at different locations and different times/events).

Claim 28. Meyers discloses wherein the second battle condition depends on a battle result of the first term (¶78-85 and 87-91 discloses skill level where the increase in a skill level depends on how player characters performed in previous game battles in this case while in the first location or in during the first event).

Claim 29. Meyers discloses wherein the second battle condition depends on an attack status of the first term (¶78-85 and 87-91 discloses skill level where the increase in a skill level depends on how player characters performed in previous game battles in this case while in the first location or in during the first event).

8. Claims 21 and 31 are rejected under 35 U.S.C. 103 as being unpatentable over US Pub. 20040143852 to Meyers in view of US Pub. 20050054402 to Noguchi et al (Noguchi) as applied to claims 19 and 26 above, and further in view of NPL document (listed in IDS dated 2/12/2019 - under NPL documents item #16) titled – Enterbrain Inc., "Great collision guardian break" (herein referred to as Enterbrain).

Claims 21 and 31. Meyers discloses wherein a start timing and an end timing of each of the first term and the second term (¶45, 46, and 109 discloses various times, temporarily, and duration which are also interpreted as terms as related to timing of gaming events).

However, Meyers fails to explicitly disclose each of the first term and the second term are predetermined using a start timing of the battle game as a reference (emphasis added).

Enterbrain teaches each of the first term and the second term are predetermined using a start timing of the battle game as a reference (under "#3" discloses event bonuses every day or every week interpreted as the terms are set to a daily and/or weekly time period). The

gaming system of Meyers would have motivation to use the teachings of Enterbrain in order to have set times when game bonuses are available which would add to additional strategic play to the game and also entice game players to continue to play the game until the next interval for the next bonus in hopes to increase the popularity of the game.

It would have been obvious to a person of ordinary skill in the art before the effective filing date of the claimed invention to modify the gaming system of Meyers with the teachings of Enterbrain in order to have set times when game bonuses are available which would add to additional strategic play to the game and also entice game players to continue to play the game until the next interval for the next bonus in hopes to increase the popularity of the game.

Conclusion

9. Any inquiry concerning this communication or earlier communications from the examiner should be directed to DAMON J PIERCE whose telephone number is (571)270-1997. The examiner can normally be reached on M-F 8am-5pm.

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.

/DAMON J PIERCE/
Primary Examiner, Art Unit 3715

Notice of References Cited	Application/Control No. 14/631,221	Applicant(s)/Patent Under Reexamination SUZUKI, Koichi	
	Examiner DAMON J PIERCE	Art Unit 3715	Page 1 of 1

U.S. PATENT DOCUMENTS

*		Document Number Country Code-Number-Kind Code	Date MM-YYYY	Name	CPC Classification	US Classification
*	A	US-20040143852-A1	07-2004	Meyers, Philip G.	A63F13/12	725/133
	B					
	C					
	D					
	E					
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	H					
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*		Document Number Country Code-Number-Kind Code	Date MM-YYYY	Country	Name	CPC Classification
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Dates in MM-YYYY format are publication dates. Classifications may be US or foreign.

Search Notes	Application/Control No.	Applicant(s)/Patent Under Reexamination
	14/631,221	SUZUKI, Koichi
	Examiner	Art Unit
	DAMON J PIERCE	3715

CPC - Searched*		
Symbol	**Date**	**Examiner**
CPC 463/031.0000	2/1/17	CB
A63F13/44	2/1/17	CB
A63F13/58	2/1/17	CB
A63F13/822	2/1/17	CB
A63F13/44 (with keyword search)	9/1/2017	DJP
A63F13/58 (with keyword search)	9/1/2017	DJP
A63F13/822 (with keyword search)	9/1/2017	DJP
A63F13/44, 55, 58, 822 (with keyword search)	2/15/2018	DJP
A63F2300/638, 807 (with keyword search)	2/15/2018	DJP

CPC Combination Sets - Searched*		
Symbol	**Date**	**Examiner**

US Classification - Searched*			
Class	**Subclass**	**Date**	**Examiner**

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

Search Notes		
Search Notes	**Date**	**Examiner**
Inventors searched	9/1/2017	DJP
Backward and forward searched most relevant art	9/1/2017	DJP
See EAST search notes	06/06/2019	DJP

/D.J.P/ Primary Examiner, Art Unit 3715	

Search Notes	Application/Control No.	Applicant(s)/Patent Under Reexamination
	14/631,221	SUZUKI, Koichi
	Examiner	Art Unit
	DAMON J PIERCE	3715

Interference Search			
US Class/CPC Symbol	US Subclass/CPC Group	Date	Examiner
	PGPub text search	8/25/2018	DJP

/D.J.P/ Primary Examiner, Art Unit 3715	

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

PTO/SB/08a (02-18)
Approved for use through 11/30/2020. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	14631221
Filing Date	2015-02-25
First Named Inventor	Koichi SUZUKI
Art Unit	3715
Examiner Name	PIERCE, DAMON JOSEPH
Attorney Docket Number	09850001US

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)		
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	Filing Date	2015-02-25
	First Named Inventor	Koichi SUZUKI
	Art Unit	3715
	Examiner Name	PIERCE, DAMON JOSEPH
	Attorney Docket Number	09850001US

	1	Revocation Decision of the JIPO Judgment to Cancel Patent dated March 26, 2019, in connection with JP Court Case No. H30-10109 of JP Patent No. 6043844, 57 pages.	

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EXAMINER SIGNATURE

Examiner Signature	/DAMON J PIERCE/	Date Considered	05/29/2019

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

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

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)		
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	First Named Inventor	Koichi SUZUKI
	Art Unit	3715
	Examiner Name	PIERCE, DAMON JOSEPH
	Attorney Docket Number	09850001US

CERTIFICATION STATEMENT

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

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

OR

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

See attached certification statement.

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

A certification statement is not submitted herewith.

SIGNATURE

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

Signature	/Timothy J. Maier/	Date (YYYY-MM-DD)	2019-04-10
Name/Print	Timothy J. Maier	Registration Number	51,986

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

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Doc description: Information Disclosure Statement (IDS) Filed

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Approved for use through 11/30/2020. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	14631221
Filing Date	2015-02-25
First Named Inventor	Koichi SUZUKI
Art Unit	3717
Examiner Name	Damon Joseph Pierce (9188)
Attorney Docket Number	09850001US

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/D.J.P/	1	2008-113858	JP	A	2008-05-22	ARUZE CORP.	The references provided herein are based on a concurrent proceeding in a foreign jurisdiction; machine-generated	☒
/D.J.P/	2	2006-014956	JP	A	2006-01-19	ARUZE CORP.	The references provided herein are based on a concurrent proceeding in a foreign jurisdiction; machine-generated	☒

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Examiner Name	Damon Joseph Pierce (9188)
Attorney Docket Number	09850001US

Examiner Initials*	Cite No	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc), date, pages(s), volume-issue number(s), publisher, city and/or country where published.	T[5]
	1	Japanese filing of oppositions to grant of patent dated June 14, 2017, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (51 pgs.).	
	2	Japanese description of evidence dated June 14, 2017, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (9 pgs.).	
/D.J.P/	3	Japanese Notice of Reasons for Revocation of a Patent dated October 4, 2017, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (4 pgs., including English translation).	☒
	4	Japanese Written Opinion dated December 1, 2017, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (9 pgs.).	☐
/D.J.P/	5	Japanese Notice of Reasons for Revocation of a Patent dated January 15, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (22 pgs., including English translation).	☒
	6	Japanese Correction Request dated March 16, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (7 pgs.).	☐
	7	Japanese Corrected Claims dated March 16, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (2 pgs.).	☐
	8	Japanese Written Opinion dated March 16, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (20 pgs.).	☐
	9	Japanese Description of Evidence dated March 16, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (2 pgs.).	☐
	10	Japanese notification of duplicate copy of the Written Opinion dated July 2, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (1 pgs.).	☐

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Filing Date	2015-02-25
First Named Inventor	Koichi SUZUKI
Art Unit	3717
Examiner Name	Damon Joseph Pierce (9188)
Attorney Docket Number	09850001US

	11	Japanese duplicate copy of the Written Opinion issued on May 9, 2018, mailed on July 2, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (16 pgs.).	☐
/D.J.P/	12	Japanese Decision on Patent Opposition dated June 19, 2018, received on July 3, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (26 pgs., including English translation).	☒
/D.J.P/	13	Japanese Omihara watersweight fight - fighting cap (web page) dated October 24, 2013 (search on May 11, 2017), in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (108 pgs., including a partial English translation). http://seesaawiki.jp/fantasica/d/%C2%E7%B3%A4%B8%B6%BF%E5%BE%E5%C0%EF	☒
/D.J.P/	14	Japanese [Exclusive Information] Finally "Dolly" to Famitsu App (web page) dated August 22, 2012 (saved on August 27, 2012, search on May 11, 2017), in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (11 pgs., including partial English translation). http://web.archive.org/web/20120827001459/http://app.famitsu.com:80/20120822_84305/	☒
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Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

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

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

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Signature	/Timothy J. Maier/	Date (YYYY-MM-DD)	2018-12-21
Name/Print	Timothy J. Maier	Registration Number	51,986

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	1	~~Japanese filing of oppositions to grant of patent dated June 14, 2017, in connection with JP Opposition Case No.~~ 2017-700609 of JP Patent No. 6043844 (51 pgs.).	☐
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/D.J.P/	3	Japanese Notice of Reasons for Revocation of a Patent dated October 4, 2017, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (4 pgs., including English translation).	☒
	4	Japanese Written Opinion dated December 1, 2017, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (9 pgs.).	☐
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	6	Japanese Correction Request dated March 16, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (7 pgs.).	☐
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CORRECTED

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	14631221
Filing Date	2015-02-25
First Named Inventor	Koichi SUZUKI
Art Unit	3717
Examiner Name	Damon Joseph Pierce (9188)
Attorney Docket Number	09850001US

CERTIFICATION STATEMENT

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

OR

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☐ See attached certification statement.

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

☒ A certification statement is not submitted herewith.

SIGNATURE

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

Signature	/Timothy J. Maier/	Date (YYYY-MM-DD)	~~2018-12-21~~ 2019-02-12
Name/Print	Timothy J. Maier	Registration Number	51,986

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7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

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

EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S118	493	(term or time or timer or timing or sequence or period or checkpoint or interval) same (battle or fight$4 or battling or war or combat$4 or duel) same (parameter or ability or point or attribute or power or condition or reward or strength or skill or spell or magic or burn or effect or defense or defend$4 or recover$4 or hit or attack$4 or hitting or damage or magic or potion) same (chang$6 or increas$4 or decreas$4 or adjust$5 or modif$7) same (card or object or item) same (enemy or opponent or target or monster or combo or boss)	US-PGPUB; USPAT	OR	ON	2019/05/29 08:58
S119	973	A63F13/44.CPC.	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S120	45	S118 and S119	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S121	815	A63F13/58.CPC.	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S122	87	S118 and S121	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S123	1520	A63F13/822.CPC.	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S124	131	S118 and S123	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S125	3009	A63F13/00.CPC.	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S126	24	S118 and S125	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S127	5861	A63F13/10.CPC.	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S128	105	S118 and S127	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S129	7349	A63F13/12.CPC.	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S130	43	S118 and S129	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S131	973	A63F13/44.CPC.	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S132	45	S118 and S131	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S133	480	A63F13/55.CPC.	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S134	9	S118 and S133	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S135	1313	A63F13/69.CPC.	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S136	50	S118 and S135	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S137	1278	A63F13/537.CPC.	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S138	26	S118 and S137	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S139	242	A63F13/5372.CPC.	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S140	4	S118 and S139	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S141	517	A63F13/825.CPC.	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S142	2	S118 and S141	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S143	302	A63F2300/5593.CPC.	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02
S144	13	S118 and S143	US-PGPUB; USPAT	OR	ON	2019/05/29 09:02

S145	891	A63F2300/85.CPC.	US-PGPUB; USPAT	OR	ON	2019/05/29 09:03
S146	53	S118 and S145	US-PGPUB; USPAT	OR	ON	2019/05/29 09:03
S147	602	A63F2300/638.CPC.	US-PGPUB; USPAT	OR	ON	2019/05/29 09:03
S148	17	S118 and S147	US-PGPUB; USPAT	OR	ON	2019/05/29 09:03
S149	1183	A63F2300/807.CPC.	US-PGPUB; USPAT	OR	ON	2019/05/29 09:03
S150	56	S118 and S149	US-PGPUB; USPAT	OR	ON	2019/05/29 09:03
S152	12	(20160121219|8147308|7877979|20160124518|20070087801|20020142817|20020098890|20020098885|20030134678|20040157668|20100304814|20130053152|7704135).pn.	US-PGPUB; USPAT	OR	ON	2019/05/29 15:04
S153	13	(20160121219|8147308|7877979|20160124518|20070087801|20020142817|20020098890|20020098885|20030134678|20040157668|20100304814|20130053152|20020142817|20020098890|20020098885|20030134678|20040157662|20130053152|7704135).pn.	US-PGPUB; USPAT	OR	ON	2019/05/29 18:55

6/6/2019 1:42:59 AM
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Doc code: IDS
Doc description: Information Disclosure Statement (IDS) Filed

PTO/SB/08a (02-18)
Approved for use through 11/30/2020. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	14631221
Filing Date	2015-02-25
First Named Inventor	Koichi SUZUKI
Art Unit	3717
Examiner Name	Damon Joseph Pierce (9188)
Attorney Docket Number	09850001US

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	Filing Date	2015-02-25
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	Attorney Docket Number	09850001US

	1	Japanese document Case for Canceling Patent Cancellation Decision-Defendant's First Brief dated December 5, 2018, in connection with JP Court Case No. H30-10109 of JP Patent No. 6043844 (29 pgs.).

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EXAMINER SIGNATURE

Examiner Signature	/DAMON J PIERCE/	Date Considered	05/29/2019

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Signature	/Timothy J. Maier/	Date (YYYY-MM-DD)	2019-02-14
Name/Print	Timothy J. Maier	Registration Number	51,986

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

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT (**Not for submission under 37 CFR 1.99)**		
	Application Number	14631221
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	First Named Inventor	Koichi SUZUKI
	Art Unit	3715
	Examiner Name	PIERCE, DAMON JOSEPH
	Attorney Docket Number	09850001US

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Examiner Initials*	Cite No	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc), date, pages(s), volume-issue number(s), publisher, city and/or country where published.	T[5]

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	First Named Inventor	Koichi SUZUKI
	Art Unit	3715
	Examiner Name	PIERCE, DAMON JOSEPH
	Attorney Docket Number	09850001US

	1	Revocation Decision of the JIPO Judgment to Cancel Patent dated March 26, 2019, in connection with JP Court Case No. H30-10109 of JP Patent No. 6043844; 57 pages.	

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Signature	/Timothy J. Maier/	Date (YYYY-MM-DD)	2019-04-10
Name/Print	Timothy J. Maier	Registration Number	51,986

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5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.

6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.

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

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant: GREE, Inc.	Confirmation No.: 9188
U.S. Patent Application No. 14/631,221	Art Unit: 3717
Filing Date: February 25, 2015	Examiner: Pierce, Damon Joseph
Title: GAME CONTROL METHOD, SYSTEM, AND NON-TRANSITORY COMPUTER-READABLE RECORDING MEDIUM	Attorney Docket No.: 09850001US

TRANSMITTAL OF INFORMATION DISCLOSURE STATEMENT

AND

STATEMENT OF RELEVANCE

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

April 10, 2019

Dear Sir:

Transmitted concurrently herewith is an Information Disclosure Statement SB08a.

Further, it is stated that this disclosure is a judgment of the Japan Intellectual Property High Court that the present inventions have inventive step over the evidences Al and A4.

It is respectfully requested that the information disclosed herein be made of record in this application.

MAIER & MAIER, PLLC
345 South Patrick Street
Alexandria, VA 22314
(703) 740-8322
Customer No. 62008

Respectfully submitted,

/Timothy J. Maier/
Timothy J. Maier
Attorney for Applicant
Reg. No. 51,986

TJM/ks

Attachment:
Information Disclosure Statement PTO-Form SB08

Electronic Acknowledgement Receipt

EFS ID:	35678727
Application Number:	14631221
International Application Number:	
Confirmation Number:	9188
Title of Invention:	GAME CONTROL METHOD, SYSTEM, AND NON-TRANSITORY COMPUTER-READABLE RECORDING MEDIUM
First Named Inventor/Applicant Name:	Koichi SUZUKI
Customer Number:	62008
Filer:	Timothy Joseph Maier/Kaoru Saito
Filer Authorized By:	Timothy Joseph Maier
Attorney Docket Number:	09850001US
Receipt Date:	10-APR-2019
Filing Date:	25-FEB-2015
Time Stamp:	10:52:58
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	Information Disclosure Statement (IDS) Form (SB08)	IDS.pdf	1034464 83daa3aa68ed1ef303a1a6d178645290d23772c8	no	4

Warnings:

Information:					
A U.S. Patent Number Citation or a U.S. Publication Number Citation is required in the Information Disclosure Statement (IDS) form for autoloading of data into USPTO systems. You may remove the form to add the required data in order to correct the Informational Message if you are citing U.S. References. If you chose not to include U.S. References, the image of the form will be processed and be made available within the Image File Wrapper (IFW) system. However, no data will be extracted from this form. Any additional data such as Foreign Patent Documents or Non Patent Literature will be manually reviewed and keyed into USPTO systems.					
2	Transmittal Letter	IDS_Transmittal.pdf	17903 6f323f759b21d54f417aa70ea0b2e2ddbbd24290	no	1
Warnings:					
Information:					
3	Non Patent Literature	NPL_JIP_Judgment.pdf	393829 b1676a68886d0bcd1ffd65beaaac0ad365b63f45	no	57
Warnings:					
Information:					
			Total Files Size (in bytes):	1446196	

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.

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

PTO/SB/08a (02-18)
Approved for use through 11/30/2020. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (**Not for submission under 37 CFR 1.99)**		
	Application Number	14631221
	Filing Date	2015-02-25
	First Named Inventor	Koichi SUZUKI
	Art Unit	3717
	Examiner Name	Damon Joseph Pierce (9188)
	Attorney Docket Number	09850001US

U.S.PATENTS Remove

Examiner Initial*	Cite No	Patent Number	Kind Code[1]	Issue Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1					

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Examiner Initial*	Cite No	Publication Number	Kind Code[1]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
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Examiner Initial*	Cite No	Foreign Document Number[3]	Country Code[2] i	Kind Code[4]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear	T[5]
	1							

If you wish to add additional Foreign Patent Document citation information please click the Add button Add

NON-PATENT LITERATURE DOCUMENTS Remove

Examiner Initials*	Cite No	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc), date, pages(s), volume-issue number(s), publisher, city and/or country where published.	T[5]

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)		
	Application Number	14631221
	Filing Date	2015-02-25
	First Named Inventor	Koichi SUZUKI
	Art Unit	3717
	Examiner Name	Damon Joseph Pierce (9188)
	Attorney Docket Number	09850001US

	1	Japanese document Case for Canceling Patent Cancellation Decision-Defendant's First Brief dated December 5, 2018, in connection with JP Court Case No. H30-10109 of JP Patent No. 6043844 (29 pgs.).	

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

EXAMINER SIGNATURE

Examiner Signature		Date Considered	

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

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

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)		
	Application Number	14631221
	Filing Date	2015-02-25
	First Named Inventor	Koichi SUZUKI
	Art Unit	3717
	Examiner Name	Damon Joseph Pierce (9188)
	Attorney Docket Number	09850001US

CERTIFICATION STATEMENT

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

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

OR

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

See attached certification statement.

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

☒ A certification statement is not submitted herewith.

SIGNATURE

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

Signature	/Timothy J. Maier/	Date (YYYY-MM-DD)	2019-02-14
Name/Print	Timothy J. Maier	Registration Number	51,986

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

Privacy Act Statement

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

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

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C. 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether the Freedom of Information Act requires disclosure of these record s.

2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.

3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.

4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).

5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.

6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

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

Electronic Acknowledgement Receipt	
EFS ID:	35156899
Application Number:	14631221
International Application Number:	
Confirmation Number:	9188
Title of Invention:	GAME CONTROL METHOD, SYSTEM, AND NON-TRANSITORY COMPUTER-READABLE RECORDING MEDIUM
First Named Inventor/Applicant Name:	Koichi SUZUKI
Customer Number:	62008
Filer:	Timothy Joseph Maier/Kelli Harris
Filer Authorized By:	Timothy Joseph Maier
Attorney Docket Number:	09850001US
Receipt Date:	14-FEB-2019
Filing Date:	25-FEB-2015
Time Stamp:	17:29:57
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	Transmittal Letter	09850001US-IDS-Trans-Ltr.pdf	67626 aed3a13aa62817fbe76bc9736a5541862bb60e91	no	1
Warnings:					

Information:					
2	Information Disclosure Statement (IDS) Form (SB08)	09850001US-IDS-Form-PTOSB08a.pdf	1034432 5bc2c449ebe61848f305c20807bb2b3b0a972261	no	4
Warnings:					
Information:					
A U.S. Patent Number Citation or a U.S. Publication Number Citation is required in the Information Disclosure Statement (IDS) form for autoloading of data into USPTO systems. You may remove the form to add the required data in order to correct the Informational Message if you are citing U.S. References. If you chose not to include U.S. References, the image of the form will be processed and be made available within the Image File Wrapper (IFW) system. However, no data will be extracted from this form. Any additional data such as Foreign Patent Documents or Non Patent Literature will be manually reviewed and keyed into USPTO systems.					
3	Other Reference-Patent/App/Search documents	09850001US-NPL-1-JP-Motion-Dismiss.pdf	3944618 e66c3308a74024935e60f8da212ebc563bfc55d1	no	29
Warnings:					
Information:					
		Total Files Size (in bytes):	5046676		

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.

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant: GREE, Inc.	Confirmation No.: 9188
U.S. Patent Application No. 14/631,221	Art Unit: 3717
Filing Date: February 25, 2015	Examiner: Damon Joseph Pierce
Title: GAME CONTROL METHOD, SYSTEM, AND NON-TRANSITORY COMPUTER-READABLE RECORDING MEDIUM	Attorney Docket No.: 09850001US

TRANSMITTAL OF INFORMATION DISCLOSURE STATEMENT AND STATEMENT OF RELEVANCE

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

February 14, 2019

Dear Sir:

Transmitted concurrently herewith is an Information Disclosure Statement SB08a.

Further, it is stated that the references provided herein are based on a concurrent proceeding in a foreign jurisdiction.

It is respectfully requested that the information disclosed herein be made of record in this application.

MAIER & MAIER, PLLC
345 South Patrick Street
Alexandria, VA 22314
(703) 740-8322
Customer No. 62008

Respectfully submitted,

/Timothy J. Maier/
Timothy J. Maier
Attorney for Applicant
Reg. No. 51,986

TJM/ksh

CORRECTED

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(Not for submission under 37 CFR 1.99)

Application Number	14631221
Filing Date	2015-02-25
First Named Inventor	Koichi SUZUKI
Art Unit	3717
Examiner Name	Damon Joseph Pierce (9188)
Attorney Docket Number	09850001US

U.S.PATENTS

Examiner Initial*	Cite No	Patent Number	Kind Code[1]	Issue Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1					

If you wish to add additional U.S. Patent citation information please click the Add button.

U.S.PATENT APPLICATION PUBLICATIONS

Examiner Initial*	Cite No	Publication Number	Kind Code[1]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear
	1					

If you wish to add additional U.S. Published Application citation information please click the Add button.

FOREIGN PATENT DOCUMENTS

Examiner Initial*	Cite No	Foreign Document Number[3]	Country Code[2] i	Kind Code[4]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear	T[5]
	1	2008-113858	JP	A	2008-05-22	ARUZE CORP.	The references provided herein are based on a concurrent proceeding in a foreign jurisdiction; machine-generated	☒
	2	2006-014956	JP	A	2006-01-19	ARUZE CORP.	The references provided herein are based on a concurrent proceeding in a foreign jurisdiction; machine-generated	☒

If you wish to add additional Foreign Patent Document citation information please click the Add button

NON-PATENT LITERATURE DOCUMENTS

CORRECTED **INFORMATION DISCLOSURE STATEMENT BY APPLICANT** **(Not for submission under 37 CFR 1.99)**		
	Application Number	14631221
	Filing Date	2015-02-25
	First Named Inventor	Koichi SUZUKI
	Art Unit	3717
	Examiner Name	Damon Joseph Pierce (9188)
	Attorney Docket Number	09850001US

Examiner Initials*	Cite No	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc), date, pages(s), volume-issue number(s), publisher, city and/or country where published.	T[5]
	1	Japanese filing of oppositions to grant of patent dated June 14, 2017, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (51 pgs.).	☐
	2	Japanese description of evidence dated June 14, 2017, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (9 pgs.).	☐
	3	Japanese Notice of Reasons for Revocation of a Patent dated October 4, 2017, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (4 pgs., including English translation).	☒
	4	Japanese Written Opinion dated December 1, 2017, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (9 pgs.).	☐
	5	Japanese Notice of Reasons for Revocation of a Patent dated January 15, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (22 pgs., including English translation).	☒
	6	Japanese Correction Request dated March 16, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (7 pgs.).	☐
	7	Japanese Corrected Claims dated March 16, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (2 pgs.).	☐
	8	Japanese Written Opinion dated March 16, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (20 pgs.).	☐
	9	Japanese Description of Evidence dated March 16, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (2 pgs.).	☐
	10	Japanese notification of duplicate copy of the Written Opinion dated July 2, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (1 pgs.).	☐

CORRECTED **INFORMATION DISCLOSURE STATEMENT BY APPLICANT** **(Not for submission under 37 CFR 1.99)**		
	Application Number	14631221
	Filing Date	2015-02-25
	First Named Inventor	Koichi SUZUKI
	Art Unit	3717
	Examiner Name	Damon Joseph Pierce (9188)
	Attorney Docket Number	09850001US

	11	Japanese duplicate copy of the Written Opinion issued on May 9, 2018, mailed on July 2, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (16 pgs.).	☐
	12	Japanese Decision on Patent Opposition dated June 19, 2018, received on July 3, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (26 pgs., including English translation).	☒
	13	Japanese Omihara watersweight fight - fighting cap (web page) dated October 24, 2013 (search on May 11, 2017), in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (108 pgs., including a partial English translation). http://seesaawiki.jp/fantasica/d/%C2%E7%B3%A4%B8%B6%BF%E5%BE%E5%C0%EF	☒
	14	Japanese [Exclusive Information] Finally "Dolly" to Famitsu App (web page) dated August 22, 2012 (saved on August 27, 2012, search on May 11, 2017), in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (11 pgs., including partial English translation). http://web.archive.org/web/20120827001459/http://app.famitsu.com:80/20120822_84305/	☒
	15	Japanese (Dr. X Department) Dedicated to beginners! Explanation about "Drago Leagues" (Capture 4th Baron Masari Hen) (web page) dated March 25, 2013 (saved on March 27, 2013, search on May 11, 2017), in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (19 pgs., including partial English translation). http://web.archive.org/web/20130327024836/https://app.famitsu.com/20130325_143480/	☒
	16	Enterbrain Inc., "Great collision guardian break", Weekly Famitsu (Famitsu mobage) (web page) dated January 10, 2013, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (5pgs., including partial English translation).	☒
	17	Great clash! Guardian Break Characteristic Event Bonus Game Strategy Information (GREE Mobage - Other), dated October 21, 2012 (search on May 11, 2017), in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (7 pgs., including partial English translation). http://barbarossa7.doorblog.jp/archives/19185151.html	☒
	18	"Ixion Saaga" Posted a Tactical Battle Test play report. What is the evaluation of the newly added online matchup "base battle" (Crush or Build)? (web page) dated June 6, 2012 (saved on June 5, 2012, search on May 31, 2017), in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (23 pgs., including partial English translation.). https://web.archive.org/web/20120605172904/http://www.4gamer.net:80/games/136/G013604/20120601030/	☒
	19	"State-of-the-art online action RPG C9 (Continent of the Ninth) Pmang Officila Site Game Guide (web page) dated September 1, 2013 (saved on September 1, 2013, search on May 31, 2017), in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (25 pgs., including partial English translation). https://web.archive.org/web/20130901235716/http:/c9.pmang.jp/game_guides/266	☒
	20	Gzbrain Inc., "Delivering a game guide of Simulation RPG" Striking Fantasy "that marveled 4 million people worldwide!", Famitsu App, dated June 25, 2013, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (19 pgs.). https://app.famitsu.com/20130625_180640/	☐
	21	Sanseido Co., Ltd., "Daijirin" (Dictionary), Second Edition, published by Sanseido Co., Ltd., dated October 1, 1999, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (3 pgs.).	☐

CORRECTED **INFORMATION DISCLOSURE STATEMENT BY APPLICANT** **(Not for submission under 37 CFR 1.99)**		
	Application Number	14631221
	Filing Date	2015-02-25
	First Named Inventor	Koichi SUZUKI
	Art Unit	3717
	Examiner Name	Damon Joseph Pierce (9188)
	Attorney Docket Number	09850001US

	22	Takaaki YAMAZAKI, A Report on Operation Check of Virtua Striker, submitted October 17, 2017, in Case No. H29 YO 22040 of JP Patent No. 5793592 (11 pgs.).	☐
	23	Supercell's First Brief, submitted August 22, 2017, in Case No. H29 YO 22040 of JP Patent No. 5793592 (39 pgs.).	☐
	24	Supercell's Third Brief, submitted October 17, 2017, in Case No. H29 ~~289~~ YO 22040 of JP Patent No. 5793592 (27 pgs.).	☐
	25	Answer, submitted September 20, 2017, in Case No. H29 YO 22175 of JP Patent No. 6043844 (37 pgs.).	☐
	26	Supercell's Second Brief, submitted November 14, 2017, in Case No. H29 YO 22175 of JP Patent No. 6043844 (29 pgs.).	☐
	27	Supercell's Second Brief, submitted June 8, 2018, in Case No. H30 YO 22006 of JP Patent No. 6228252 ~~62282524~~ (42 pgs.).	☐
	28	wikipedia page, Yu-Gi-Oh! 5D's STARDUST ACCELERATOR-WORLD CHAMPOINSHIP 2009-, printed May 15, 2018 (5 pgs.).	☐
	29	Konami Digital Entertainment, "Yu-Gi-Oh! ZEXAL Official Card Game" Official Rulebook, dated March 19, 2011 (32 pgs.).	☐
	30	BIGLOBE News, Yu-Gi-Oh! card certified as Guinness, June 16, 2011 (4 pgs.).	☐
	31	Konami Digital Entertainment, Yu-Gi-Oh! 5D's STARDUST ACCELERATOR WORLD CHAMPOINSHIP 2009 Owner's Manual, March 26, 2009 (24 pgs.).	☐
	32	Tsubasa YAMAMOTO, A Report on the configuration of Yu-Gi-Oh 5D's, submitted May 21, 2018, in Case No. H30 YO 22006 of JP Patent No. 6228252 (8 pgs.).	☐

CORRECTED **INFORMATION DISCLOSURE STATEMENT BY APPLICANT** **(Not for submission under 37 CFR 1.99)**		
	Application Number	14631221
	Filing Date	2015-02-25
	First Named Inventor	Koichi SUZUKI
	Art Unit	3717
	Examiner Name	Damon Joseph Pierce (9188)
	Attorney Docket Number	09850001US

	33	Eight Senses, PC GAME SOFT "BATTLE LINE" package cover, June 30, 2009 (1 pg.).	☐
	34	BATTLE LINE Rule Manual, printed May 10, 2018 (30 pgs.).	☐
	35	4 Gamer. Net, "Professioinal Baseball Famista Online" is undeniably "Famista", August 17, 2006 (5 pgs.).	☐
	36	KONAMI CORPORATION, Game Boy Advance "Captain Tsubasa The path of glory" Instruction Manual, February 21, 2002 (35 pgs.).	☐
	37	Takaaki YAMAZAKI, A Report on Operation Check of Captain Tsubasa's configuration, submitted July 12, 2018, in Case No. H30 ~~29~~ YO 22006 of JP Patent No. 6228252 (14 pgs.).	☐
	38	GREE's Third Brief, submitted July 30, 2018, in Case No. H30 YO 22006 of JP Patent No. 6228252 (28 pgs.).	☐
	39	Supercell's Fourth Brief, submitted August 31, 2018 ~~20918~~, in Case No. H30 YO 22006 of JP Patent No. 6228252 (34 pgs.).	☐
	40	Tsubasa Yamamoto, Second Report on the Configuration of Yu-Gi-Oh 5D's, submitted August 31, 2018, in Case No. H30 YO 22006 of JP Patent No. 6228252 (4 pgs.).	☐
	41	Takaaki YAMAZAKI, A Report on Operation Check of Captain Tsubasa's configuration "Shoot scene", submitted August 31, 2018, in Case No. H30 YO 22006 of JP Patent No. 6228252 (6 pgs.).	☐
	42	Nippon Professional Baseball, 2013 Official Baseball Rules, April 1, 2013 (4 pgs.)	☐
	43	Toshiki Aigawa, Net back relay - Toshiki Aigawsa's Netterland, printed August 22, 2018 (4 pgs.).	☐

CORRECTED **INFORMATION DISCLOSURE STATEMENT BY APPLICANT** **(Not for submission under 37 CFR 1.99)**		
	Application Number	14631221
	Filing Date	2015-02-25
	First Named Inventor	Koichi SUZUKI
	Art Unit	3717
	Examiner Name	Damon Joseph Pierce (9188)
	Attorney Docket Number	09850001US

	44	super-famicon.jp, Tecmo Super Baseball, printed August 22, 2018 (1 pg.).	☐
	45	Supercell's First Brief, submitted July 12, 2018, in Case No. H30 YO 22036 of JP Patent No. 6295002 (30 pgs.).	☐
	46	GREE's Second Brief, submitted September 7, 2018, in Case No. H30 YO 22036 of JP Patent No. 6295002 (18 pgs.).	☐

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

EXAMINER SIGNATURE

Examiner Signature		Date Considered	

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

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

CORRECTED **INFORMATION DISCLOSURE STATEMENT BY APPLICANT** **(Not for submission under 37 CFR 1.99)**		
	Application Number	14631221
	Filing Date	2015-02-25
	First Named Inventor	Koichi SUZUKI
	Art Unit	3717
	Examiner Name	Damon Joseph Pierce (9188)
	Attorney Docket Number	09850001US

CERTIFICATION STATEMENT

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

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

OR

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

☐ See attached certification statement.

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

☒ A certification statement is not submitted herewith.

SIGNATURE

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

Signature	/Timothy J. Maier/	Date (YYYY-MM-DD)	~~2018-12-21~~ 2019-02-12
Name/Print	Timothy J. Maier	Registration Number	51,986

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

CORRECTED

Privacy Act Statement

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

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

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C. 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether the Freedom of Information Act requires disclosure of these record s.

2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.

3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.

4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).

5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.

6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.

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

Electronic Acknowledgement Receipt

EFS ID:	35130903
Application Number:	14631221
International Application Number:	
Confirmation Number:	9188
Title of Invention:	GAME CONTROL METHOD, SYSTEM, AND NON-TRANSITORY COMPUTER-READABLE RECORDING MEDIUM
First Named Inventor/Applicant Name:	Koichi SUZUKI
Customer Number:	62008
Filer:	Timothy Joseph Maier/Kelli Harris
Filer Authorized By:	Timothy Joseph Maier
Attorney Docket Number:	09850001US
Receipt Date:	12-FEB-2019
Filing Date:	25-FEB-2015
Time Stamp:	17:44:09
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	Transmittal Letter	09850001US-IDS-Trans.pdf	89266 50a88efac427786edf302c12b2f4e86819fa31c9	no	2

Warnings:

Information:					
2	Information Disclosure Statement (IDS) Form (SB08)	09850001US-Crrtd-IDS-Form-PTOSB08a.pdf	112741 e29a2cdb9a528732fd994ec1b97bb9ddb9bd4c3a	no	8
Warnings:					
Information:					
This is not an USPTO supplied IDS fillable form					
		Total Files Size (in bytes):	202007		

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.

IN THE UNITED STATES PATENT & TRADEMARK OFFICE

In re Patent Application of: Koichi SUZUKI U.S. Patent Application No. 14/631,221 Filed: February 25, 2015 Title: GAME CONTROL METHOD, SYSTEM, AND NON-TRANSITORY COMPUTER-READABLE RECORDING MEDIUM	Confirmation No.: 9188 Art Unit: 3717 Examiner: Damon Joseph Pierce Attorney Docket No.: 09850001US

TRANSMITTAL OF CORRECTED INFORMATION DISCLOSURE STATEMENT

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

February 12, 2019

Dear Sir:

Transmitted herewith is a "Corrected Information Disclosure Statement by Applicant", with corrections therein as listed below.

1. NPL cite No. 24 has been corrected to read "… in Case No. H29", rather than "… in Case No. H~~289~~";

2. NPL cite No. 27 has been corrected to read "… of JP Patent No. 6228252", rather than "… of JP Patent No. ~~62282524~~";

3. NPL cite No. 37 has been corrected to read "… in Case No. H30", rather than "… in Case No. H~~29~~"; and

4. NPL cite No. 39 has been corrected to read "… submitted August 31, 2018", rather than "… submitted August 31, ~~20918~~".

It is respectfully submitted that the corrections to the Information Disclosure Statement filed December 21, 2018, do not add any new matter and merely correct information pertaining to the cited documents.

Entry of the Corrected Information Disclosure Statement and indication of consideration of the Corrected Information Disclosure Statement is respectfully requested.

Favorable action on the merits is respectfully requested.

No fee is believed due in connection with this submission.

Respectfully submitted,

/Timothy J. Maier/
Timothy J. Maier
Attorney of Record
Reg. No. 51,986

Maier & Maier, PLLC
345 South Patrick Street
Alexandria, Virginia 22314
(703) 740-8322
Customer No. 62008

TJM/COH/TMH/ksh
February 12, 2019

Doc code: RCEX
Doc description: Request for Continued Examination (RCE)

PTO/SB/30EFS (02-18)
Approved for use through 11/30/2020. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

REQUEST FOR CONTINUED EXAMINATION(RCE)TRANSMITTAL
(Submitted Only via EFS-Web)

Application Number	14/631,221	Filing Date	2015-02-25	Docket Number (if applicable)	09850001US	Art Unit	3717
First Named Inventor	Koichi SUZUKI			Examiner Name	Damon Joseph Pierce (9188)		

This is a Request for Continued Examination (RCE) under 37 CFR 1.114 of the above-identified application.
Request for Continued Examination (RCE) practice under 37 CFR 1.114 does not apply to any utility or plant application filed prior to June 8, 1995, or to any design application. The Instruction Sheet for this form is located at WWW.USPTO.GOV

SUBMISSION REQUIRED UNDER 37 CFR 1.114

Note: If the RCE is proper, any previously filed unentered amendments and amendments enclosed with the RCE will be entered in the order in which they were filed unless applicant instructs otherwise. If applicant does not wish to have any previously filed unentered amendment(s) entered, applicant must request non-entry of such amendment(s).

☐ Previously submitted. If a final Office action is outstanding, any amendments filed after the final Office action may be considered as a submission even if this box is not checked.

- ☐ Consider the arguments in the Appeal Brief or Reply Brief previously filed on _____
- ☐ Other _____

☒ Enclosed

- ☐ Amendment/Reply
- ☒ Information Disclosure Statement (IDS)
- ☐ Affidavit(s)/ Declaration(s)
- ☐ Other _____

MISCELLANEOUS

☐ Suspension of action on the above-identified application is requested under 37 CFR 1.103(c) for a period of months _____
(Period of suspension shall not exceed 3 months; Fee under 37 CFR 1.17(i) required)

☐ Other _____

FEES

☒ **The RCE fee under 37 CFR 1.17(e) is required by 37 CFR 1.114 when the RCE is filed.**
The Director is hereby authorized to charge any underpayment of fees, or credit any overpayments, to Deposit Account No 505976

SIGNATURE OF APPLICANT, ATTORNEY, OR AGENT REQUIRED

☒ Patent Practitioner Signature

Applicant Signature

PTO/SB/30EFS (02-18)
Approved for use through 11/30/2020. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

Signature of Registered U.S. Patent Practitioner			
Signature	/Timothy J. Maier/	Date (YYYY-MM-DD)	2018-12-21
Name	Timothy J. Maier	Registration Number	51986

This collection of information is required by 37 CFR 1.114. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450.

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

Privacy Act Statement

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

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

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C. 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether the Freedom of Information Act requires disclosure of these records.

2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.

3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.

4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).

5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.

6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.

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

PTO/SB/08a (02-18)
Approved for use through 11/30/2020. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

INFORMATION DISCLOSURE STATEMENT BY APPLICANT
(Not for submission under 37 CFR 1.99)

Application Number	14631221
Filing Date	2015-02-25
First Named Inventor	Koichi SUZUKI
Art Unit	3717
Examiner Name	Damon Joseph Pierce (9188)
Attorney Docket Number	09850001US

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Examiner Initial*	Cite No	Foreign Document Number[3]	Country Code[2]	Kind Code[4]	Publication Date	Name of Patentee or Applicant of cited Document	Pages,Columns,Lines where Relevant Passages or Relevant Figures Appear	T[5]
	1	2008-113858	JP	A	2008-05-22	ARUZE CORP.	The references provided herein are based on a concurrent proceeding in a foreign jurisdiction; machine-generated	☒
	2	2006-014956	JP	A	2006-01-19	ARUZE CORP.	The references provided herein are based on a concurrent proceeding in a foreign jurisdiction; machine-generated	☒

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INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)		
	Application Number	14631221
	Filing Date	2015-02-25
	First Named Inventor	Koichi SUZUKI
	Art Unit	3717
	Examiner Name	Damon Joseph Pierce (9188)
	Attorney Docket Number	09850001US

Examiner Initials*	Cite No	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc), date, pages(s), volume-issue number(s), publisher, city and/or country where published.	T[5]
	1	Japanese filing of oppositions to grant of patent dated June 14, 2017, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (51 pgs.).	
	2	Japanese description of evidence dated June 14, 2017, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (9 pgs.).	
	3	Japanese Notice of Reasons for Revocation of a Patent dated October 4, 2017, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (4 pgs., including English translation).	☒
	4	Japanese Written Opinion dated December 1, 2017, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (9 pgs.).	☐
	5	Japanese Notice of Reasons for Revocation of a Patent dated January 15, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (22 pgs., including English translation).	☒
	6	Japanese Correction Request dated March 16, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (7 pgs.).	☐
	7	Japanese Corrected Claims dated March 16, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (2 pgs.).	☐
	8	Japanese Written Opinion dated March 16, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (20 pgs.).	☐
	9	Japanese Description of Evidence dated March 16, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (2 pgs.).	☐
	10	Japanese notification of duplicate copy of the Written Opinion dated July 2, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (1 pgs.).	☐

INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)		
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	Filing Date	2015-02-25
	First Named Inventor	Koichi SUZUKI
	Art Unit	3717
	Examiner Name	Damon Joseph Pierce (9188)
	Attorney Docket Number	09850001US

	11	Japanese duplicate copy of the Written Opinion issued on May 9, 2018, mailed on July 2, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (16 pgs.).	☐
	12	Japanese Decision on Patent Opposition dated June 19, 2018, received on July 3, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (26 pgs., including English translation).	☒
	13	Japanese Omihara watersweight fight - fighting cap (web page) dated October 24, 2013 (search on May 11, 2017), in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (108 pgs., including a partial English translation). http://seesaawiki.jp/fantasica/d/%C2%E7%B3%A4%B8%B6%BF%E5%BE%E5%C0%EF	☒
	14	Japanese [Exclusive Information] Finally "Dolly" to Famitsu App (web page) dated August 22, 2012 (saved on August 27, 2012, search on May 11, 2017), in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (11 pgs., including partial English translation). http://web.archive.org/web/20120827001459/http://app.famitsu.com:80/20120822_84305/	☒
	15	Japanese (Dr. X Department) Dedicated to beginners! Explanation about "Drago Leagues" (Capture 4th Baron Masarl Hen) (web page) dated March 25, 2013 (saved on March 27, 2013, search on May 11, 2017), in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (19 pgs., including partial English translation). http://web.archive.org/web/20130327024836/https://app.famitsu.com/20130325_143480/	☒
	16	Enterbrain Inc., "Great collision guardian break", Weekly Famitsu (Famitsu mobage) (web page) dated January 10, 2013, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (5pgs., including partial English translation).	☒
	17	Great clash! Guardian Break Characteristic Event Bonus Game Strategy Information (GREE Mobage - Other), dated October 21, 2012 (search on May 11, 2017), in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (7 pgs., including partial English translation). http://barbarossa7.doorblog.jp/archives/19185151.html	☒
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INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)		
	Application Number	14631221
	Filing Date	2015-02-25
	First Named Inventor	Koichi SUZUKI
	Art Unit	3717
	Examiner Name	Damon Joseph Pierce (9188)
	Attorney Docket Number	09850001US

	22	Takaaki YAMAZAKI, A Report on Operation Check of Virtua Striker, submitted October 17, 2017, in Case No. H29 YO 22040 of JP Patent No. 5793592 (11 pgs.).	☐
	23	Supercell's First Brief, submitted August 22, 2017, in Case No. H29 YO 22040 of JP Patent No. 5793592 (39 pgs.).	☐
	24	Supercell's Third Brief, submitted October 17, 2017, in Case No. H289 YO 22040 of JP Patent No. 5793592 (27 pgs.).	☐
	25	Answer, submitted September 20, 2017, in Case No. H29 YO 22175 of JP Patent No. 6043844 (37 pgs.).	☐
	26	Supercell's Second Brief, submitted November 14, 2017, in Case No. H29 YO 22175 of JP Patent No. 6043844 (29 pgs.).	☐
	27	Supercell's Second Brief, submitted June 8, 2018, in Case No. H30 YO 22006 of JP Patent No. 62282524 (42 pgs.).	☐
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	30	BIGLOBE News, Yu-Gi-Oh! card certified as Guinness, June 16, 2011 (4 pgs.).	☐
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	32	Tsubasa YAMAMOTO, A Report on the configuration of Yu-Gi-Oh 5D's, submitted May 21, 2018, in Case No. H30 YO 22006 of JP Patent No. 6228252 (8 pgs.).	☐

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	33	Eight Senses, PC GAME SOFT "BATTLE LINE" package cover, June 30, 2009 (1 pg.).	☐
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	35	4 Gamer. Net, "Professioinal Baseball Famista Online" is undeniably "Famista", August 17, 2006 (5 pgs.).	☐
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	38	GREE's Third Brief, submitted July 30, 2018, in Case No. H30 YO 22006 of JP Patent No. 6228252 (28 pgs.).	☐
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	43	Toshiki Aigawa, Net back relay - Toshiki Aigawsa's Netterland, printed August 22, 2018 (4 pgs.).	☐

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	Attorney Docket Number	09850001US

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

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Signature	/Timothy J. Maier/	Date (YYYY-MM-DD)	2018-12-21
Name/Print	Timothy J. Maier	Registration Number	51,986

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Bibliographic data: JP2008113858 (A) — 2008-05-22

GAME SYSTEM

Inventor(s):	KOGO JUNICHI ± (KOGO JUNICHI)
Applicant(s):	ARUZE CORP ± (ARUZE CORP)
Classification:	**- international:** ***A63F13/00; A63F13/10*** **- cooperative:**
Application number:	JP20060299991 20061106 Global Dossier
Priority number(s):	JP20060299991 20061106

Abstract of JP2008113858 (A)

PROBLEM TO BE SOLVED: To provide a game system capable of preventing the result of a game from being easily affected by the difference in the speed of thinking or the degree of skill of players on the input of commands caused by the difference among the players in the experience in the game in which a plurality of players participate. ;SOLUTION: The receiving time for receiving commands transmitted from a terminal device 3 is set in a shop server 2 to execute game processes, and commands from the terminal device 3 are received only in the receiving time. When the receiving time terminates, the shop server 2 executes a process for advancing the game based on the commands received in the receiving time. ;COPYRIGHT: (C)2008,JPO&INPIT

Notice

CLAIMS JP2008113858

1.
A plurality of input means provided corresponding to each of the plurality of players and to which instructions from the respective players are inputted respectively; a program for executing the game on the basis of the instructions inputted from the plurality of input means And a game control unit that reads the program from the storage unit and controls the game based on the instruction input to the plurality of input units according to the program, The game control means has a reception period setting means for setting an acceptance period of an instruction inputted respectively from the plurality of input means, and when the reception period ends, the input means accepted during the reception period And starts the processing of the program based on an instruction from the game program.

2.
Wherein said game control means has in-process input means for inputting an instruction from said plurality of players during processing of said program, and said game control means instructs from said in-process input means during processing of said program The game processing apparatus performs a process based on an instruction from the in-process input means.

3.
The game control means suspends the processing of the program based on the instruction from the input means while performing the process based on the instruction input from the in-process input means The described game system.

4.

The game control means has an instruction input limiting means for limiting the number of contents which can be instructed by the in-process input means and the input of the instruction to the in-process input means The game system according to 2 or 3.

Notice

DESCRIPTION JP2008113858

PROBLEM TO BE SOLVED: To provide a game system in which a result of a game is hardly influenced by a difference in thinking speed between each player for not being accustomed to the game and skill level on command input in a game played by a plurality of players participating To do. SOLUTION: In a shop server 2 performing a game process, a reception period of a command transmitted from the terminal device 3 is determined, and a command from the terminal device 3 is accepted only during the reception period. Further, when the above-mentioned accepting period ends, the shop server 2 performs a process of advancing the game based on the command received during the accepting period. BACKGROUND OF THE INVENTION

ゲームシステム

[0001]
TECHNICAL FIELD The present invention relates to a game system capable of playing a battle game among a plurality of players.

[0002]

In recent years, with the spread of the Internet, a lot of users have enjoyed a role playing game in a vast game space that is logged in from a personal computer of each home to a server of a game management company and is provided by the server There.

Further, even in a so-called arcade game machine installed in a game center, various information can be exchanged between servers installed in each game center, and between plural terminal devices connected to the server, or other A game system capable of performing various battle games with a terminal device connected to a server has been realized. As a game provided by this type of game system, besides a mahjong game, a golf game, etc., there is a competitive type game using an IC card.

[0003]

As an example of the competitive game, in the case of a soccer game, for example, a plurality of preliminarily prepared plural values of parameters of various parameters corresponding to the player are stored in a memory of an IC card on which a photograph of an existing professional soccer player is printed To do. On the other hand, a terminal device installed in the game center is provided with a placement panel capable of placing a plurality of the above-mentioned IC cards at a time, and a plurality of IC cards And a card reader for reading the value of the parameter are provided. Then, the player places a plurality of IC cards (corresponding to athletes who play soccer in the game space) on the top panel according to each position of the soccer, stored in the placed IC card In accordance with various parameters, playing soccer games with players on other terminal devices.

[0004]

Further, as another battle type game, there is also one such as disclosed in Patent Document 1, for example. In Patent Document 1, capability values of various characters are stored in a contactless IC card such as a transponder of an RFID (Radio Frequency IDentification) system, and these capability values are read by a card reader of the terminal device. Then, a character image having the read ability value is displayed in the game space, and a character image of a player who is playing on another terminal device is battle-played in the game space to determine a match-up type It is a game. That is, the player inputs a command designating the behavior (movement, attack, defense, etc.) of the character corresponding to the character card read by the terminal device, and in the case of battle with the enemy character, the character The victory or defeat is determined based on the ability value.

[0005]
JP-A-2005-342264

[0006]

Meanwhile, in the battle-type game disclosed in Patent Document 1, a command reception period in which the time in the game space has elapsed in real time, a command for specifying the behavior of the character can be input, and a command The occurrence frequency of the accepting period depends on the value of "moving force" which is one of the abilities each character possesses.

That is, the larger the value of the "movement force" of the character is, the shorter the command reception period becomes, and the occurrence frequency of the command reception period is also higher. On the other hand, if the value of the "movement force" of the character is small, the command reception period becomes long and the occurrence frequency of the command reception period is low. When the command reception period ends, each character takes an action corresponding to a command entered within the command reception period within the game space.

[0007]

Therefore, for a character having a small value of "moving force", the time from the input of the command by the player until the character takes the action according to the command becomes long, the character is easily subjected to the attack from the enemy character during that time, Battle in space becomes disadvantageous. Further, even in a case where characters having the same "moving force" have a battle, in the case of a player not familiar with the game provided by the game system, for example, in a situation in the game space changing every moment It takes time to select the command that is appropriate and the time to input the selected command can not be satisfied satisfactorily, and as a result, the battle may be disadvantageous.

[0008]

Further, in order to more effectively lead a battle, for example, when inputting a command requiring a complicated procedure or inputting a plurality of commands, depending on the skill level of the command input to the terminal device of each player, the advantage of battle , There is a possibility of disadvantage. In order to eliminate the advantageous and disadvantageous disadvantages of battle according to the skill with respect to this command input, it is

conceivable to attach a dedicated controller which facilitates the input operation of the command to the terminal device. However, The cost of the apparatus may be increased.

[0009]

SUMMARY OF THE INVENTION It is therefore an object of the present invention to provide a game in which a result of a game is hardly influenced by a difference among players concerning a thinking speed and a skill regarding command input in a game played by a plurality of players participating, It is aimed to provide a system.

[0010]

In order to achieve the above object, the present invention provides a game system including a plurality of input means provided corresponding to each of a plurality of players and to which instructions from respective players are inputted respectively, a plurality of input means A storage unit that stores a program for executing a game based on an instruction; and a control unit that reads the program from the storage unit and controls the game based on the instruction input to the plurality of input units according to the program And a game control means, wherein said game control means has a reception period setting means for setting an acceptance period of an instruction inputted from each of said plurality of input means, and when said acceptance period ends , The processing of the program is started based on an instruction from the input unit accepted during the accepting period.

[0011]

Here, the "input means" may be any device as long as the player can input some instructions, such as a switch such as a push button type or a slide type, a joystick, a touch panel provided on the screen of the display, or the like.

"Game" in the language "program for executing a game" means a game in which winning or losing is determined based on the input instruction after instructions from the input means are made.

[0012]

According to the present invention, an instruction input from each of a plurality of input means is

accepted by the game control means only during an acceptance period set by the acceptance period setting means, and when the acceptance period ends, the game control means Processing of a program for executing the game based on an instruction from each input means accepted during the reception period is started.

Therefore, the reception period in the game control means of the command inputted from the input means corresponding to each of the plurality of players is equally given to all the plurality of players. Because of this, because of not being used to the game, the result of the game is hardly influenced by the difference in the thinking speed between each player and the skill level with respect to command input.

[0013]
Further, the present invention is the game system as described above, wherein the game control means has in-process input means for inputting instructions from the plurality of players during the processing of the program, and the game control means Wherein, when an instruction is input from the in-process input means during the processing of the program, a process based on an instruction from the in-process input means is performed.

[0014]

According to the present invention, in the course of processing the program for executing the game by the game control means, in the case where there is an instruction from the player inputted from the inputting means during processing, processing based on the instruction is executed It will be broken.

Therefore, even after giving an instruction from the above-described input means, there is an opportunity to influence the progress of the game by the processing of the above-mentioned program, based on the intention of the player. Therefore, for example, if the content of the instruction Even when it is inappropriate to develop a game advantageously, opportunities to compensate for the disadvantage caused by the game are given, so that the interest of the game can be improved.

[0015]
In the game device according to the present invention, while the processing of the program is being performed in accordance with the instruction input from the in-process input means, the

game control means is based on an instruction from the input means The processing of the program is interrupted.

[0016]

According to the present invention, during the processing of the program based on the instruction input from the inputting means during the processing described above, the processing of the program based on the instruction input from the inputting means is temporarily interrupted.

Therefore, in the case where the processing of the program based on the instruction input from the inputting means during the above-mentioned processing is not performed, even when the game development is disadvantageous to the player, the situation that the disadvantageous situation occurs Since there is a possibility of being avoidable, interest in the game can be improved.

[0017]
Further, the present invention is characterized in that in any one of the above-mentioned game systems having input means during processing, the game control means controls the number of contents which can be instructed by the in-process input means and to the in-process input means And an input limiting unit that restricts the input of the instruction of the input instruction.

[0018]
Here, as a specific method of "restricting the input of instructions to the inputting means during processing", for example, the number of times that instructions can be input from the inputting means during processing during the processing of the program by the game control means When a restriction is set or an instruction is input from the inputting means during the processing, it is possible to prevent the next instruction from being input unless a predetermined time has elapsed.

[0019]

According to the present invention, since the number of contents that can be instructed by the

inputting means during processing and the input of instructions to the inputting means during processing are restricted, excessive interference with the progress of the game by each player is suppressed It is possible to make it difficult for the game system having the inputting means during processing to have an influence on the result of the game due to the speed of judgment and the difference in agility generated between players.

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[0020]

According to the game system of the present invention, in a game in which a plurality of players participate, the period during which a command can be input from each corresponding input means by each player is equally given to all the players participating in the game, It is possible to make it difficult for the game result to be influenced by the difference in the thinking speed and the skill level with respect to command input occurring between players because they are not used to the game.

[0021]

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS Hereinafter, a preferred embodiment of the present invention will be described with reference to the drawings, taking a case where the present invention is applied to a so-called arcade game machine.

FIG. 1 is a diagram showing the overall configuration of a game system according to the present embodiment.

This game system is installed in a center server 1 connected to the Internet via a communication line 4 and one in each of a plurality of game centers (three stores in FIG. 1), and is connected to the Internet via a communication line 4 A plurality of terminal devices 3 (eight in FIG. 1 in the case of FIG. 1) and one terminal device 3 (one in FIG. 1) connected to the shop server 2, which are installed in the respective game centers and connected to the shop server 2 via the dedicated line 5 And a card vending machine 6. Machine ID unique to each terminal device 3 including the shop code assigned to the shop server 2 connected thereto is assigned to each terminal device 3. For example, in FIG. 1, when the code of the shop server 2 of the store A is "A" and the code of the terminal device 3 in the store A is "1", the machine ID of this terminal device 3 is "a 1" Become.

[0022]

A game to be provided to a player by the above-described game system is a fighting type game in which battle is performed with a player who is playing a game with another terminal device 3 using a card. In this game, a plurality of game cards, which are IC cards, are arranged at a predetermined position (a placement panel 38 to be described later) of the terminal device 3, and based on the data stored in the memories of the arranged game cards, And fight against the player who is playing with another terminal device 3. An IC card used as a game card may be a contact type or a non-contact type. When a non-contact type IC card is adopted, for example, a transponder in an RFID system may be used.

[0023]

The game cards described above are classified into two types, character cards and magical cards. On the surface of the character card, a picture of a character (a person displayed as an image in the terminal device 3) to fight in the game space is drawn, and plural kinds of characters having different ability values (described later) are previously displayed It is prepared. A memory is embedded in the character card, and unique identification information (hereinafter referred to as a character number) corresponding to the character drawn on the card surface is stored in the memory. In the store server 2, the ability (life force, magical power, attack power, defense power, movement power, etc.) corresponding to the identification information of each character is stored as data, and the character server placed in the terminal device 3 Recognizes the identification information, and controls battle performed in the game space based on the ability of the character corresponding to the recognized identification information.

[0024]

A magic card is a card used when a player wants to intervene between characters engaged in a game space, and depending on the type of the magic card, it is possible to give an influence to his / her character fighting, It can adversely affect the character of the opponent. Memory is also embedded in this magic card, and each memory stores unique identification information (hereinafter referred to as a magic number) corresponding to the kind of magic drawn on the card surface. The kind and usage of the magic card will be described in detail later.

[0025]

In the game system shown in FIG. 1, the player purchases an IC card called an ID card from the card vending machine 6, and makes the terminal device 3 read the IC card, so that the game can be executed. Furthermore, the history of the game performed in the game system is stored in the center server 1 in association with the data stored in the ID card, and even if the game is played next time in the game system, the game results up to the previous time are reflected You can continue to play games in the state. Like the game card, either the contact type IC card or the non-contact type IC card may be adopted as the ID card, and in the case where the non-contact type IC card is adopted, it is possible to use the transponder in the RFID system .

[0026]

Each part of the game system shown in FIG. 1 will be described below. The center server 1 communicates with a plurality of shop servers 2 via the Internet and stores status information of each character owned by a player playing a game at each game center. Here, a block diagram showing the hardware configuration of the center server 1 is shown in FIG. 2. The center server 1 includes a control unit 100 that controls the operation of the center server 1 and a communication interface circuit 104 that communicates data with a plurality of shop servers 2 via the Internet.

[0027]

The control unit 100 includes a CPU 101, a ROM 102, and a RAM 103. The CPU 101 controls the game system having the configuration shown in FIG. 1 according to the control program stored in the ROM 102. The ROM 102 may be a storage device such as a semiconductor memory or a hard disk drive mounted in the center server 1, or may be a removable storage medium such as a magneto-optical disk drive, a CD drive, a DVD drive, or the like Or may be a storage device. The RAM 103 stores, for example, information on each player transmitted from the shop server 2 installed in each game center.

[0028]

Here, the content of the information on the player stored in the RAM 103 will be described with reference to FIGS. 3 to 5. FIG. 3 is a diagram showing the contents of authentication information. When the player purchases the ID card from the card vending machine 6, this authentication information associates the player ID and the password set by the player himself with the ID data stored in advance in the memory of the ID card . The terminal device 3 reads the ID data from the memory of the inserted ID card, transmits it to the center server 1 via the shop server 2, and transmits the player ID and the password inputted by the player to the center server 1. The center server 1 authenticates the player based on the authentication information shown in FIG. 3 and the player ID, password and ID data received from the terminal device 3.

[0029]

FIG. 4 is a diagram showing the contents of the player participation information. The game space provided by the game system is partitioned in advance and is information for recognizing the player who is currently playing the game in each of the divided areas (hereinafter referred to as play fields). In the game provided by the game system, numbers unique to each play field in the game space (hereinafter referred to as field numbers) are assigned. Here, in this game system, up to four players can play games at the same time in each play field, so that the player designates a play field to play the game before starting the game .

[0030]

In FIG. 4, the order of acceptance of execution of the game is stored in the center server 1 corresponding to each field number in the column of "reception order", and in the order of reception, the number of players who received the execution of the game ID code, the machine ID of the terminal device 3 used by the player corresponding to the ID code, the code of the store server 2 to which the terminal device 3 to which the terminal device 3 is attached is connected via the leased line 5 Hereinafter referred to as store server code) are stored. In the column "ID code" of the field number "3" in FIG. 4, "CPU" means that the terminal device 3 having the machine ID "c 3" that is playing the game in the same play field, It means that the player is operating as an opponent of the player corresponding to the ID code "P 11". That is, the player with the ID code "P 11" performs a game provided by the game system with the terminal device 3 having the machine ID "c 3" without fighting with other players.

[0031]

The pieces of information constituting the player participation information shown in FIG. 4 are updated based on the data transmitted from each shop server 2 installed in the shops A to C, and are stored in the RAM 103. Further, each time the center server 1 updates the contents of the player participation information, the center server 1 transmits the updated player information to each shop server 2.

[0032]

FIG. 5 is a diagram showing the types of game cards possessed by each player and the contents of status information indicating the status thereof. That is, for each ID data corresponding to the player who accessed the game system in the past, the character number and the magic number (described later) of the game card possessed by each player and the experience value corresponding to each character card are stored . In FIG. 5, as an example, the status information of the player corresponding to the ID data "P1" and "P2" is shown. Among these status information, the status information of the player ID playing the game in the play field corresponding to each "field number" included in the player participation information shown in FIG. 4 corresponds to the "field number" And is transmitted to the store server 2 of the store server code stored.

[0033]

For example, in the case of the player participation information of the contents shown in FIG. 4, for the shop server 2 of the shop server code "A" and "B", the player playing the game with the field number "1" (ID data " (ID data "P 5", "P 10", "P 2", "P 8") playing a game with the field number "2", and the statuses of the players who are playing the game with the field number "2" (P 1, P 2, P 9, Information is transmitted. In addition to the status information sent to the shop server 2 of the shop server codes "A" and "B", the game is played with the field number "3" to the shop server 2 of the shop server code "C" Status information of players (ID data "P11", "P4", "P7") is also transmitted. As a result, each shop server 2 stores the status information received from the center server 1, recognizes the type of the game card owned by each player by referring to the status information when performing the game processing, and stores the battle result The content of the status information is updated.

[0034]

Next, the shop server 2 exchanges various data with the center server 1 or another shop server 2 via the communication line 4 and the Internet, and also via the dedicated line 5, the terminal server 2 installed in the game center 3 and the card vending machine 6. FIG. 6 is a block diagram showing the hardware configuration of the shop server 2. The shop server 2 includes a control unit 200 that controls the operation of the shop server 2. The control unit 200 includes a CPU 201, a ROM 202, and a RAM 203. The CPU 201 executes the game progression program stored in the ROM 202 and performs a process of progressing the game. In addition to the game progression program described above, the ROM 202 also stores various data used in a game to be provided to the player by the terminal device 3.

[0035]

The data stored in the ROM 202 includes, for example, a capacity value setting table, a capacity value correction table, and the like. FIG. 7 shows an example of the ability value setting table. The ability value setting table defines various abilities corresponding to the type of the character card described above. As shown in the figure, in correspondence with each character number, the "experience value", "level", "life force", "magical power", "attack power", "defense power", "moving force", "attack hit "" Critical hit rate, "and" attack avoidance rate "are defined by numerical values.

[0036]

Here, the "experience value" defines a value necessary for the value of the "level" of the character to rise. That is, in the present game system, when winning the battle with the enemy character, the value of the "experience value" is appropriately added to the teammate character who participated in the battle, but as a result, the ability value In the setting table, when the experience value of the character exceeds the value of the "experience value" corresponding to the current level, the level of the character is increased. "Level" indicates the strength of each character by a numerical value, and if it is the same character, the higher the numerical value, the higher the ability value of the character as a whole, which means that it is a strong character in this game . "Vitality" is a numerical representation of the physical strength of a character, and its value decreases when it is attacked by an enemy character and damaged. When the value of the character's "vitality" becomes "0", the character disappears from within the play field and can not be used for the game for a predetermined period of time.

[0037]

"Magical power" is a numerical representation of the magical ability that a character can use in battle, and when a character uses magic, the value of "magical power" decreases by a value corresponding to the type of magic used. And, if the value of "magical power" is less than the value required for the magic to be used, that magic will not be used. The value of "magical power" decreased during battle is recovered with time at a predetermined speed, and its recovery speed changes according to the "level" of the character. "Attacking power" is a numerical value expressing the force with which a character can damage other characters, and the higher the numerical value is, the more damage is given to other characters (that is, the other characters You can reduce the "life force" value of the character more)). "Defense power" is a numerical representation of the power to defend against attacks from other characters, and the higher the numerical value, the less damage the attack from other characters can be. "Movement force" represents the distance the character can move on the play field, and as the numerical value increases, the character can move a long distance on the play field.

[0038]

"Attack Accuracy Ratio" indicates the rate at which a character can hit an attack on another character. As the numerical value increases, damage to other characters can be given with a higher probability. "Critical hit rate" indicates the probability of occurrence of a critical hit (an attack capable of giving damage greater than a normal attack when a character attacks another character), and the higher the numerical value, the higher the probability A critical hit occurs in. "Anti-attack rate" indicates a rate at which the attack can be avoided (that is, the numerical value of "life force" does not decrease) when the character is attacked by another character, and the higher the numerical value is, the higher You can avoid attacks with probability.

[0039]

The battle between characters in this game system is determined based on the values of various abilities described above. In addition, the magic card described above can increase or decrease the value of various abilities of the ally or enemy character when the use is instructed by the player during the battle between the characters, whereby the battle between the characters by the player It can interfere. The type of the magic card and the effect at the time of use will be described in detail later.

[0040]

The contents of the capacity value correction table are as shown in FIG. 8, and for each of the predetermined three random number value ranges (0 to 63, 64 to 95, 96 to 127), the ability to be corrected ("Attack hit rate", "critical hit rate", "attack avoidance rate") and their correction values are stored. In addition, the magnitude of each correction value differs according to the level of the character. As a result, when battle between characters occurs in the game space, the CPU 201 generates a random number and increases or decreases the ability value corresponding to the value of the random number according to the correction value according to the level of the character.

[0041]

Note that the ROM 202 may be a storage device such as a semiconductor memory or a hard disk drive mounted in the shop server 2, or a storage medium such as a magneto-optical disk drive, a CD drive, a DVD drive, or the like is removed It may be a possible storage device.

[0042]

Returning to FIG. 6, the RAM 203 temporarily stores various data generated during the process of the game progress program described above.

4) and the status information (see FIG. 5) transmitted from the center server 1, the status information (see FIG. 5), and the data transmitted from each terminal device 3 connected via the leased line 5 A flag indicating whether or not there is a terminal apparatus 3 connected to the own apparatus based on the various types of data and the player participation information shown in FIG. 4 in which "order of reception" is "1" F (details will be described later), and the like. The communication interface circuit 204 is for transmitting and receiving various data to and from the center server 1 or another store server 2 via the Internet. The interface circuit group 205 is connected to the eight terminal devices 3 and one card vending machine 6 installed in the game center via the leased line 5, and performs transmission and reception of various data under the control of the CPU 201.

[0043]

Next, the terminal device 3 and the card vending machine 6 which are installed in the game center and transmit and receive various data to and from the shop server 2 will be described. FIG. 9 is a perspective view showing the external appearance of the terminal device 3 and the card vending machine 6 in a state installed on the floor in one game center. As shown in the figure, eight terminal devices 3 and one card vending machine 6 are installed in one game center, and each terminal device 3 is assigned a unique machine ID Is given.

[0044]

The card vending machine 6 issues an ID card to be used when a player performs a game in this game system. When issuing the ID card, the card vending machine 6 sends the ID data stored in the memory of the ID card and the player ID and password entered and input from the keyboard (not shown) by the player to the center After sending it to the server 1, it issues the ID card to the player. On the other hand, the center server 1 adds the above-mentioned information received via the Internet to the authentication information (see FIG. 3) stored in the RAM 103 and stores it.

[0045]

Next, the hardware configuration of the terminal device 3 will be described in detail with reference to FIGS. 10 and 11. Here, FIG. 10 is a perspective view showing the external appearance of the terminal device 3, and FIG. 11 is a block diagram showing the internal hardware configuration of the terminal device 3. As shown in FIG. 10, the terminal device 3 includes a housing 30, a first display 31 provided at an approximately center of the front surface of the housing 30 so as to be inclined so that the screen is obliquely upward, a first display 31 And a second display 32 provided above the first display 32. A touch panel 33 is installed on the surface of the first display 31. When a finger or the like of a player touches the screen of the first display 31, a detection signal corresponding to the contact position is outputted to an operation input section 314 . The touch panel 33 is a rectangular thin layered body having substantially the same dimensions as the screen of the first display 31, and the touch panel 33 is formed by arranging pressure sensitive materials made of linear transparent materials at predetermined pitches in longitudinal and lateral directions, with a transparent cover And the like. Conventionally known touch panel 33 can be adopted.

[0046]

Speakers 34 for outputting sound are installed on both left and right sides of the second display 32. On the lower side of the first display 31, a seven-segment display unit 319, a coin insertion slot 35 into which coins are inserted, and the above-described ID card (not shown) are arranged in order from the left toward the front of the terminal device 3 And an ID card insertion port 36 to be inserted are provided. Further, on the lower side of the 7-segment display unit 319, the coin insertion slot 35, and the ID card insertion slot 36, an operation table 37 is provided so as to project forward. On the upper surface of the operation table 37, there are provided a placement panel 38 on which a plurality of game cards (character cards or magic cards) 7 can be placed, and an operation switch 318 including four push button type switches.

[0047]

Next, the internal configuration of the terminal device 3 will be described with reference to FIG. 11. The control unit 300 controls the overall operation of the terminal device 3, and includes a CPU 301, a ROM 302, and a RAM 303. The ROM 302 stores a game program, various image data displayed on the first display 31, and the like. Among these image data, for example, a teammate character image indicating a character which can be operated by a player, an enemy character image operated by an opponent player, a play field serving as a stage for battle between the ally character image and the enemy character image is displayed A button image representing a button for accepting a predetermined instruction, an image showing the kind of a magic card (hereinafter referred to as a magic card image), and the like. In addition, the ROM 302 also stores, for example, an object constituting a teammate character, an object constituting an enemy character, texture data, a background image, and the like. An object or the like constituting the teammate character or the enemy character or the like is composed of a predetermined number of polygons so that three-dimensional drawing can be performed.

[0048]

Note that the ROM 302 may be a storage device such as a semiconductor memory or a hard disk drive mounted in the terminal device 3, or a storage medium such as a magneto-optical disk drive, a CD drive, a DVD drive, or the like is removed It may be a possible storage device. Further, it may be constituted by appropriately combining the various storage devices described above.

[0049]

The RAM 303 temporarily stores various data generated during the processing of the above-described game program. In addition to the above-described player participation information (see FIG. 4) and status information (see FIG. 5), the player information shown in FIG. 12 generated by the shop server 2 and the object position information shown in FIG. 13 are stored. The player information is information indicating the type of the game card possessed by the player playing the game at the terminal device 3 and the ability value of each character card. Here, the player information shown in FIG. 12 shows the player information corresponding to the ID data "P1" and "P2", respectively. The object position information includes coordinate information indicating the type of the image displayed on the display 31 and its display position.

[0050]

In the object position information shown in FIG. 13, "object code" is information unique to each object, and consists of "type" and "number". Among the various symbols shown in the "type" column, "B" means a button image for displaying an area for accepting the instruction when the player inputs an instruction from the touch panel 33 shown in FIG. 10. "C" means a registered magic card image. Further, "P" means a teammate character image and "E" means an enemy character image. The number shown in the "number" column is a unique number given beforehand corresponding to the above-described various images.

[0051]

In the "display position coordinate" column, information indicating the position in the display area of the first display 31 by XY coordinates is shown. Also, in the "play field coordinates" column are coordinates set in advance in the play field spreading in the virtual game space, each terminal device 3 which performs a game with the same play field has a common coordinate system have. The play field coordinates are represented by xy coordinates. The "operation reception" column shows information as to whether or not the operation on each object is possible from the touch panel 33 described above. That is, with respect to an object whose "OPERATION ACCEPTABLE" column shows "O", it is in a state in which it is possible for an operation by a player and an object indicated "X" It is in an impossible state.

[0052]

Furthermore, although the play field coordinates are set like the objects corresponding to the numbers "P 0106" and "P 0107", those in which the display position coordinates are not set exist on the play field, but the first The object 31 is not displayed on the display 31. In addition, although play field coordinates are set as objects of type "B" (button image) or type "C" (magic card image), those in which the display position coordinates are not set are displayed on the first display 31 But it does not exist on the play field.

[0053]

Returning to FIG. 11, the communication interface circuit 304 performs transmission and reception of object position information, data on contents of authentication information transmitted to the center server 1, and the shop server 2 via the leased line 5. In addition, the communication interface circuit 304 transmits various commands input from the operation input unit 314 according to an instruction input by the player via the touch panel 33 to the store server 2 via the leased line 5. As a result, the shop server 2 advances the game based on the received command. Further, the communication interface circuit 304 receives display commands for the first display 31 or the second display 32 from the store server 2 via the leased line 5.

[0054]

The first rendering processing unit 311 displays a game screen including a play field image and a game card image on the first display 31, and includes a VDP (Video Display Processor), a video RAM, and the like. According to the display command received from the shop server 2, the first rendering processing unit 311 refers to the object position information and the status information stored in the RAM 303, and extracts the image data from the ROM 302. Then, by storing the image data in the video RAM in accordance with the priority order displayed on the first display 31 (for example, the order of the play field image, the character image, the button image, the magic card image), a game screen is generated, 1 display 31. As a result, on the first display 31, a game screen described later is displayed.

[0055]

The second drawing processing unit 312 displays a battle image representing a battle between the teammate character and the enemy character on the second display 32, and includes a VDP,

a video RAM, and the like. In accordance with the display command, the second drawing processing unit 312 reads an object (for example, an object forming a teammate character, an object making up an enemy character, etc.) stored in the ROM 302 from a position on the three-dimensional space in a pseudo three-dimensional space Calculates light source calculation processing and the like, performs writing processing of image data to be drawn on the video RAM based on the calculation result (for example, a region of the video RAM designated by the polygon , Etc.), thereby generating a battle image and outputting the battle image to the second display 32. As a result, a battle screen to be described later is displayed on the second display 32.

[0056]

The audio reproduction unit 313 outputs audio, BGM, and the like to the speaker 34 according to an instruction from the store server 2. The operation input unit 314 is a microcomputer including a memory 314 a and a timer 314 b, buffers the contact position indicated by the detection signal output from the touch panel 33 as data in a predetermined storage area of the memory 314 a, The timer 314b, etc., and supplies the determination result to the control unit 300 as an operation command. As described above, since the detection signal is buffered as data in the memory 314 a of the operation input unit 314, even if an instruction for a plurality of character images is instantaneously input by the touch panel 33, for example, At the same time or concurrently, processing corresponding to the instruction can be executed. In the predetermined area of the memory 314 a of the operation input unit 314, the object position information shown in FIG. 13 is stored.

[0057]

When the coin sensor 315 detects a coin inserted through the coin slot 35 shown in FIG. 10, the coin sensor 315 transmits a coin detection signal indicating this to the control unit 300. The ID card reader 316 reads the ID data from the ID card 8 inserted in the ID card insertion slot 36 and transmits it to the control unit 300. The game card reader 317 is installed on the back side of the placement panel 38 shown in FIG. 10 and carries character data on the placement panel 38 together with various data read from the game card 7 placed on the placement panel 38 And transmits information indicating the placed position to the control unit 300. The operation switch 318 outputs an ON signal from the push button type switch operated by the player to the control unit 300. The seven-segment display unit 319 displays numerals according to a control signal output from the CPU 301.

[0058]

Next, the content of the game screen displayed on the above-described first display 31 will be described with reference to FIG. 14. In this figure, (a) is a diagram showing an example of a game screen displayed on the first display 31 of the terminal device 3, (b) is a diagram showing an example of a game screen displayed on the game screen shown in (a) FIG. 5 is a diagram for explaining a display area. As shown in FIG. 14, on the upper left of the game screen 50 displayed on the first display 31, a play field display area 51 is arranged. In the play field display area 51, a partial image of the play field is displayed, and in the display area the image of the play field is scroll-displayed according to the progress status of the game (for example, movement of the character, etc.) . In FIG. 14, five ally character images 52 a to 52 e and five enemy character images 53 a to 53 e (characters shown by shaded hatching in FIG. 14 (a)) are displayed in the play field display area 51 Are arranged. These character images 52 and 53 are images which can be operated by the player. In this game system, by touching the character images 52 and 53 displayed through the touch panel 33 shown in FIGS. 10 and 11, You can specify the character to operate.

[0059]

On the right side of the play field display area 51 and on the upper side of the game screen 50, there are displayed three images of competing players on which images representing other players playing a game in the same play field (hereinafter referred to as battle players) are displayed Areas 54 a - 54 c are arranged in a row. A card enlarged display area 55 is arranged under the battle player display areas 54a to 54c. In this display area, images and ability values of characters displayed in card display areas 58a to 58e And is enlarged and displayed. On the lower side of the play field display area 51 and on the left side of the game screen 50, registered magic card display areas 56a to 56d for displaying magic cards (hereinafter referred to as registered magic cards) registered by the player in the terminal device 3 56 c are arranged. In this game system, up to three magic cards can be registered in the terminal device 3.

[0060]

On the lower side of the registered magic card display areas 56a to 56c, magic activation button display areas 57a to 57c are arranged corresponding to each registered magic card display area. A magically activated button image is displayed in this display area, and when the player touches

a desired magic activation button image via the touch panel 33 while the characters are fighting in the play field, the magic activation button image is displayed It is possible to activate the effect of the corresponding magic card. That is, the effect of the magic card can be given to the battle between the characters by the will of the player.

[0061]

Here, the effect of each spell card is shown in FIG. In this game system, eight types of magic cards, magic numbers "1001" - "1008", are prepared. The magic number "1001" is a magic card named "magical shield", and activating this magic card can invalidate the damage the character designated by the player receives. The magic number "1002" is a magic card named "magical recovery", and by activating this magic card, it is possible to restore the magical power of a teammate character designated by the player by a fixed value. Magic number "1003" is a magic card named "Magical Arrow", and invoking this Magic card can give constant damage to all enemy characters. The magic number "1004" is a magic card named "location exchange", and when this spell card is activated, the position of the enemy character displayed in the play field display area 51 is randomly changed. The magic number "1005" is a magic card named "speed change", and by activating this magic card, it is possible to halve the attack avoidance rate of the enemy character designated by the player. The magic number "1006" is a magic card named "Capability Value Rising A", and by activating this Magical Card, you can double the defense power of the Team character designated by the player. The magic number "1007" is a magic card named "ability value increase B", and by activating this magic card, it is possible to double the vitality of the teammate character designated by the player. The magic number "1008" is a magic card named "Hissatsushi", and by activating this Magic card, you can double the critical hit rate of the teammate character designated by the player.

[0062]

Returning to FIG. 14, on the right sides of the registered magic card display areas 56a to 56c and the magic activation button display areas 57a to 57c, there are displayed on the right side of the registered magic card display areas 56a to 56c and the magic invoked button display areas 57a to 57c the display of the character card placed on the placing panel 38 Five character card display areas 58a to 58e are arranged in a horizontal row. In these character card display areas 58a to 58e, a character image corresponding to the character card placed on the placing panel 38 is displayed. When the player touches the character card display areas 58 a to 58 e on which the character image is displayed, the character image and the ability value of the character are enlarged and displayed in the card enlarged display area 55 described above.

[0063]

On the upper side of the character card display areas 58 a to 58 e, six button display areas 59 a to 59 f on which button images for the player to input various instructions are displayed are arranged in a row. When the player touches the button display area on which the various button images are displayed via the touch panel 33, the instruction corresponding to the button image displayed in the touched button display area 59 is entered. For example, when the player touches the button display area 59a on which the button image "ALL-OUT WAR" is displayed, it is possible to input an instruction to add a total attack to one enemy character with a plurality of teammate characters . Further, when touching the button display area 59 b where the button image "JOIN" is displayed, it is possible to input an instruction to gather a plurality of ally characters in one place. Further, when touching the button display area 59 c in which the button image "STOP" is displayed, it is possible to input an instruction to stop all the movements of the plurality of teammate characters. Further, when touching the button display area 59 d on which the button image "MOVE" is displayed, it is possible to input an instruction to move all of the plurality of teammate characters. When touching the button display area 59e on which the button image "MAP" is displayed, an instruction to display an image showing the map of the entire play field currently playing the game in the play field display area 51 Can be input. Further, when touching the button display area 58 f on which the button image "CHANGE / ENTER" is displayed, an instruction to newly register or change the registered magic card displayed in the registered magic card display areas 56 a - 56 c, Alternatively, it is possible to input an instruction to replace the character card displayed in the character card display areas 58 a - 58 e with another character card.

[0064]

In this way, on the game screen 50 displayed on the first display 31, a display area for displaying various images is set. Of the images displayed in the respective display areas, the display position of the image (object) to be operated by the touch panel 33 is managed by the object position information of FIG. 13 described above.

[0065]

Next, the content of processing in the present game system will be described with reference to

the drawings. First, with reference to FIG. 16, processes executed by the center server 1, the shop server 2, and the terminal device 3 before the player starts a game in the present game system will be described.

[0066]

In FIG. 16, when a player inserts a coin into the coin slot 35 of the terminal device 3 shown in FIG. 10 in order to play a game in this game system, the detection signal of the coin inserted from the coin sensor 315 shown in FIG. 11 And is outputted to the CPU 301. As a result, the CPU 301 recognizes that the coin has been inserted (step S1). Next, when the player inserts the ID card into the ID card insertion slot 36 shown in FIG. 10, the ID card reader 316 shown in FIG. 11 reads the ID code recorded on the ID card 8 and outputs it to the CPU 301 (step S 2). As a result, the CPU 301 displays an input screen for inputting the player ID and the password on the first display 31 shown in FIG. 10, and accepts these data inputs (step S3). The input screen includes, for example, a display area for displaying the image of the keyboard and the entered player ID and password (however, the password is displayed with a stubborn character) on the first display 31 of the terminal device 3. Then, when the player touches each key of the keyboard on the input screen displayed on the first display 31 via the touch panel 33 appropriately, when inputting the player ID and the password, the CPU 301 inputs the inputted player ID and password , And transmits it to the shop server 2 via the dedicated line 5 by the communication interface circuit 304 (see FIG. 11) together with the ID code output from the ID card reader 316 (step S4). Upon receiving the player ID, the password, and the ID code from the terminal device 3, the store server 2 transmits these pieces of information to the center server 1 via the Internet through the communication interface circuit 204.

[0067]

When the center server 1 receives the player ID, the password, and the ID code from the shop server 2 through the Internet circuit group 104, the CPU 101 starts the authentication process (step S20). That is, the CPU 101 refers to the authentication information (see FIG. 3) stored in the RAM 103 and determines whether or not corresponding information is registered (that is, whether or not to allow the game in this game system to be permitted) to decide. Then, the result of the authentication process is transmitted to the terminal device 3 which transmitted the player ID, the password, and the ID code via the shop server 2 as a response signal (step S21).

[0068]

Upon receiving the above-described response signal, the terminal device 3 accepts the selection of the game mode by the player when the execution of the game is permitted by the authentication processing performed by the center server 1 (step S5). That is, it is possible to select a play field for playing a game, to select an opponent (for example, whether to play a game with an arbitrary player who is playing a game on another terminal device 3, a pseudo player controlled by the shop server 2 Players ") and selection of whether to play the game) and the like can be performed. As a result, when the player finishes various selections, the CPU 301 causes the game card reader 317 to read the character number or the magic number (hereinafter, these information will be referred to as identification information collectively) from the game card 7 placed on the placing panel 38) (Step S 6). Then, the CPU 301 transmits the entry data including the ID data, the machine ID assigned to its own machine, the contents selected by the player in the process of step S5, the identification information read in the process of step S6, etc. via the shop server 2 To the center server 1 (step S 7). Upon sending the entry data to the center server 1, the CPU 301 enters a standby state until receiving object position information and the like (to be described later) from the shop server 2 (step S 8).

[0069]

On the other hand, the CPU 101 of the center server 1 accepts an entry from the terminal device 3 (step S22), and updates the player participation information shown in FIG. 4 (step S23). That is, the ID data, the machine ID, the field number of the play field selected by the player are read from the received entry data and information corresponding to each field of the player participation information shown in FIG. 4 is stored in the RAM 103 on the basis of them . When the CPU player is specified as the opponent among the entry data received in step S22, the CPU 101 sets the CPU player in the "ID data" field of the player participation information. Next, the CPU 101 extracts from the RAM 103 the status information (see FIG. 5) of the player and the other players playing the game with the play field selected by the player (step S25), and the player updated in step S23 Together with the participation information, transmits the extracted status information to the shop server 2 (step S26).

[0070]

Upon receiving the status information of each player from the center server 1, the shop server 2 performs an initial setting process (step S10). In this initial setting process, player participation information received from the center server 1 is stored in the RAM 203, and based on the status

information of each player and the ability value setting table shown in FIG. 7 stored in the ROM 202, And generates the player information shown in FIG. 12 and the object position information shown in FIG. 13, and stores them in the RAM 203. Then, the shop server 2 transmits the generated player information and the object position information to the terminal device 3 performing the game in the same play field (step S 11). Thereafter, the shop server 2 and the terminal device 3 respectively start processing related to the game (steps S 12 and S 9).

[0071]
As shown in FIG. 16, in the present game system, a plurality of players can play a game with one play field and also can enter a play field in which a game is already in progress.

[0072]

Next, the game process executed in the shop server 2 and the terminal device 3 after the game is started in steps S 9 and S 12 of the flowchart shown in FIG. 16 will be described.

First, with reference to the flowchart shown in FIG. 17, the flow of the game process executed in the shop server 2 will be described.

[0073]

When the shop server 2 starts the game process, the CPU 201 refers to the player participation information (see FIG. 4) stored in the RAM 203, and determines whether or not the play field in which the own machine is in the acceptance order "1" among the field numbers (Step S <b> 200). For example, in the player participation information shown in FIG. 4, in the case of the shop server 2 of the shop server code "A", the reception order is "1" in the field number 1, so the judgment result in step S200 is YES. If the determination result in step S200 is YES, the flag F stored in the RAM 203 is set to "1" (step S201). Then, the CPU 201 starts clocking by the built-in timer (step S202), and in the play field in which the reception order is "1", the terminal device 3 which is playing the game is connected to the shop server 2 to which the terminal device 3 is connected The acceptance period start signal and the play field number corresponding to the acceptance period start signal are transmitted (step S203). At this time, the acceptance period start signal is transmitted to the terminal device 3 which is playing the game in the play field among the terminal devices 3 connected to the own device by the leased line 5. This acceptance period start signal is a signal indicating that a period (command acceptance period) during which

the registration of the magic card, arrangement of the character card and various instructions becomes possible in the terminal device 3 has started. For example, in the player participation information of FIG. 4, in the play field 1, the terminal device 3 having the machine IDs "b 1" and "c 1" is playing a game. Therefore, the shop server 2 of the shop server code "A" sends the Internet to the shop server 2 of the shop server codes "B" and "C" to which the terminal devices 3 of the machine IDs "b 1" and "c 1" are connected And transmits the acceptance period start signal and the play field number "1" through the reception period start signal. Also, the acceptance period start signal is transmitted to the terminal devices 3 having the machine IDs "a 1" and "a 3" via the dedicated line 5.

[0074]

On the other hand, in step S200, if there is no play field in which the own machine is in the acceptance order "1" among the respective field numbers, the determination result in step S200 is NO, and the flag F is set to "0" (Step S204) and judges whether or not an acceptance period start signal has been received from another shop server 2 (step S205). If the acceptance period start signal is not received, the determination result of step S205 is NO, the process of step S205 is performed until the reception period start signal is received, and the standby state is set. When receiving the acceptance period start signal from another shop server 2, the result of the determination in step S205 is YES, and the process shifts to the processing in step S203 described above. If the result of the determination in step S200 is NO, the transmission destination of the acceptance period start signal in the process of step S203 is the same as the transmission destination of the play sent accompanying the acceptance period start signal received from another shop server 2 The terminal device 3 is playing a game with a field number.

[0075]

Upon completion of the process of step S203, the CPU 201 transmits, to the RAM 203, the command transmitted from another shop server via the Internet and the command transmitted from the terminal device 3 connected to itself by the dedicated line 5 Remember. When there is a terminal device 3 playing a game in a play field in which the other shop server 2 is in the acceptance order "1" among the commands transmitted from the terminal device 3 connected to the own device Transmits the command transmitted from the terminal device 3 to the shop server 2 having the reception order "1" (step S206). Then, the CPU 201 determines whether or not the value of the flag F is "1" (step S207). If it is "1", the determination result is YES, and the timer built in the CPU 201 Determines whether or not the measured time of the command

reaches a predetermined command acceptance allowable time (step S208). If the time measured by the timer has not reached the command acceptance allowable time described above, the determination result of step S208 is NO, the process returns to step S206, and the command from the terminal device 3 is accepted. On the other hand, if the measured time of the timer has reached the command acceptance allowable time, the judgment result of step S208 becomes YES, and the shop server which transmitted the acceptance period start signal and the play field number at the aforementioned step S203 2, an acceptance period end signal and a play field number are transmitted (step S209). At this time, even for the terminal device 3 which is playing a game in the play field where the command reception period has ended out among the terminal devices 3 connected to the own device via the leased line 5, an acceptance period end signal .

[0076]

On the other hand, when the value of the flag F is "0" at the aforementioned step S207, the result of determination at step S207 is NO, and the CPU 201 determines whether or not a reception period end signal has been received from another shop server 2 (Step S210). If the acceptance period end signal has not been received, the result of the determination in step S210 is NO, and the process returns to step S206. On the other hand, if the acceptance period end signal has been received, the determination result of step S210 is YES, and the above-described processing of step S209 is performed. In this case, the destination of the acceptance period end signal by the process of step S209 is the same as that of the terminal device 3 which is playing the game with the play field number transmitted accompanying the acceptance period start signal received from another shop server 2 Become.

[0077]

Next, the CPU 201 refers to the RAM 203 and judges whether or not a command is received from another shop server 2 or the terminal device 3 (step S 211). If it is determined that some command has been received from another shop server 2 or terminal device 3, the determination result is YES and the CPU 201 determines that the terminal device 3 (the terminal connected to another shop server 2 (Including the device 3)) on the basis of the received command (step S212). This command processing is performed for a play field whose own machine is "1" in the "reception order" column of the player participation information shown in FIG. 4, which will be described in detail later. Upon completion of the command processing in step S212, the CPU 201 then transmits the updated player information and the object position information, as a result of the command processing in step S212, to the shop server 2 and each terminal device 3 that has transmitted the command (Step S213). Further, the CPU 201 transmits a display command for

displaying the situation during battle or the like to the first display 31 of the terminal device 3 based on the command processing of step S212 (step S214).

[0078]

Then, the CPU 201 determines whether or not the game is ended when the competition of the four players in the play field is ended or when all four players input instructions to end the game (step S215). If it is determined that the game does not end, the determination result of step S215 is NO, and the process returns to step S200. On the other hand, if any one of the above conditions is satisfied, the CPU 201 causes the communication interface circuit 204 to transmit the status information of the player stored in the RAM 203 to the center server 1 via the communication line 4 (Step S216). As a result, the status information stored in the RAM 103 of the center server 1 is updated.

[0079]

Next, with reference to FIG. 18, details of the command processing in step S 214 of FIG. 17 will be described in detail. First, the CPU 201 determines whether or not a command to use a character card has been received from the terminal device 3 (step S220). If the command to use the character card has been received from the terminal device 3, the result of the determination in step S220 is YES, the CPU 201 sets the play field coordinates of the character, and based on the play field coordinates, The display position coordinates of the character image on the first display 31 of the device 3 are set (step S221).

[0080]

Next, when the process of step S221 is completed or when the command to the effect that the character card is used is not received from the terminal device 3 (step S220, NO), the CPU 201 does not perform the process of step S221, Whether or not a command to register a magic card is received from the terminal device 3 is judged (step S222). Here, in the game provided by the present game system, three magic cards can be registered before a battle process which will be described later in one battle. Regarding the registration of this magic card, a terminal device 3 Will be described. If it is determined that a command to register a magic card is received from the terminal device 3, the determination result in step S222 becomes YES, and the CPU 201 updates the object position information of the specified magic card to be registered (Step S223).

That is, among the object position information of the magic card to which the registration is designated, the information of the information in the "operation reception" column is changed to "X" is changed to "○". At this time, if there are four or more object position information of the magic card whose information in the "Operation reception" column is "○", three items are randomly selected from those, and the three selected Only the object position information of the magic card is set, and the information of the "operation reception" column is set to "○".

[0081]

Next, when the process of step S222 is completed or when a command to register a magic card is not received from the terminal device 3 (step S222, NO), the CPU 201 does not perform the process of step S223, It is determined whether or not a command to move the character image displayed in the play field display area has been received from the terminal device 3 (step S224). If the command to move the character image is received from the terminal device 3, the determination result in step S224 becomes YES, and the CPU 201 sets display position coordinates corresponding to the character image (step S225).

[0082]

Upon completion of the process of step S 225 or when the command to move the character image is received from the terminal device 3 (step S 224, NO), the process of step S 225 is not performed, and the CPU 201 transmits another command (Step S226), and executes battle processing (step S227). Details of this battle process will be described later. Thereafter, the CPU 201 updates the player information stored in the RAM 203 according to the result of the battle process (step S 228), updates the object position information stored in the RAM 203 (step S 229) The command process is terminated.

[0083]

Next, the battle process in step S227 in FIG. 17 will be described with reference to the flowchart shown in FIG. While the battle process shown in FIG. 19 is being performed, an interrupt signal is periodically generated by a timer incorporated in the CPU 201, and each time the interrupt signal is generated, the CPU 201 And suspends the battle process shown in FIG. 19 and executes the interrupt process shown in FIG. 20 which will be described later.

[0084]

In the following description, a case where a character number "0101" operated by the ID data "P1" of the status information shown in FIG. 5 and a character number "0110" operated by the ID data "P2" battle will be described as an example . First, the CPU 201 refers to the player information stored in the RAM 203, compares the level of the character number "0101" with the character number "0110" operated by the ID data "P2" (step S240), compares the level of both Are the same (step S241). According to the player information shown in FIG. 12, the level of the character number "0101" of the ID data "P1" is "1" and the level of the character number "0110" of the ID data "P2" is "3" . Therefore, the determination result of step S 241 is NO. As a result, the CPU 201 corrects the ability value of the low level character (step S242). That is, the CPU 201 executes a random number generation program stored in the ROM 202, and samples one random number from a predetermined numerical range (for example, 0 to 127). Then, based on the value of the sampled random number and the ability value correction table shown in FIG. 8, the ability value to be corrected is increased. For example, if the value of the sampled random number is "23", "2" is added to the value of "attack hit ratio" of the character "0101" (80%: see the ability value setting table of FIG. 7) %. When the levels of both characters are the same, the result of the determination in step S241 becomes YES, and the process proceeds to the next process without performing the process of step S242.

[0085]

Next, the CPU 201 determines whether or not it is the timing at which the character acts (step S243). The timing at which the character acts is determined by the movement force of the character. The higher the moving force, the more frequently the character acts. If it is the timing at which the character acts, the result of the determination in step S243 is YES, and the CPU 201 executes the program stored in the ROM 202 to select the behavior of the character (step S244). As an action of the character, for example, besides attack based on offensive power to other characters or attack by magic, support to other ally character by magic, escape from battle, and the like can be cited. In addition, the method of selecting the behavior of the character is not particularly limited, and it may be selected by lottery, for example. Also, when there is a lot of magical power, use of magic, attacks to other characters when there is little magical power, attack when you have a life force lower than a predetermined value, escape from battle, progress of the game, ability value of the character etc. As shown in FIG.

[0086]

Next, in step S245, as a result of the process of step S244, the CPU 201 determines whether attack based on attack power or attack by magic has been selected for other characters as the behavior of the character. When an attack on another character is selected, the result of the determination is YES, and the CPU 201 makes a hit determination of the attack (step S246). In this processing, the CPU 201 determines whether or not the attack of the character hits based on the attack hit rate and the critical hit rate of the attacking character and the attack avoidance rate of the attack target character, Determines that the character hit, based on the offensive power of the attacking character and the defensive power of the attacked character, the damage to the attacked character is calculated. Then, the CPU 201 updates the player information stored in the RAM 203 based on the hit determination result made in step S245 (step S247). Specifically, when an attack on another character hits, the value of the vitality of the other character is decreased. Then, the CPU 201 transmits a display command for displaying a battle image to the second display 32 of the terminal device 3 via the dedicated line 5 by the communication interface circuit 204 (step S <b> 248).

[0087]

If no attack is selected in the action selection in step S243, the result of the determination is NO, the CPU 201 performs various processes so that the character executes the selected other action (step S249) Updates the player information stored in the RAM 203 according to the processing result (step S250), and then shifts to the processing of the above-described step S248. Furthermore, if the character does not act at the aforementioned step S264, the result of the determination is NO, and the process of step S248 is performed as it is.

[0088]

Upon completion of the processing of step S248, the CPU 201 determines whether or not the battle has ended (step S251). In this process, the CPU 201 determines that the competition has ended when the vitality of one of the characters has become "0" or when one of the characters escapes from the match. If it is determined that the battle has not ended, the CPU 201 returns to the process of step S 261. On the other hand, if it is determined that the competition has ended, the player information such as increasing the experience value of the character winning the match is updated and stored in the RAM 203 (step S252). Then, the CPU 201 ends the battle process.

[0089]

Next, with reference to the flowchart shown in FIG. 20, an interrupt process executed in accordance with an interrupt signal periodically generated by a timer incorporated in the CPU 201 during the above-described battle process of FIG. 19 will be described. While this interruption process is being performed, the battle process shown in FIG. 19 is interrupted.

[0090]

First, when the interruption signal is generated, the CPU 201 first judges whether or not the player has activated the registered magic card (step S 261). That is, when the player touches the magic activation button image corresponding to the registered spell card displayed on the first display 31 of the terminal device 3 while the shop server 2 is performing the battle process of FIG. 19, the terminal device 3 (Including the terminal device 3 connected to the other shop server 2) that has been received from the shop server 2. If the spell activation command has not been received, the result of the determination in step S260 is NO, and the CPU 201 ends the interruption process of FIG. 20 and resumes from the step in which the battle process of FIG. 19 is interrupted.

[0091]

On the other hand, when the player activates the enrollment magic card, the judgment result of step S260 becomes YES, and while the battle process of FIG. 19 is being executed, the CPU 201 judges whether the registered magic card activated by the player It is judged whether or not the activation count is 3 or less (step S261). Information on the number of activations is transmitted from the terminal device 3 together with the above-mentioned magic activation command. When the activation magic card activated by the player exceeds 3 times, the result of the determination in step S261 is NO and the CPU 201 ends the interrupt processing of FIG. 20 and executes the battle Resume from the step where processing was interrupted.

[0092]

On the other hand, if the number of activations of the enrolled magic card activated by the player

is three or less, the judgment result of step S261 becomes YES and the enrolled magic card shown in FIG. 15 Player information of the enemy or ally character according to the effect of the magic card (step S262). Then, the CPU 201 causes the communication interface circuit 204 to transmit a display command for displaying an image showing the state in which the magic has been activated to the second display 32 of the terminal device 3 via the dedicated line 5 (step S 264), The interrupt process of FIG. 20 is terminated, and the process is restarted from the step of interrupting the battle process of FIG. 19.

[0093]

Next, with reference to the flowchart shown in FIG. 21, the flow of the game process executed by the terminal device 3 will be described. First, the CPU 301 of the terminal device 3 judges whether command acceptance accepted by the shop server 2 to which the command input by the player is connected via the leased line 5 has started (step S300). That is, when the CPU 301 has received the acceptance period start signal from the shop server 2 connected via the leased line 5, the result of the determination in step S300 is YES, and the command reception is received in the play field display area 51 of the first display 31 It indicates that it is inside (step S 301). Next, the CPU 301 determines whether or not a card change instruction has been input (step S 302). This card change instruction corresponds to an image corresponding to the magic card displayed on the registered magic card display areas 56a to 56c (see FIG. 14) of the first display 31 or character card display areas 58a to 58e (see FIG. 14) Is an instruction to newly register or change the character image displayed on the screen. Here, the new registration / change instruction of various game cards is performed by placing various game cards to be newly registered or changed on the placing panel 38, and thereafter displaying a button display on which a button image "CHANGE / ENTER" is displayed This is done by touching the region 58 f (see FIG. 14).

[0094]

If it is determined that the card change instruction has been input, the CPU 301 transmits a card change instruction to the shop server 2 via the dedicated line 5 by the communication interface circuit 304 (step S 303). As a result, the shop server 2 recognizes the game card used in the play field based on the received card change instruction, and updates the object position information. Further, when a game card which has not been used up to now is newly registered, the status information is updated. Upon completion of the process of step S303, or when the result of determination in step S302 is NO, the CPU 301 determines whether or not a command has been input by the player (step S304). The command is input via the touch panel 33 shown in FIG. 10

or on the basis of the player's operation on the operation switch 318. If a command is input, the result of the determination in step S 304 is YES, and an input process of the input command is performed (step S 305).

[0095]

The command input process is a process performed by the operation input unit 314 (see FIG. 11), and the operation input unit 314 displays, on the basis of the detection signal from the touch panel 33, the presence / absence of contact by the player on the touch panel 33, Contact time, movement of the contact position and the like, and is displayed on the first display 31 based on the information of "object code", "display position coordinate" and "play field coordinate" of the object position information shown in FIG. 13 Designation of the character image and the various game card images, the movement of the designated character image, the operation on various button images, and the like. Then, based on the recognition result, the movement of the teammate character image, the attack instruction to the enemy character by the teammate character, the designation of the enemy character to be attacked, the designation of the character card image to be enlargedly displayed in the card enlarged display area 55, To the CPU 301, commands corresponding to various instructions by the player, such as designation of a button image and execution of processing corresponding to the designated button image. However, in the process of step S 305, even if the player touches the magic activation button display areas 57 a - 57 c, the operation input unit 314 does not output the corresponding command to the CPU 301.

[0096]

When a command is output from the operation input unit 314 by the command input processing in step S 305, the CPU 301 transmits the command to the shop server 2 via the dedicated line 5 by the communication interface circuit 304 (step S306). When the process of step S 306 is finished or when the result of the judgment in step S 304 is NO, the CPU 301 judges whether or not the shop server 2 connected by the leased line 5 finishes receiving the command (step S 307). When the CPU 301 has not received the acceptance period end signal from the shop server 2 connected via the leased line 5, the CPU 301 considers that the command reception has not ended, the result of the determination in step S 307 is NO, and in step S 302 . On the other hand, when receiving the acceptance period end signal, the determination result of step S 307 becomes YES, and a display for informing the player that the command reception has ended is displayed in the play field display area 51 of the first display 31 (Step S308). Then, the CPU 301 determines whether or not the player information and the object position information transmitted in step S

213 in FIG. 17 from the shop server 2 has been received (step S 311).

[0097]

When the shop server 2 has not started receiving a command in step S300, the result of the determination in step S300 is NO, and the operation input unit 314 displays, on the basis of the detection signal from the touch panel 33, It is determined whether or not the player has touched any of the displayed magic activation button display areas 57a to 57c (step S309). When the player touches any of the magic activation button display areas 57a to 57c, the determination result of step S309 becomes YES, and the operation input unit 314 corresponds to the touched magic activation button display area For the magic card, a magic activation command indicating that an instruction to activate magic is instructed is output to the CPU 301. Then, after transmitting the magic activation command output from the operation input unit 314 to the shop server 2 (step S310), the CPU 301 shifts to the processing of the above-described step S311. On the other hand, if the player has not touched any of the magic activation button display areas 57a to 57c, the result of the determination in step S309 is NO, and the process directly shifts to the processing in step S311 described above.

[0098]

When the player information and the object position information have been received from the shop server 2 via the dedicated line 5 in step S311, the result of the determination in step S311 is YES, and the CPU 301 determines whether the player information and the object position stored in the RAM 303 Information is updated (step S312). As a result, the player information and the object position information stored in the RAM 303 of the terminal device 3 are synchronized with the player information and the object position information of the player playing the game stored in the RAM 203 of the shop server 2 at the terminal device 3 It will be.

[0099]

If it is determined in step S 311 that player information and object position information have not been received from the shop server 2 (NO in step S 311), or after executing the processing in step S 312, the CPU 301 acquires from the shop server 2, It is determined whether or not a display command by the process of step S <b> 214 of 17 is received (step S <b> 313). If it is determined that the display command has been received, the CPU 301 performs an image

display process on the first display 31 or the second display 32 (step S314). In this process, the CPU 301 supplies a display command to the first drawing processing unit 311 or the second drawing processing unit 312. As a result, the first rendering processing unit 311 refers to the object position information and the player information stored in the RAM 303 according to the display command, and extracts the image data from the ROM 302. Then, the game image is generated by storing the image data in the video RAM according to the priority order displayed on the first display 31 (for example, play field image, character image, button image, various card images in this order) 1 display 31. As a result, the content of the game image shown in FIG. 14 displayed on the first display 11 is displayed.

[0100]

Further, the second rendering processing unit 312 renders an object (for example, an object constituting a teammate character, an object constituting an enemy character, and the like) stored in the ROM 302 from a position on the three-dimensional space to a pseudo Calculation for converting to a position in three-dimensional space, light source calculation processing, etc., and also performs writing processing of image data to be drawn on the video RAM (for example, designated by a polygon Mapping of texture data to an area of the video RAM, etc.), and outputs the battle image to the second display 32. As a result, a battle image as shown in FIG. 22 is displayed on the second display 32. The battle image shown in FIG. 22 represents a situation in which the ally character 52 d and the enemy character 53 c are fighting among the character images displayed in the play field display area 51 shown in FIG. 14, and the second display The character image displayed on the right side of the screen of 32 indicates the ally character 52 d, and the character image displayed on the right side of the screen indicates the enemy character 53 c.

[0101]

If it is determined that the display command has not been received in step S313, or after executing the processing in step S314, the CPU 301 determines whether or not to end the game (step S315). The game end condition of the present game system is that when the battle in one play field is ended or when all the vitality of the character of the player operating the terminal device 3 becomes "0" Or when an instruction to end the game is input, and in the event that these game end conditions are satisfied, the CPU 301 determines that the game has ended. In this case, the determination result of step S315 is YES, and the CPU 301 ends the terminal device processing. On the other hand, if the game end condition is not satisfied, the result of the determination in step S315 is NO, the process returns to the process of step S300, and

thereafter, until the above-described game end condition is satisfied, S315 is repeated.

[0102]

According to the shop server 2 and the terminal device 3 which perform the above processing, when it is judged that the own machine is in the acceptance order "1" as a result of referring to the player participation information in step S200 of FIG. 17 (step S200 , YES), the CPU 201 starts clocking by the built-in timer (step S202), and waits until the measured time reaches the acceptance allowable time, that is, until the command reception period ends (step S208, YES) The command received from the device 3 is accepted (step S206). Therefore, the processing in steps S200 and S208 corresponds to the acceptance period setting means. When the acceptance period ends (YES in step S208), game processing based on the command received from the terminal device 3 during the acceptance period is performed (step S212). Therefore, performing the process of step S212 after going through step S208 means "to start processing of the program based on an instruction from the input means accepted during the accepting period when the accepting period has ended" . 21, the instruction from the input means corresponds to a command transmitted by the CPU 301 to the shop server 2 in step S306 of FIG. 21. In step S305 of FIG. 21, the command is transmitted to the player through the touch panel 33 In response to an instruction issued by the operation input unit 314 (however, an instruction to the magic activation button display areas 57 a - 57 c is excluded). Therefore, the touch panel 33 excluding the range corresponding to the magic activation button display areas 57a to 57c corresponds to "input means".

[0103]

When the player touches the magic activation button display areas 57a to 57c via the touch panel 33 while performing the battle process of FIG. 19 executed in the command processing of step S212 in FIG. 17, the terminal device 3 When a magic activation command is transmitted, processing based on the magic activation command is performed (FIG. 20, steps S 262 to S 264). Therefore, the area of the touch panel 33 corresponding to the magic activation button display areas 57 a - 57 c corresponds to "inputting means during processing". Further, the process of step S262 corresponds to "performing a process of executing the program in accordance with an instruction input from the in-process input means while the program is being processed".

[0104]

While the process related to the spell activation command (FIG. 20, steps S 263, S 264) is being performed, the process based on the command received by the shop server 2 during the command reception period (battle process of FIG. 19) is not performed . Therefore, this corresponds to "interrupting the processing of the program based on the instruction from the input unit while processing based on the instruction input from the inputting unit during processing is being performed".

[0105]

In addition, in the game screen shown in FIG. 14, only three registered magic card display areas 56 are provided, and in the shop server 2, in the command processing shown in FIG. 18, three or more cards Magic card registration is not allowed. Also, in the interruption processing shown in FIG. 20, when the number of activations of the registered magic card exceeds 3 times (step S262, NO), update processing of the player information based on the registered magic card (step S263) is performed Absent. Therefore, the processing of step S223 of FIG. 18 and step S262 of FIG. 20 is different from the processing of "the number of contents that can be instructed by the inputting means under processing and the instruction input restriction Means ".

[0106]

Although the embodiment of the present invention has been described above, it is merely a specific example, and the present invention is not particularly limited, and the specific configuration of each means and the like can be appropriately designed and changed. In addition, the effects described in the embodiments of the present invention are merely a list of the most preferable effects produced by the present invention, and the effects of the present invention are limited to those described in the embodiments of the present invention is not. Further, in the above description, the business game device including two displays (the first display 31 and the second display 32) is described as an example of the terminal device 3, but the present invention is not limited to this example , A home video game apparatus configured by connecting a home video game apparatus to a home television, a personal computer functioning as a video game apparatus by executing a video game program, and the like it can.

[0107]

1 is an overall configuration diagram of a game system according to an embodiment of the present invention. FIG. 2 is a block diagram showing a hardware configuration of a center server constituting the game system. FIG. 7 is an explanatory diagram for explaining contents of authentication information stored in a RAM of the center server. FIG. 6 is an explanatory diagram for explaining contents of player participation information stored in a RAM of the center server. FIG. 7 is an explanatory diagram for describing the contents of status information stored in the RAM of the center server. 1 is a block diagram showing a hardware configuration of a shop server that constitutes a game system according to an embodiment of the present invention. FIG. 7 is an explanatory diagram for explaining contents of a capacity value setting table stored in a ROM of the store server. FIG. 6 is an explanatory diagram for explaining contents of a capacity value correction table stored in a ROM of the store server. 1 is a perspective view showing an appearance of a terminal device and a card vending machine installed in one game center in a game system according to an embodiment of the present invention. 1 is a perspective view showing an appearance of a terminal device constituting a game system according to an embodiment of the present invention. FIG. 2 is a block diagram showing a hardware configuration of the terminal device. FIG. 7 is an explanatory diagram for explaining contents of player information stored in a RAM of the terminal device. FIG. 3 is an explanatory diagram for describing the contents of object position information stored in a RAM of the terminal device. FIG. 4 is a diagram for explaining contents of a game screen displayed on a first display of the terminal device. BRIEF DESCRIPTION OF THE DRAWINGS FIG. 1 is an explanatory diagram for explaining contents of a spell card usable in a game system according to an embodiment of the present invention. 7 is a flowchart showing a flow of processing executed by a center server, a shop server, and a terminal device before a player starts a game in a game system according to an embodiment of the present invention. 6 is a flowchart showing a flow of command processing executed by a shop server of a game system according to an embodiment of the present invention. 7 is a flowchart showing a flow of command processing executed by the shop server. 7 is a flowchart showing a flow of battle processing executed by the shop server. 7 is a flowchart showing a flow of an interrupt process executed during the battle process. 6 is a flowchart showing a flow of a game process executed by a terminal device of a game system according to an embodiment of the present invention. FIG. 7 is an explanatory diagram for explaining the content of a battle image displayed on a second display of the terminal device.

Explanation of sign

[0108]

1 center server 2 shop server 3 terminal device 4 communication line 5 dedicated line 6 card vending machine 7 game card 30 chassis 31 first display 32 second display 33 touch panel 34 speaker 35 coin slot 36 ID card insertion slot 37 operation board 38 Placement field 50 Area 52 (52 a - 52 e) Team character image 53 (53 a - 53 e) Enemy character image 54 (54 a - 54 c)

Competition player display area 55 Card enlarged display area 56 (56 a - 56 c) Registered magic card display area 57 (57 a - 57 c) Magic activation button display area 58 (58 a - 58 e) Card display area 59 (59 a - 59 f) Button display area 100, 200, 300 Control unit 101, 201, 301 CPU 102 202,302 ROM 103,203,303 RAM 104,204,304 communication interface circuit

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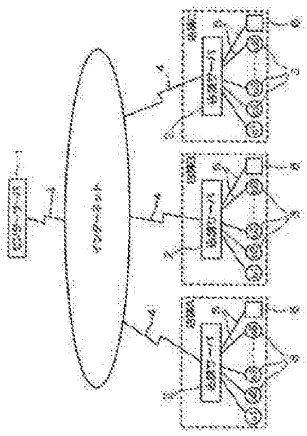
(54)【発明の名称】ゲームシステム

(57)【要約】
【課題】　複数のプレイヤーが参加して行うゲームにおいて、当該ゲームに慣れていないがための各プレイヤー間における思考速度やコマンド入力に関する熟練度の差によって、ゲームの結果が影響されにくいゲームシステムを提供すること。
【解決手段】　ゲーム処理を行う店舗サーバ２において、端末装置３から送信されるコマンドの受付期間を定め、当該受付期間の間のみ、端末装置３からのコマンドを受け付ける。また、店舗サーバ２は、上記の受付期間が終了すると、受付期間中に受信したコマンドに基づいてゲームを進行させる処理を行う。
【選択図】　図１



【特許請求の範囲】
【請求項１】
複数のプレイヤーの各々に対応して設けられ、各プレイヤーからの指示が各々入力される複数の入力手段と、該複数の入力手段から入力された指示に基づいて、ゲームを実行するためのプログラムを記憶した記憶手段と、前記記憶手段から前記プログラムを読み出し、該プログラムに従って、前記複数の入力手段へ入力された指示に基づいて前記ゲームを制御するゲーム制御手段とを備えたゲームシステムであって、
前記ゲーム制御手段は、
前記複数の入力手段から各々入力される指示の受付期間を設定する受付期間設定手段を有し、
前記受付期間が終了したときに、前記受付期間中に受け付けた前記入力手段からの指示に基づいて前記プログラムの処理を開始する
ことを特徴とするゲームシステム。
【請求項２】
前記ゲーム制御手段が前記プログラムの処理中に、前記複数のプレイヤーによる指示を入力するための処理中入力手段を有し、
前記ゲーム制御手段は、
前記プログラムの処理中に前記処理中入力手段から指示が入力された場合、前記処理中入力手段からの指示に基づく処理を行う
ことを特徴とする請求項１に記載のゲームシステム。
【請求項３】
前記ゲーム制御手段は、
前記処理中入力手段から入力された指示に基づく処理を行っている間は、前記入力手段からの指示に基づく前記プログラムの処理を中断する
ことを特徴とする請求項２に記載のゲームシステム。
【請求項４】
前記ゲーム制御手段は、
前記処理中入力手段により指示することができる内容の数、および、前記処理中入力手段への指示の入力を制限する指示入力制限手段と
を有することを特徴とする請求項２または３に記載のゲームシステム。
【発明の詳細な説明】
【技術分野】
【０００１】
本発明は、複数のプレイヤー間で対戦ゲームを行うことができるゲームシステムに関する。
【背景技術】
【０００２】
近年、インターネットの普及により、各家庭のパーソナルコンピュータからゲーム運営会社のサーバにログインし、当該サーバが提供する広大なゲーム空間内で行われるロールプレイングゲームが多くのユーザにより楽しまれるようになってきている。また、ゲームセンターに設置される、いわゆるアーケードゲームマシンにおいても、各ゲームセンターに設置されているサーバ間で各種情報のやりとりを可能にし、当該サーバに接続された複数の端末装置間、または、他のサーバに接続された端末装置との間で各種の対戦ゲームを行うことが可能なゲームシステムが実現されている。この種のゲームシステムが提供するゲームとしては、麻雀ゲームやゴルフゲームなどの他に、ＩＣカードを利用した対戦型ゲームがある。
【０００３】
上記対戦型ゲームの一例として、たとえばサッカーゲームの場合、実存するプロサッカー選手の写真が印刷されたＩＣカードのメモリに、その選手に応じた各種パラメータの値を記憶させたものを、予め複数用意しておく。一方、ゲームセンターに設置された端末装

置には、上記ＩＣカードを一度に複数枚、載置することができる載置パネルと、当該載置パネルに載置されたＩＣカードのメモリから上記の各種パラメータの値を読み取るカードリーダとを設けておく。そして、プレイヤーは、複数のＩＣカード（ゲーム空間内でサッカーを行う選手に対応している）を、サッカーの各ポジションに応じて上記載置パネルに載置し、載置したＩＣカードに記憶された各種パラメータに基づいて、他の端末装置でプレイしているプレイヤーとサッカーゲームを行うものである。

【０００４】

また、他の対戦型ゲームとしては、例えば特許文献１に開示されているようなものもある。特許文献１においては、例えばＲＦＩＤ（Ｒａｄｉｏ　Ｆｒｅｑｕｅｎｃｙ　ＩＤｅｎｔｉｆｉｃａｔｉｏｎ）システムのトランスポンダ等の非接触型ＩＣカードに各種キャラクタの能力値を記憶させておき、これら能力値を端末装置のカードリーダに読み取らせる。そして、読み取らせた能力値を有するキャラクタ画像をゲーム空間内に表示し、他の端末装置でプレイしているプレイヤーのキャラクタ画像と、上記ゲーム空間内で戦闘を行わせることで勝敗を決する対戦型ゲームである。すなわち、プレイヤーは、端末装置に読み取らせたキャラクタカードに対応するキャラクタの行動（移動、攻撃、防御など）を指定するコマンドを入力し、敵のキャラクタと戦闘になった場合は、当該キャラクタが有する能力値に基づいて勝敗が決定される。

【０００５】

【特許文献１】特開２００５－３４２２６４

【発明の開示】

【発明が解決しようとする課題】

【０００６】

ところで、特許文献１に開示されている対戦型ゲームでは、ゲーム空間内の時間がリアルタイムで経過しており、キャラクタの行動を指定するためのコマンドを入力することができるコマンド受付期間、および、コマンド受付期間の発生頻度は、各キャラクタが持つ能力の１つである「移動力」の値に左右される。すなわち、キャラクタの「移動力」の値が大きいほどコマンド受付期間が短くなり、コマンド受付期間の発生頻度も高くなっている。これに対してキャラクタの「移動力」の値が小さければ、コマンド受付期間が長くなり、コマンド受付期間の発生頻度も低くなっている。そして、各キャラクタは、コマンド受付期間が終了すると、ゲーム空間内で当該コマンド受付期間内に入力されたコマンドに応じた行動をとる。

【０００７】

このため、「移動力」の値が小さいキャラクタは、プレイヤーによるコマンドの入力から、キャラクタが当該コマンドに従った行動をとるまでの時間が長くなり、その間、敵キャラクタからの攻撃を受け易く、ゲーム空間内における戦闘が不利なものになってしまう。また、「移動力」の値が同じキャラクタ同士が戦闘を行う場合であっても、例えば、当該ゲームシステムが提供するゲームに慣れていないプレイヤーの場合、刻一刻と変化するゲーム空間内の状況に則したコマンドの選択に時間がかかり、選択したコマンドを入力できる時間が満足にとれなくなる事態が生じ、その結果、戦闘が不利になってしまう可能性がある。

【０００８】

また、戦闘をより有利に導くために、複雑な手順を要するコマンドを入力する場合や、複数のコマンドを入力したい場合などは、各プレイヤーの端末装置へのコマンド入力に関する熟練度によって、戦闘の有利、不利が生じる可能性がある。このコマンド入力に関する熟練度による戦闘の有利、不利の格差を解消するために、よりコマンドの入力操作が容易となる専用のコントローラを端末装置に取り付けることが考えられるが、当該コントローラの取り付けにより、端末装置のコストが高くなってしまう恐れがある。

【０００９】

そこで本発明は、複数のプレイヤーが参加して行うゲームにおいて、当該ゲームに慣れていないがための、思考速度やコマンド入力に関する熟練度に関する各プレイヤー間の差

によって、ゲームの結果が影響されにくいゲームシステムを提供することを目的としている。

【課題を解決するための手段】

【００１０】

上記の目的を達成するために、本発明は、複数のプレイヤーの各々に対応して設けられ、各プレイヤーからの指示が各々入力される複数の入力手段と、該複数の入力手段から入力された指示に基づいて、ゲームを実行するためのプログラムを記憶した記憶手段と、前記記憶手段から前記プログラムを読み出し、該プログラムに従って、前記複数の入力手段へ入力された指示に基づいて前記ゲームを制御するゲーム制御手段とを備えたゲームシステムであって、前記ゲーム制御手段は、前記複数の入力手段から各々入力される指示の受付期間を設定する受付期間設定手段を有し、前記受付期間が終了したときに、前記受付期間中に受け付けた前記入力手段からの指示に基づいて前記プログラムの処理を開始することを特徴としている。

【００１１】

ここで、「入力手段」は、例えば、押しボタン式またはスライド式などのスイッチ、ジョイスティック、ディスプレイの画面に設けられたタッチパネルなど、プレイヤーが何らかの指示を入力することができる装置であればよい。また、「ゲームを実行するためのプログラム」という文言における「ゲーム」とは、入力手段から指示が行われた後に、当該入力された指示に基づいて勝敗が決定されるゲームをいう。

【００１２】

本発明によれば、複数の入力手段から各々入力された指示は、受付期間設定手段によって設定された受付期間の間のみゲーム制御手段に受け付けられ、当該受付期間が終了すると、ゲーム制御手段において上記受付期間中に受け付けられた各入力手段からの指示に基づいた上記ゲームを実行するためのプログラムの処理が開始される。よって、複数のプレイヤーによって各々対応する入力手段から入力されたコマンドの、ゲーム制御手段における受付期間は、上記複数のプレイヤー全員に平等に与えられる。このため、当該ゲームに慣れていないがために、各プレイヤー間に生じる思考速度やコマンド入力に関する熟練度の差によって、ゲームの結果が影響されにくくなる。

【００１３】

また、本発明は、上述したゲームシステムにおいて、前記ゲーム制御手段が前記プログラムの処理中に、前記複数のプレイヤーによる指示を入力するための処理中入力手段を有し、前記ゲーム制御手段は、前記プログラムの処理中に前記処理中入力手段から指示が入力された場合、前記処理中入力手段からの指示に基づく処理を行うことを特徴としている。

【００１４】

本発明によれば、ゲーム制御手段によってゲームを実行するためのプログラムが処理されている最中に、処理中入力手段から入力されたプレイヤーからの指示があった場合、当該指示に基づく処理が行われることになる。よって、前述した入力手段から指示をした後にも、前述したプログラムの処理によるゲームの進行に対して、プレイヤーの意志に基づく影響を与える機会が生じるため、例えば、入力手段に入力した指示の内容がゲームを有利に展開するのに不適切だった場合であっても、それによって生じる不利を補う機会が与えられるため、ゲームの興趣を向上させることができる。

【００１５】

また、本発明は、上記のゲーム装置において、前記ゲーム制御手段は、前記処理中入力手段から入力された指示に応じて前記プログラムの処理を行っている間は、前記入力手段からの指示に基づく前記プログラムの処理を中断することを特徴としている。

【００１６】

本発明によれば、前述した処理中入力手段から入力された指示に基づいてプログラムの処理を行っている間は、入力手段から入力された指示に基づくプログラムの処理が一時中断される。よって、前述した処理中入力手段から入力された指示に基づくプログラムの処

理が行われていなかった場合、プレイヤーにとってゲームの展開が不利になっていたときでも、その不利な状況になってしまうことを回避できる可能性が生じるため、ゲームの興趣を向上させることができる。

【００１７】

さらに本発明は、処理中入力手段を有する上述したいずれかのゲームシステムにおいて、前記ゲーム制御手段は、前記処理中入力手段により指示することができる内容の数を、および、前記処理中入力手段への指示の入力を制限する入力制限手段とを有することを特徴としている。

【００１８】

ここで、「処理中入力手段への指示の入力を制限する」具体的な方法としては、例えば、ゲーム制御手段によるプログラムの処理中に上記処理中入力手段から指示を入力することができる回数に制限を設ける、または、上記処理中入力手段から指示を入力した場合は、予め定められた時間が経過しなければ、次の指示を入力することができないようにするといった方法が考えられる。

【００１９】

本発明によれば、処理中入力手段により指示することができる内容の数、および、処理中入力手段への指示の入力が制限されるため、各プレイヤーによるゲームの進行に対する過度の干渉を抑制することができ、処理中入力手段を有するゲームシステムにおいても、各プレイヤー間に生じる判断の速さや敏捷度の差による、ゲームの結果への影響を生じにくくすることができる。る。

【発明の効果】

【００２０】

本発明のゲームシステムによれば、複数のプレイヤーが参加するゲームにおいて、各プレイヤーによって各々対応する入力手段からコマンドを入力することができる期間が、ゲームに参加したプレイヤー全員に平等に与えられので、当該ゲームに慣れていないがために各プレイヤー間に生じる思考速度やコマンド入力に関する熟練度の差による、ゲームの結果への影響を生じにくくすることができる。

【発明を実施するための最良の形態】

【００２１】

以下、本発明の好適な実施の形態について、いわゆるアーケードゲーム機に適用した場合を例に、図面を参照しつつ説明する。図１は、本実施の形態に係るゲームシステムの全体構成を示す図である。このゲームシステムは、通信回線４を介してインターネットに接続されたセンターサーバ１と、複数のゲームセンター（図１においては３店舗）に各々１台ずつ設置され、通信回線４を介してインターネットに接続された店舗サーバ２と、各ゲームセンターに設置され、専用線５を介して店舗サーバ２と各々接続されている、複数の端末装置３（図１においては一店舗につき８台）および１台のカード販売機６とからなっている。各端末装置３には、接続されている店舗サーバ２に付与された店舗コードを含む各端末装置３に固有のマシンＩＤが付与されている。例えば、図１において、店舗Ａの店舗サーバ２のコードが「Ａ」であり、店舗Ａ内における端末装置３のコードが「１」である場合、この端末装置３のマシンＩＤは「ａ１」となる。

【００２２】

上述したゲームシステムによってプレイヤーに提供するゲームは、カードを用いて他の端末装置３でゲームを行っているプレイヤーと戦闘を行う対戦型のゲームである。このゲームは、端末装置３の所定位置（後述する載置パネル３８）にＩＣカードであるゲームカードを複数配置し、これら配置した各ゲームカードのメモリに記憶されているデータに基づいて、コンピュータもしくは他の端末装置３でプレイしているプレイヤーと対戦を行うものである。なお、ゲームカードとして用いるＩＣカードは接触型でも非接触型でもよく、非接触型ＩＣカードを採用した場合は、例えば、ＲＦＩＤシステムにおけるトランスポンダを使用することも可能である。

【００２３】

上述したゲームカードは、キャラクタカードと魔法カードの２種類に分類される。キャラクタカードの表面には、ゲーム空間内で戦闘を行うキャラクタ（端末装置３において画像として表示される人物）の絵が描かれており、各種能力値（後述する）が異なる複数種類のキャラクタが予め用意されている。キャラクタカードにはメモリが埋設されており、当該メモリには、それぞれカード表面に描かれたキャラクタに対応する固有の識別情報（以下、キャラクタナンバーという）が記憶されている。また、店舗サーバ２には、各キャラクタの識別情報に対応する能力（生命力、魔力、攻撃力、防御力、移動力など）がデータとして記憶されており、端末装置３に配置されたキャラクタカードの識別情報を認識し、認識した識別情報に対応するキャラクタの能力に基づいてゲーム空間内で行われる戦闘を制御している。

【００２４】

魔法カードは、ゲーム空間内で行われるキャラクタ同士の戦闘にプレイヤーが介入したい場合に使用するカードであり、魔法カードの種類に応じて、戦闘を行う自分のキャラクタに有利となる影響を与えたり、対戦相手のキャラクタに対して不利な影響を与えることができる。この魔法カードにもメモリが埋設されており、当該メモリには、それぞれカード表面に描かれた魔法の種類に対応する固有の識別情報（以下、魔法ナンバーという）が記憶されている。なお、魔法カードの種類および使用方法については、後に詳しく説明する。

【００２５】

また、図１におけるゲームシステムでは、プレイヤーがカード販売機６からＩＤカードとよばれるＩＣカードを購入し、それを端末装置３に読み取らせることでゲームの実行が可能となる。さらに、本ゲームシステムで行ったゲームの履歴は、ＩＤカードに記憶されたデータに対応づけてセンターサーバ１に保存され、次回、本ゲームシステムでゲームを行う場合でも、前回までのゲーム結果が反映された状態で引き続きゲームを行うことができるようになっている。なお、ＩＤカードもゲームカードと同様、接触型ＩＣカードまたは非接触型ＩＣカードのどちらを採用してもよく、非接触型ＩＣカードを採用した場合は、ＲＦＩＤシステムにおけるトランスポンダを使用することが可能である。

【００２６】

以下、図１に示すゲームシステムの各部について説明する。センターサーバ１は、インターネットを介して複数の店舗サーバ２と通信を行い、各ゲームセンターにおいてゲームを行うプレイヤーが所有している各キャラクタのステータス情報を記憶している。ここで、図２にセンターサーバ１のハードウェア構成を示すブロック図を示す。センターサーバ１は、センターサーバ１の動作を制御する制御部１００と、インターネットを介して複数の店舗サーバ２とデータを送受信するための通信用インターフェイス回路１０４とを備えている。

【００２７】

制御部１００は、ＣＰＵ１０１と、ＲＯＭ１０２と、ＲＡＭ１０３とを備えている。ＣＰＵ１０１は、ＲＯＭ１０２に記憶されている制御プログラムに従って、図１に示す構成のゲームシステムの制御を行う。ＲＯＭ１０２は、センターサーバ１の内部に搭載される半導体メモリまたはハードディスクドライブなどの記憶装置であってもよいし、例えば、光磁気ディスクドライブ、ＣＤドライブ、ＤＶＤドライブなどのように、記憶媒体が取り外し可能な記憶装置であってもよい。ＲＡＭ１０３は、例えば、各ゲームセンターに設置された店舗サーバ２から送信されてきた各プレイヤーに関する情報などを記憶する。

【００２８】

ここで、ＲＡＭ１０３に記憶されるプレイヤーに関する情報の内容について図３～図５を参照して説明する。図３は認証情報の内容を示す図である。この認証情報は、プレイヤーがカード販売機６からＩＤカードを購入する際に、プレイヤー自身によって設定されたプレイヤーＩＤおよびパスワードと、当該ＩＤカードのメモリに予め記憶されているＩＤデータとを対応付けたものである。端末装置３は、挿入されたＩＤカードのメモリからＩＤデータを読み取り、店舗サーバ２を介してセンターサーバ１へ送信するとともに、プレ

イヤーによって入力されたプレイヤーＩＤおよびパスワードをセンターサーバ１へ送信する。センターサーバ１は、図３に示す認証情報と、端末装置３から受信したプレイヤーＩＤ、パスワード、および、ＩＤデータに基づいてプレイヤーの認証を行う。

【００２９】

図４は、プレイヤー参加情報の内容を示す図である。本ゲームシステムが提供するゲーム空間内は予め区画されており、当該区画された各領域（以下、プレイフィールドという）で、現在ゲームを行っているプレイヤーを認識するための情報である。本ゲームシステムが提供するゲームでは、ゲーム空間内の各プレイフィールドに固有の番号（以下、フィールドナンバーという）が付与されている。ここで、本ゲームシステムでは、各プレイフィールドにおいて最大４名のプレイヤーが同時にゲームを行うことができるようになっており、プレイヤーは、ゲームを開始する前にゲームを行うプレイフィールドを指定するようになっている。

【００３０】

図４において、「受付順」の欄には、各フィールドナンバーに対応して、センターサーバ１にゲームの実行を受け付けられた順番が記憶され、各受付順に、ゲームの実行を受け付けられたプレイヤーのＩＤコードと、当該ＩＤコードに対応して、プレイヤーが使用する端末装置３のマシンＩＤと、当該マシンＩＤが付与された端末装置３が専用線５を介して接続された店舗サーバ２のコード（以下、店舗サーバコードという）とが記憶されている。なお、図４のフィールドナンバー「３」の「ＩＤコード」欄において、「ＣＰＵ」とあるのは、同プレイフィールドでゲームを行っているマシンＩＤが「ｃ３」の端末装置３が、同欄のＩＤコード「Ｐ１１」に対応するプレイヤーの対戦相手として稼動していることを意味している。すなわち、ＩＤコード「Ｐ１１」のプレイヤーは、他のプレイヤーとの戦闘を行わずに、マシンＩＤが「ｃ３」の端末装置３を相手に、本ゲームシステムが提供するゲームを行っている。

【００３１】

図４に示すプレイヤー参加情報を構成する各情報は、店舗Ａ～店舗Ｃに設置された各店舗サーバ２から送信されてくるデータに基づいて更新され、ＲＡＭ１０３に記憶される。また、センターサーバ１は、プレイヤー参加情報の内容を更新するごとに、更新したプレイヤー情報を各店舗サーバ２へ送信している。

【００３２】

図５は、各プレイヤーが所持するゲームカードの種類と、その状態を示すステータス情報の内容を示す図である。すなわち、過去、本ゲームシステムにアクセスしたプレイヤーに対応するＩＤデータごとに、各プレイヤーが所持するゲームカードのキャラクタナンバーおよび魔法ナンバー（後述する）と、各キャラクタカードに対応する経験値とを記憶したものである。図５においては、一例として、ＩＤデータ「Ｐ１」および「Ｐ２」に対応するプレイヤーのステータス情報を図示している。これらステータス情報のうち、図４に示したプレイヤー参加情報に含まれている、各「フィールドナンバー」に対応するプレイフィールドでゲームを行っているプレイヤーＩＤのステータス情報が、その「フィールドナンバー」に対応して記憶されている店舗サーバコードの店舗サーバ２へ送信される。

【００３３】

例えば、図４に示した内容のプレイヤー参加情報の場合、店舗サーバコード「Ａ」および「Ｂ」の店舗サーバ２に対しては、フィールドナンバー「１」でゲームを行っているプレイヤー（ＩＤデータ「Ｐ１」、「Ｐ１２」、「Ｐ９」、「Ｐ３」）と、フィールドナンバー「２」でゲームを行っているプレイヤー（ＩＤデータ「Ｐ５」、「Ｐ１０」、「Ｐ２」、「Ｐ８」）のステータス情報が送信される。また、店舗サーバコード「Ｃ」の店舗サーバ２に対しては、店舗サーバコード「Ａ」および「Ｂ」の店舗サーバ２へ送信したステータス情報に加え、フィールドナンバー「３」でゲームを行っているプレイヤー（ＩＤデータ「Ｐ１１」、「Ｐ４」、「Ｐ７」）のステータス情報も送信される。これにより、各店舗サーバ２は、センターサーバ１から受信したステータス情報を記憶し、ゲーム処理を行う際に、それらステータス情報を参照して各プレイヤーが所有するゲームカードの種類

を認識し、戦闘結果に応じてステータス情報の内容を更新する。

【００３４】

次に、店舗サーバ２は、通信回線４およびインターネットを介してセンターサーバ１または他の店舗サーバ２と各種データのやりとりを行うとともに、専用線５を介して、ゲームセンター内に設置された端末装置３およびカード販売機６と各種データのやり取りを行う。図６に、店舗サーバ２のハードウェア構成を示すブロック図を示す。店舗サーバ２は、店舗サーバ２の動作を制御する制御部２００を備えている。制御部２００は、ＣＰＵ２０１と、ＲＯＭ２０２と、ＲＡＭ２０３とを有している。ＣＰＵ２０１は、ＲＯＭ２０２に格納されたゲーム進行プログラムを実行しゲームを進行する処理を行う。また、ＲＯＭ２０２は、上述したゲーム進行プログラムの他にも、端末装置３によりプレイヤーへ提供するゲームにおいて使用される各種データを記憶している。

【００３５】

ＲＯＭ２０２に記憶されているデータには、例えば、能力値設定テーブル、能力値補正テーブルなどがある。図７に能力値設定テーブルの一例を示す。能力値設定テーブルは、前述したキャラクタカードの種類に対応する各種能力を定めたものである。この図に示すように、各キャラクタナンバーに対応して、「経験値」、「レベル」、「生命力」、「魔力」、「攻撃力」、「防御力」、「移動力」、「攻撃命中率」、「クリティカルヒット率」、「攻撃回避率」といった各種能力が、数値によって定められている。

【００３６】

ここで、「経験値」は、キャラクタの「レベル」の値がアップするために必要な値を定めたものである。すなわち、本ゲームシステムにおいては、敵キャラクタとの戦闘に勝利すると、その戦闘に参加した味方キャラクタに対して適宜、「経験値」の値が加算されるが、その結果、図７に示す能力値設定テーブルにおいて、キャラクタの経験値が現在のレベルに対応する「経験値」の値を超えると、そのキャラクタのレベルがアップすることになる。「レベル」は、各キャラクタの強さを数値により示したものであり、同一のキャラクタであれば、その数値が高いほどキャラクタの能力値が全体的に高く、本ゲームにおいて強いキャラクタということになる。「生命力」は、キャラクタの体力を数値で表したものであり、敵キャラクタから攻撃されてダメージを受けるとその値が減少する。そして、キャラクタの「生命力」の値が「０」となると、そのキャラクタはプレイフィールド内から消滅し、所定期間ゲームに用いることはできなくなる。

【００３７】

「魔力」は、キャラクタが戦闘において使用できる魔法の能力を数値で表したものであり、キャラクタが魔法を使用すると、使用した魔法の種類に応じた値だけ「魔力」の値が減少する。そして、「魔力」の値が、使用しようとする魔法に必要となる値に満たない場合は、その魔法は使えないことになる。なお、戦闘中に減少した「魔力」の値は、所定の速度で経時的に回復し、その回復速度は、キャラクタの「レベル」に応じて変化する。「攻撃力」は、キャラクタが他のキャラクタに対してダメージを与えることができる力を数値で表したものであり、その数値が高いほど、他のキャラクタにより多くのダメージを与える（すなわち、他のキャラクタの「生命力」の値をより多く減少させる）ことができる。「防御力」は、他のキャラクタからの攻撃を防御する力を数値で表したであり、その数値が高いほど、他のキャラクタからの攻撃によるダメージを軽減することができる。「移動力」は、キャラクタがプレイフィールド上で移動可能な距離を表すものであり、その数値が大きいほど、キャラクタはプレイフィールド上で長い距離を移動することができる。

【００３８】

「攻撃命中率」は、キャラクタが他のキャラクタに攻撃を命中させることができる割合を示しており、その数値が大きいほど、高い確率で他のキャラクタにダメージを与えることができる。「クリティカルヒット率」は、クリティカルヒット（キャラクタが他のキャラクタに攻撃する際に通常の攻撃よりも大きなダメージを与えることができる攻撃）が発生する確率を示しており、その数値が大きいほど高い確率でクリティカルヒットが発生する。「攻撃回避率」は、キャラクタが他のキャラクタから攻撃を受けた場合に、その攻撃

を回避できる（すなわち、「生命力」の数値が減少しない）割合を示しており、その数値が高いほど、高い確率で攻撃を回避することができる。

【００３９】

本ゲームシステムにおけるキャラクタ同士の戦闘は、上述した各種能力の値に基づいて勝敗が決定される。また、前述した魔法カードは、キャラクタ同士の戦闘中にプレイヤーによってその使用が指示されると、味方または敵キャラクタの各種能力の値を増減させることができ、これにより、プレイヤーによるキャラクタ同士の戦闘に干渉することができる。魔法カードの種類および使用時の効果については、後に詳しく説明する。

【００４０】

能力値補正テーブルの内容は、図８に示すとおりであり、予め定められた３つの乱数値の範囲（０～６３、６４～９５、９６～１２７）に対して、それぞれ、補正対象となる能力の名称（「攻撃命中率」、「クリティカルヒット率」、「攻撃回避率」）およびそれらの補正値が記憶されている。また、各補正値は、キャラクタのレベルに応じてその大きさが異なっている。これにより、ゲーム空間内においてキャラクタ同士の戦闘になった場合、ＣＰＵ２０１は乱数を発生させて、その乱数の値に対応する能力値を、キャラクタのレベルに応じた補正値によって増減させる。

【００４１】

なお、ＲＯＭ２０２は、店舗サーバ２の内部に搭載される半導体メモリまたはハードディスクドライブなどの記憶装置であってもよいし、例えば、光磁気ディスクドライブ、ＣＤドライブ、ＤＶＤドライブなどのように記憶媒体が取り外し可能な記憶装置であってもよい。

【００４２】

図６に戻り、ＲＡＭ２０３は、上述したゲーム進行プログラムの処理過程で発生した各種データを一時的に格納する。このデータの中には、例えば、センターサーバ１から送信されてきたプレイヤー参加情報（図４参照）ならびにステータス情報（図５参照）、専用線５を介して接続されている各端末装置３から送信されてくる各種データ、および、図４に示すプレイヤー参加情報に基づいて自機に接続された端末装置３のうち「受付順」が「１」になっているものがあるか否かを示すフラグＦ（詳しくは後述する）などがある。通信用インターフェイス回路２０４は、インターネットを介してセンターサーバ１または他の店舗サーバ２と各種データを送受信するためのものである。インターフェイス回路群２０５は、専用線５を介してゲームセンター内に設置された８台の端末装置３および１台のカード販売機６と接続され、ＣＰＵ２０１による制御に従って各種データの送受信を行う。

【００４３】

次に、ゲームセンター内に設置され、上述した店舗サーバ２と各種データの送受信を行う端末装置３およびカード販売機６について説明する。図９は、１つのゲームセンター内のフロアに設置された状態の端末装置３およびカード販売機６の外観を示す斜視図である。この図に示すように、１つのゲームセンターには８台の端末装置３と１台のカード販売機６とが設置されており、各端末装置３には前述したように、それぞれ固有のマシンＩＤが付与されている。

【００４４】

カード販売機６は、プレイヤーが本ゲームシステムでゲームを行うときに使用するＩＤカードを発行する。カード販売機６は、ＩＤカードを発行するにあたり、ＩＤカードのメモリに記憶されたＩＤデータと、プレイヤーによって図示せぬキーボードから設定、入力されたプレイヤーＩＤおよびパスワードを、店舗サーバ２を介してセンターサーバ１へ送信したのち、当該ＩＤカードをプレイヤーに対して発行する。一方、センターサーバ１は、インターネットを介して受信した上記各情報を、ＲＡＭ１０３に記憶されている認証情報（図３参照）に追加して記憶する。

【００４５】

次に、図１０および図１１を参照して端末装置３のハードウェア構成について詳しく説

明する。ここで、図１０は端末装置３の外観を示す斜視図であり、図１１は端末装置３の内部ハードウェア構成を示すブロック図である。図１０に示すように、端末装置３は、筐体３０と、筐体３０の前面ほぼ中央において、画面が斜め上方に向くように傾斜させて設けられた第１ディスプレイ３１と、第１ディスプレイ３１の上方に設けられた第２ディスプレイ３２とを備えている。第１ディスプレイ３１の表面には、タッチパネル３３が設置されており、第１ディスプレイ３１の画面にプレイヤーの指などが接触すると、その接触位置に対応する検出信号を、後述する操作入力部３１４へ出力する。タッチパネル３３は、第１ディスプレイ３１の画面とほぼ同じ寸法を有する矩形状の薄層体であり、縦横にそれぞれ所定ピッチで線状の透明材からなる感圧素材を配列したものを透明カバーで被覆する等により構成されている。このタッチパネル３３は従来公知のものを採用可能である。

【００４６】

第２ディスプレイ３２の左右両側には、音声を出力するスピーカ３４が設置されている。また、第１ディスプレイ３１の下側には、端末装置３の正面に向って左から順に７セグメント表示器３１９と、コインが投入されるコイン投入口３５と、前述したＩＤカード（図示略）が挿入されるＩＤカード挿入口３６とが設けられている。さらに、７セグメント表示器３１９、コイン投入口３５、および、ＩＤカード挿入口３６の下側には、前方へ突出するように操作台３７が設けられている。この操作台３７の上面には、複数枚のゲームカード（キャラクタカードまたは魔法カード）７を載置可能な載置パネル３８と、４つの押しボタン式スイッチからなる操作スイッチ３１８が設けられている。

【００４７】

次に図１１を参照して端末装置３の内部構成について説明する。制御部３００は、端末装置３の全体の動作を制御するものであり、ＣＰＵ３０１と、ＲＯＭ３０２と、ＲＡＭ３０３とを備える。ＲＯＭ３０２は、ゲームプログラム、および、第１ディスプレイ３１に表示される各種の画像データ等を記憶している。これら画像データの中には、例えば、プレイヤーが操作可能なキャラクタを示す味方キャラクタ画像、対戦相手が操作する敵キャラクタ画像、味方キャラクタ画像と敵キャラクタ画像とが戦闘を行う舞台となるプレイフィールドを表示するための画像、所定の指示を受け付けるボタンを表すボタン画像、魔法カードの種類を示す画像（以下、魔法カード画像という）等が含まれている。また、ＲＯＭ３０２は、例えば、味方キャラクタを構成するオブジェクト、敵キャラクタを構成するオブジェクト、テクスチャデータ、背景画像等も記憶している。味方キャラクタまたは敵キャラクタを構成するオブジェクト等は、３次元描画が可能なように所定数のポリゴンで構成されている。

【００４８】

なお、ＲＯＭ３０２は、端末装置３の内部に搭載される半導体メモリまたはハードディスクドライブなどの記憶装置であってもよいし、例えば、光磁気ディスクドライブ、ＣＤドライブ、ＤＶＤドライブなどのように記憶媒体が取り外し可能な記憶装置であってもよい。さらに、上述した各種記憶装置を適宜組合せて構成したものでもよい。

【００４９】

ＲＡＭ３０３は、上述したゲームプログラムの処理過程で発生した各種データを一時的に格納する。また、前述したプレイヤー参加情報（図４参照）およびステータス情報（図５参照）の他、店舗サーバ２で生成された図１２に示すプレイヤー情報と、図１３に示すオブジェクト位置情報を記憶する。プレイヤー情報は、端末装置３でゲームを行うプレイヤーが所持するゲームカードの種類と、各キャラクタカードの能力値を示す情報である。ここで、図１２に示すプレイヤー情報は、ＩＤデータ「Ｐ１」と「Ｐ２」にそれぞれ対応するプレイヤーのものを示している。オブジェクト位置情報は、前述したディスプレイ３１に表示される画像の種類およびその表示位置などを表す座標情報が含まれる。

【００５０】

図１３に示すオブジェクト位置情報において、「オブジェクトコード」は、各オブジェクトに固有の情報であり、「タイプ」と「ナンバー」とからなっている。「タイプ」欄に示される各種記号のうち、「Ｂ」は図１０に示したタッチパネル３３からプレイヤーが指

示を入力する際に、その指示を受け付ける領域を表示するためのボタン画像を意味する。また、「Ｃ」は登録した魔法カード画像を意味する。さらに、「Ｐ」は味方キャラクタ画像を意味し、「Ｅ」は敵キャラクタ画像を意味する。「ナンバー」欄に示される数字は、上述した各種画像に対応して予め付与されている固有の番号である。

【００５１】

「表示位置座標」欄には、第１ディスプレイ３１の表示領域内における位置をＸＹ座標によって表した情報が示されている。また、「プレイフィールド座標」欄には、仮想ゲーム空間に広がるプレイフィールドに予め設定されている座標であり、同一のプレイフィールドでゲームを行う各端末装置３は、当該プレイフィールドにおいて共通の座標系を有している。このプレイフィールド座標は、ｘｙ座標により表される。「操作受付」欄には、前述したタッチパネル３３から各オブジェクトに対する操作が可能な状態にあるか否かの情報が示されている。すなわち、「操作受付」欄に「○」が示されているオブジェクトに対しては、プレイヤーによる操作が可能な状態になっており、「×」が示されているオブジェクトに対しては、操作が不可能な状態になっている。

【００５２】

さらに、ナンバー「Ｐ０１０６」、「Ｐ０１０７」に対応するオブジェクトのように、プレイフィールド座標が設定されているが、表示位置座標が設定されてないものは、プレイフィールド上には存在するが、第１ディスプレイ３１には表示されていないオブジェクトを示している。また、タイプ「Ｂ」（ボタン画像）またはタイプ「Ｃ」（魔法カード画像）のオブジェクトように、プレイフィールド座標が設定されているが、表示位置座標が設定されていないものは、第１ディスプレイ３１には表示されているが、プレイフィールド上には存在しない画像を示している。

【００５３】

図１１に戻り、通信用インターフェイス回路３０４は、オブジェクト位置情報や、センターサーバ１へ送信される認証情報の内容に関するデータなどの送受信を、専用線５を介して店舗サーバ２と行う。また、通信用インターフェイス回路３０４は、タッチパネル３３を介してプレイヤーが入力した指示に応じて操作入力部３１４から入力された各種コマンドを、専用線５を介して店舗サーバ２へ送信する。これにより、店舗サーバ２は受信したコマンドに基づいてゲームを進行させる。さらに、通信用インターフェイス回路３０４は、専用線５を介して店舗サーバ２から、第１ディスプレイ３１または第２ディスプレイ３２に対する表示コマンドを受信する。

【００５４】

第１描画処理部３１１は、プレイフィールド画像およびゲームカード画像を含むゲーム画面を第１ディスプレイ３１に表示させるもので、ＶＤＰ（Ｖｉｄｅｏ　Ｄｉｓｐｌａｙ　Ｐｒｏｃｅｓｓｏｒ）やビデオＲＡＭ等を備える。第１描画処理部３１１は、店舗サーバ２から受信した表示コマンドに従って、ＲＡＭ３０３に格納されたオブジェクト位置情報およびステータス情報を参照し、ＲＯＭ３０２から画像データを抽出する。そして、第１ディスプレイ３１に表示される優先順位（例えば、プレイフィールド画像、キャラクタ画像、ボタン画像、魔法カード画像の順）に従って画像データをビデオＲＡＭに記憶することにより、ゲーム画面を生成し、第１ディスプレイ３１に出力する。この結果、第１ディスプレイ３１には、後述するゲーム画面が表示される。

【００５５】

第２描画処理部３１２は、味方キャラクタと敵キャラクタとの対戦を表す戦闘画像を第２ディスプレイ３２に表示させるもので、ＶＤＰやビデオＲＡＭ等を備える。第２描画処理部３１２は、上記表示コマンドに従って、ＲＯＭ３０２に格納されたオブジェクト（例えば、味方キャラクタを構成するオブジェクト、敵キャラクタを構成するオブジェクト等）を３次元空間上での位置から擬似３次元空間上での位置へ変換するための計算、光源計算処理等を行うとともに、上記計算結果に基づいてビデオＲＡＭに対して描画すべき画像データの書き込み処理（例えば、ポリゴンで指定されるビデオＲＡＭの領域に対するテクスチャデータのマッピング等）を行うことにより、戦闘画像を生成し、第２ディスプレイ

３２に出力する。この結果、第２ディスプレイ３２には、後述する戦闘画面が表示される。

【００５６】

音声再生部３１３は、店舗サーバ２からの指示に従って、音声やＢＧＭ等をスピーカ３４に出力する。操作入力部３１４は、メモリ３１４ａとタイマ３１４ｂとを備えたマイクロコンピュータであり，メモリ３１４ａの所定記憶領域に、タッチパネル３３から出力された検出信号によって示される接触位置をデータとしてバッファリングし、順次、タイマ３１４ｂ等を用いて当該データに基づく指示内容を判定し、判定結果を操作コマンドとして制御部３００に供給する。このように、操作入力部３１４のメモリ３１４ａには、検出信号がデータとしてバッファリングされるため、操作入力部３１４は、例えば、タッチパネル３３により瞬時に複数のキャラクタ画像に対する指示が入力されても、同時にまたは並行して当該指示に応じた処理を実行することができる。また、操作入力部３１４が備えるメモリ３１４ａの所定領域には、図１３に示すオブジェクト位置情報が記憶されている。

【００５７】

コインセンサ３１５は、図１０に示したコイン投入口３５から投入されたコインを検出すると、その旨を示すコイン検出信号を制御部３００に送信する。ＩＤカードリーダ３１６は、ＩＤカード挿入口３６に挿入されたＩＤカード８からＩＤデータを読み取って制御部３００へ送信する。ゲームカードリーダ３１７は、図１０に示した載置パネル３８の裏面に設置され、載置パネル３８に載置されたゲームカード７から読み取った各種データと共に、載置パネル３８上においてキャラクタカードが載置された位置を示す情報を制御部３００へ送信する。操作スイッチ３１８は、プレイヤーによって操作された押しボタン式スイッチからＯＮ信号を制御部３００へ出力する。７セグメント表示器３１９は、ＣＰＵ３０１から出力される制御信号に従って数字の表示を行う。

【００５８】

次に、上述した第１ディスプレイ３１に表示されるゲーム画面の内容について、図１４を参照して説明する。この図において、（ａ）は、端末装置３の第１ディスプレイ３１に表示されるゲーム画面の一例を示す図であり、（ｂ）は、（ａ）に示したゲーム画面を構成している各表示領域を説明するための図である。図１４に示すように、第１ディスプレイ３１に表示されるゲーム画面５０の左上には、プレイフィールド表示領域５１が配置されている。プレイフィールド表示領域５１には、プレイフィールドの一部画像を表示する領域であり、当該表示領域において、ゲームの進行状況（例えば、キャラクタの移動等）に応じてプレイフィールドの画像がスクロール表示される。図１４では、プレイフィールド表示領域５１に、５人の味方キャラクタ画像５２ａ～５２ｅと、５人の敵キャラクタ画像５３ａ～５３ｅ（図１４（ａ）では斜線のハッチングにより示されているキャラクタ）とが配置されている。これらキャラクタ画像５２、５３は、プレイヤーによる操作対象となり得る画像であり、本ゲームシステムにおいては、図１０および図１１で示したタッチパネル３３を介して表示されたキャラクタ画像５２、５３に触れることにより、操作するキャラクタを指定することができる。

【００５９】

プレイフィールド表示領域５１の右側かつゲーム画面５０の上側には、同一のプレイフィールド内でゲームを行っている他のプレイヤー（以下、対戦プレイヤーという）を表す画像が表示される、３つの対戦プレイヤー表示領域５４ａ～５４ｃが横一列に配置されている。対戦プレイヤー表示領域５４ａ～５４ｃの下側には、カード拡大表示領域５５が配置されており、この表示領域には、後述するカード表示領域５８ａ～５８ｅに表示されているキャラクタの画像および能力値が拡大表示される。また、プレイフィールド表示領域５１の下側かつゲーム画面５０の左側には、プレイヤーによって端末装置３に登録された魔法カード（以下、登録魔法カードという）を表示するための登録魔法カード表示領域５６ａ～５６ｃが配置されている。本ゲームシステムにおいては、最大３枚の魔法カードを端末装置３に登録することができる。

【００６０】
登録魔法カード表示領域５６ａ～５６ｃの下側には、各登録魔法カード表示領域に対応して魔法発動ボタン表示領域５７ａ～５７ｃが配置されている。この表示領域には魔法発動ボタン画像が表示され、プレイフィールドでキャラクタ同士が戦闘を行っているときに、プレイヤーがタッチパネル３３を介して所望する魔法発動ボタン画像に触れると、その魔法発動ボタン画像に対応する魔法カードが有する効果を発動させることができる。すなわち、プレイヤーの意志により魔法カードによる影響を、キャラクタ同士の戦闘に与えることができる。
【００６１】
ここで、各魔法カードの効果を図１５に示す。本ゲームシステムは、魔法ナンバー「１００１」～「１００８」の８種類の魔法カードが用意されている。魔法ナンバー「１００１」は、「魔法の盾」という名称の魔法カードであり、この魔法カードを発動させると、プレイヤーが指定したキャラクタが受けるダメージを無効化することができる。魔法ナンバー「１００２」は、「魔力回復」という名称の魔法カードであり、この魔法カードを発動させると、プレイヤーが指定した味方キャラクタの魔力を一定値だけ回復させることができる。魔法ナンバー「１００３」は、「魔法の矢」という名称の魔法カードであり、この魔法カードを発動させると、全ての敵キャラクタに一定のダメージを与えることができる。魔法ナンバー「１００４」は、「位置交換」という名称の魔法カードであり、この魔法カードを発動させると、プレイフィールド表示領域５１に表示されている敵キャラクタの位置をランダムに変化させる。魔法ナンバー「１００５」は、「速度変化」という名称の魔法カードであり、この魔法カードを発動させると、プレイヤーが指定した敵キャラクタの攻撃回避率を半減させることができる。魔法ナンバー「１００６」は、「能力値上昇Ａ」という名称の魔法カードであり、この魔法カードを発動させると、プレイヤーが指定した味方キャラクタの防御力を２倍にすることができる。魔法ナンバー「１００７」は、「能力値上昇Ｂ」という名称の魔法カードであり、この魔法カードを発動させると、プレイヤーが指定した味方キャラクタの生命力を２倍にすることができる。魔法ナンバー「１００８」は、「必殺」という名称の魔法カードであり、この魔法カードを発動させると、プレイヤーが指定した味方キャラクタのクリティカルヒット率を２倍にすることができる。
【００６２】
図１４に戻り、登録魔法カード表示領域５６ａ～５６ｃおよび魔法発動ボタン表示領域５７ａ～５７ｃの右側には、プレイヤーが載置パネル３８（図１０参照）に載置したキャラクタカードを表示するための、５つのキャラクタカード表示領域５８ａ～５８ｅが横一列に配置されている。これらキャラクタカード表示領域５８ａ～５８ｅには、載置パネル３８に載置されたキャラクタカードに対応するキャラクタ画像が表示される。また、キャラクタ画像が表示されているキャラクタカード表示領域５８ａ～５８ｅにプレイヤーが触れると、当該キャラクタ画像と、当該キャラクタの能力値が前述したカード拡大表示領域５５に拡大表示される。
【００６３】
キャラクタカード表示領域５８ａ～５８ｅの上側には、プレイヤーが各種の指示を入力するためのボタン画像が表示される６つのボタン表示領域５９ａ～５９ｆが横一列に配置されている。プレイヤーがタッチパネル３３を介して各種ボタン画像が表示されているボタン表示領域に触れると、触れられたボタン表示領域５９に表示されていたボタン画像に対応する指示が入力されたことになる。例えば、プレイヤーが「ＡＬＬ－ＯＵＴ　ＷＡＲ」というボタン画像が表示されているボタン表示領域５９ａに触れた場合、複数の味方キャラクタで１つの敵キャラクタに総攻撃を加える旨の指示を入力することができる。また、「ＪＯＩＮ」というボタン画像が表示されているボタン表示領域５９ｂに触れた場合、複数の味方キャラクタを１箇所に集結させる旨の指示を入力することができる。また、「ＳＴＯＰ」というボタン画像が表示されているボタン表示領域５９ｃに触れた場合、複数の味方キャラクタの動作を全て停止させる旨の指示を入力することができる。また、「Ｍ

ＯＶＥ」というボタン画像が表示されているボタン表示領域５９ｄに触れた場合，複数の味方キャラクタを全て移動させる旨の指示を入力することができる。また、「ＭＡＰ」というボタン画像が表示されているボタン表示領域５９ｅに触れた場合、現在、ゲームを行っているプレイフィールド全体の地図を示す画像を、プレイフィールド表示領域５１に表示させる旨の指示を入力することができる。さらに、「ＣＨＡＮＧＥ／ＥＮＴＥＲ」というボタン画像が表示されているボタン表示領域５８ｆに触れた場合、登録魔法カード表示領域５６ａ～５６ｃに表示されている登録魔法カードを新規登録または変更する旨の指示、もしくは、キャラクタカード表示領域５８ａ～５８ｅに表示されているキャラクタカードを他のキャラクタカードに交換する旨の指示を入力することができる。

【００６４】

このように、第１ディスプレイ３１に表示されるゲーム画面５０には、各種画像を表示するための表示領域が設定されている。そして、これら各表示領域に表示される画像のうち、タッチパネル３３による操作の対象となる画像（オブジェクト）については、前述した図１３のオブジェクト位置情報によって、その表示位置が管理されている。

【００６５】

次に、本ゲームシステムにおける処理の内容について、図面を参照しつつ説明する。まず、図１６を参照して、プレイヤーが本ゲームシステムでゲームを開始するまでにセンターサーバ１、店舗サーバ２、および、端末装置３で実行される処理について説明する。

【００６６】

図１６において、プレイヤーが本ゲームシステムでゲームを行うために、図１０に示す端末装置３のコイン投入口３５へコインを投入すると、図１１に示すコインセンサ３１５から投入されたコインの検出信号がＣＰＵ３０１へ出力され、これによりＣＰＵ３０１は、コインが投入されたことを認識する（ステップＳ１）。次いで、プレイヤーが、図１０に示すＩＤカード挿入口３６へＩＤカードを挿入すると、図１１に示すＩＤカードリーダ３１６がＩＤカード８に記録されているＩＤコードを読み取ってＣＰＵ３０１へ出力する（ステップＳ２）。これによりＣＰＵ３０１は、図１０に示す第１ディスプレイ３１にプレイヤーＩＤおよびパスワードを入力するための入力画面を表示し、これらのデータ入力を受け付ける（ステップＳ３）。上記入力画面は、例えば、端末装置３の第１ディスプレイ３１に、キーボードの画像と、入力されたプレイヤーＩＤおよびパスワード（ただしパスワードについては伏字で表示される）を表示する表示エリアからなる。そして、プレイヤーが第１ディスプレイ３１に表示された上記入力画面におけるキーボードの各キーに適宜タッチパネル３３を介して触れることで、プレイヤーＩＤとパスワードを入力すると、ＣＰＵ３０１は、入力されたプレイヤーＩＤとパスワードを、ＩＤカードリーダ３１６から出力されたＩＤコードと共に、通信用インターフェイス回路３０４（図１１参照）により、専用線５を介して店舗サーバ２へ送信する（ステップＳ４）。店舗サーバ２は、端末装置３からプレイヤーＩＤ、パスワード、および、ＩＤコードを受信すると、これらの情報を、通信用インターフェイス回路２０４によりインターネットを介してセンターサーバ１へ送信する。

【００６７】

センターサーバ１がインターネット回路群１０４によって店舗サーバ２からプレイヤーＩＤ、パスワード、および、ＩＤコードを受信すると、ＣＰＵ１０１は、認証処理を開始する（ステップＳ２０）。すなわち、ＣＰＵ１０１は、ＲＡＭ１０３に記憶された認証情報（図３参照）を参照し、該当する情報が登録されているか否か（すなわち、本ゲームシステムでゲームを行うことを許可するか否か）を判断する。そして、認証処理を行った結果を応答信号として、店舗サーバ２を介して、プレイヤーＩＤ、パスワード、および、ＩＤコードを送信した端末装置３へ送信する（ステップＳ２１）。

【００６８】

上述した応答信号を受信した端末装置３は、センターサーバ１で行われた認証処理によりゲームの実行が許可された場合、プレイヤーによるゲームモードの選択を受け付ける（ステップＳ５）。すなわち、ゲームを行うプレイフィールドの選択、対戦相手の選択（例

えば、他の端末装置３でゲームを行っている任意のプレイヤーとゲームを行うか、店舗サーバ２により制御される擬似プレイヤー（以下、ＣＰＵプレイヤーという）とゲームを行うかの選択）などを行うことが可能である。これにより、プレイヤーが各種選択を終えると、ＣＰＵ３０１は、ゲームカードリーダ３１７により、載置パネル３８に載置されたゲームカード７からキャラクタナンバーまたは魔法ナンバー（以下、これらの情報をまとめて識別情報という）を読み取る（ステップＳ６）。そして、ＣＰＵ３０１は、ＩＤデータ、自機に付与されたマシンＩＤ、ステップＳ５の処理においてプレイヤーが選択した内容、ステップＳ６の処理で読み取った識別情報などを含むエントリーデータを、店舗サーバ２を介してセンターサーバ１へ送信する（ステップＳ７）。センターサーバ１へエントリーデータを送信すると、ＣＰＵ３０１は、店舗サーバ２から後述するオブジェクト位置情報などを受信するまで待機状態となる（ステップＳ８）。

【００６９】

一方、センターサーバ１のＣＰＵ１０１は、端末装置３からのエントリーを受け付け（ステップＳ２２）、図４に示したプレイヤー参加情報を更新する（ステップＳ２３）。すなわち、受信したエントリーデータから、ＩＤデータ、マシンＩＤ、プレイヤーが選択したプレイフィールドのフィールドナンバーを読み取り、それらに基づいて、図４に示すプレイヤー参加情報の各欄に対応する情報をＲＡＭ１０３に記憶する。なお、ＣＰＵ１０１は、ステップＳ２２で受信したエントリーデータの中で、対戦相手としてＣＰＵプレイヤーが指定されていた場合には、プレイヤー参加情報の「ＩＤデータ」欄にＣＰＵプレイヤーを設定する。次いで、ＣＰＵ１０１は、当該プレイヤーと、当該プレイヤーが選択したプレイフィールドでゲームを行っている他のプレイヤーのステータス情報（図５参照）を、ＲＡＭ１０３から抽出し（ステップＳ２５）、ステップＳ２３で更新したプレイヤー参加情報とともに、抽出したステータス情報を店舗サーバ２に送信する（ステップＳ２６）。

【００７０】

センターサーバ１から各プレイヤーのステータス情報を受信した店舗サーバ２は、初期設定処理を行う（ステップＳ１０）。この初期設定処理においては、センターサーバ１から受信したプレイヤー参加情報をＲＡＭ２０３に記憶するとともに、各プレイヤーのステータス情報と、ＲＯＭ２０２に記憶されている図７に示した能力値設定テーブルとに基づいて、図１２に示したプレイヤー情報と、図１３に示したオブジェクト位置情報とを生成してＲＡＭ２０３に記憶する。そして、店舗サーバ２は、生成したプレイヤー情報とオブジェクト位置情報とを、同一プレイフィールドでゲームを行う端末装置３に送信する（ステップＳ１１）。その後、店舗サーバ２および端末装置３は、それぞれゲームに関する処理を開始する（ステップＳ１２，Ｓ９）。

【００７１】

図１６に示したように、本ゲームシステムでは、複数のプレイヤーが１つのプレイフィールドでゲームを行うことができるとともに、すでにゲームが行われているプレイフィールドにも途中から参入することができる。

【００７２】

次に、図１６に示したフローチャートのステップＳ９，Ｓ１２においてゲームが開始された後に、店舗サーバ２および端末装置３において実行されるゲーム処理について説明する。まず、図１７に示すフローチャートを参照して、店舗サーバ２で実行されるゲーム処理の流れについて説明する。

【００７３】

店舗サーバ２がゲーム処理を開始すると、ＣＰＵ２０１は、ＲＡＭ２０３に記憶されたプレイヤー参加情報（図４参照）を参照し、各フィールドナンバーのうち、自機が受付順「１」になっているプレイフィールドがあるか否かを判断する（ステップＳ２００）。例えば、図４に示すプレイヤー参加情報において、店舗サーバコード「Ａ」の店舗サーバ２の場合、フィールドナンバー１において受付順が「１」になっているため、ステップＳ２００の判断結果がＹＥＳとなる。ステップＳ２００の判断結果がＹＥＳとなった場合は、

ＲＡＭ２０３に記憶されているフラグＦを「１」にセットする（ステップＳ２０１）。そして、ＣＰＵ２０１は、内蔵しているタイマによる計時を開始し（ステップＳ２０２）、受付順が「１」になっているプレイフィールドでゲームを行っている端末装置３が接続されている店舗サーバ２へ受付期間開始信号と当該受付期間開始信号に対応するプレイフィールドナンバーとを送信する（ステップＳ２０３）。また、このとき専用線５により自機に接続されている端末装置３のうち、上記プレイフィールドでゲームを行っている端末装置３に対して受付期間開始信号を送信する。この受付期間開始信号は、端末装置３において、魔法カードの登録およびキャラクタカードの配置および各種指示が可能となる期間（コマンド受付期間）が開始したことを示す信号である。例えば、図４のプレイヤー参加情報において、プレイフィールド１には、マシンＩＤ「ｂ１」および「ｃ１」の端末装置３がゲームを行っている。よって、店舗サーバコード「Ａ」の店舗サーバ２は、マシンＩＤ「ｂ１」および「ｃ１」の端末装置３が接続されている店舗サーバコード「Ｂ」および「Ｃ」の店舗サーバ２へ、インターネットを介して受付期間開始信号とプレイフィールドナンバー「１」とを送信する。また、マシンＩＤ「ａ１」、「ａ３」の端末装置３に対しても、専用線５を介して受付期間開始信号を送信する。

【００７４】

一方、ステップＳ２００で、各フィールドナンバーのうち、自機が受付順「１」になっているプレイフィールドが無かった場合は、ステップＳ２００の判断結果がＮＯとなって、フラグＦを「０」にリセットし（ステップＳ２０４）、他の店舗サーバ２から受付期間開始信号を受信したか否かを判断する（ステップＳ２０５）。受付期間開始信号を受信しなかった場合は、ステップＳ２０５の判断結果がＮＯとなって、受付期間開始信号を受信するまでステップＳ２０５の処理を行い、待機状態となる。そして、他の店舗サーバ２から受付期間開始信号を受信すると、ステップＳ２０５の判断結果がＹＥＳとなって、前述したステップＳ２０３の処理へ移行する。ここで、ステップＳ２００の判断結果がＮＯとなった場合、ステップＳ２０３の処理による受付期間開始信号の送信先は、他の店舗サーバ２から受信した受付期間開始信号に付随して送られてきたプレイフィールドナンバーでゲームを行っている端末装置３となる。

【００７５】

ステップＳ２０３の処理を終えると、ＣＰＵ２０１は、インターネットを介して他の店舗サーバから送信されてきたコマンド、および、専用線５によって自機に接続されている端末装置３から送信されたコマンドをＲＡＭ２０３に記憶する。また、自機に接続されている端末装置３から送信されたコマンドのうち、他の店舗サーバ２が受付順「１」となっているプレイフィールドでゲームを行っている端末装置３があった場合は、当該受付順「１」となっている店舗サーバ２へ当該端末装置３から送信されたコマンドを送信する（ステップＳ２０６）。そして、ＣＰＵ２０１は、フラグＦの値が「１」であるか否かを判断し（ステップＳ２０７）、「１」であった場合は、判断結果がＹＥＳとなって、ＣＰＵ２０１に内蔵されているタイマの計時時間が、予め定められているコマンド受付許容時間に達したか否かを判断する（ステップＳ２０８）。上記タイマの計時時間が上述したコマンド受付許容時間に達していなかった場合は、ステップＳ２０８の判断結果がＮＯとなって、ステップＳ２０６の処理へ戻り、端末装置３からのコマンドを受け付ける。これに対して、タイマの計時時間がコマンド受付許容時間に達していた場合は、ステップＳ２０８の判断結果がＹＥＳとなって、前述したステップＳ２０３において受付期間開始信号およびプレイフィールドナンバーを送信した店舗サーバ２に対して、受付期間終了信号およびプレイフィールドナンバーを送信する（ステップＳ２０９）。また、このとき、専用線５を介して自機に接続されている端末装置３のうち、コマンド受付期間が終了したプレイフィールドでゲームを行っている端末装置３に対しても、受付期間終了信号を送信する。

【００７６】

一方、前述したステップＳ２０７で、フラグＦの値が「０」であった場合は、ステップＳ２０７の判断結果がＮＯとなり、ＣＰＵ２０１は、他の店舗サーバ２から受付期間終了信号を受信したか否かを判断する（ステップＳ２１０）。そして、上記受付期間終了信号

を受信していなかった場合は、ステップＳ２１０の判断結果がＮＯとなり、前述したステップＳ２０６の処理へ戻る。これに対して、上記受付期間終了信号を受信していた場合は、ステップＳ２１０の判断結果がＹＥＳとなって、前述したステップＳ２０９の処理を行う。この場合におけるステップＳ２０９の処理による受付期間終了信号の送信先は、他の店舗サーバ２から受信した受付期間開始信号に付随して送られてきたプレイフィールドナンバーでゲームを行っている端末装置３となる。

【００７７】

次いで、ＣＰＵ２０１は、ＲＡＭ２０３を参照し、他の店舗サーバ２または端末装置３からコマンドを受信したか否かを判断する（ステップＳ２１１）。そして、他の店舗サーバ２または端末装置３から何らかのコマンドを受信していたと判断した場合は、判断結果がＹＥＳとなって、ＣＰＵ２０１は、端末装置３（他の店舗サーバ２に接続されている端末装置３も含む）から受信したコマンドに基づいてゲームを進行させるコマンド処理を実行する（ステップＳ２１２）。このコマンド処理は、図４に示すプレイヤー参加情報の「受付順」欄において自機が「１」になっているプレイフィールドについて行うものであるが、詳しくは後で説明する。そして、ステップＳ２１２のコマンド処理を終了すると、次に、ＣＰＵ２０１は、ステップＳ２１２におけるコマンド処理の結果、更新されたプレイヤー情報およびオブジェクト位置情報を、コマンドを送信してきた店舗サーバ２および各端末装置３に送信する（ステップＳ２１３）。さらに、ＣＰＵ２０１は、ステップＳ２１２のコマンド処理に基づいて、端末装置３の第１ディスプレイ３１に、戦闘中の状況などを表示させるための表示コマンドを送信する（ステップＳ２１４）。

【００７８】

そして、ＣＰＵ２０１は、プレイフィールドにおける４人の対戦が終了したとき、または、４人のプレイヤー全員がゲームを終了する旨の指示を入力したことにより、ゲームが終了するか否かを判断する（ステップＳ２１５）。ゲームが終了しないと判断した場合は、ステップＳ２１５の判断結果がＮＯとなって、ステップＳ２００の処理へ戻る。これに対して、上述したいずれかの条件を満たした場合は、ＣＰＵ２０１は、通信用インターフェイス回路２０４により、通信回線４を介して、ＲＡＭ２０３に記憶されたプレイヤーのステータス情報を、センターサーバ１に送信する（ステップＳ２１６）。これにより、センターサーバ１のＲＡＭ１０３に記憶されているステータス情報が更新されることになる。

【００７９】

次に図１８を参照して、図１７のステップＳ２１４におけるコマンド処理の内容について詳細に説明する。まず、ＣＰＵ２０１は、キャラクタカードを使用する旨のコマンドを端末装置３から受信したか否かを判断する（ステップＳ２２０）。端末装置３からキャラクタカードを使用する旨のコマンドを受信していた場合は、ステップＳ２２０の判断結果がＹＥＳとなり、ＣＰＵ２０１は、キャラクタのプレイフィールド座標を設定し、そのプレイフィールド座標に基づいて各端末装置３の第１ディスプレイ３１におけるキャラクタ画像の表示位置座標を設定する（ステップＳ２２１）。

【００８０】

次に、ＣＰＵ２０１は、ステップＳ２２１の処理が終了すると、もしくは、キャラクタカードを使用する旨のコマンドを端末装置３から受信していない場合（ステップＳ２２０、ＮＯ）はステップＳ２２１の処理を行うことなく、端末装置３から魔法カードを登録する旨のコマンドを受信したか否かを判断する（ステップＳ２２２）。ここで、本ゲームシステムが提供するゲームでは、１回の戦闘において３枚の魔法カードを後述する戦闘処理の前に登録することができるが、この魔法カードの登録については、後述する端末装置３の処理において説明する。魔法カードを登録する旨のコマンドを端末装置３から受信したと判断した場合は、ステップＳ２２２の判断結果がＹＥＳとなり、ＣＰＵ２０１は、登録することを指定された魔法カードのオブジェクト位置情報を更新する（ステップＳ２２３）。すなわち、登録指定がされた魔法カードのオブジェクト位置情報のうち、「操作受付」欄の情報が「×」になっているものについて「○」へ変更する。なお、このとき、「操

作受付」欄の情報が「○」になっている魔法カードのオブジェクト位置情報４つ以上あった場合は、それらのうちからランダムに３つを選択し、選択した３つの魔法カードのオブジェクト位置情報のみ、「操作受付」欄の情報を「○」にする。

【００８１】

次に、ＣＰＵ２０１は、ステップＳ２２２の処理が終了すると、もしくは、魔法カードを登録する旨のコマンドを端末装置３から受信していない場合（ステップＳ２２２，ＮＯ）はステップＳ２２３の処理を行うことなく、プレイフィールド表示領域に表示されたキャラクタ画像を移動させる旨のコマンドを端末装置３から受信したか否かを判断する（ステップＳ２２４）。端末装置３からキャラクタ画像を移動させる旨のコマンドを受信していた場合、ステップＳ２２４の判断結果がＹＥＳとなり、ＣＰＵ２０１は、当該キャラクタ画像に対応する表示位置座標を設定する（ステップＳ２２５）。

【００８２】

ステップＳ２２５の処理を終えると、または、端末装置３からキャラクタ画像を移動させる旨のコマンドを受信していた場合（ステップＳ２２４，ＮＯ）はステップＳ２２５の処理を行うことなく、ＣＰＵ２０１は、その他のコマンドに応じた処理を実行した後（ステップＳ２２６）、戦闘処理を実行する（ステップＳ２２７）。この戦闘処理の内容については後で詳述する。その後、ＣＰＵ２０１は、戦闘処理の結果に応じて、ＲＡＭ２０３に記憶されたプレイヤー情報を更新し（ステップＳ２２８）、さらに、ＲＡＭ２０３に記憶されたオブジェクト位置情報を更新した後（ステップＳ２２９）、図１８のコマンド処理を終了する。

【００８３】

次に、上述した図１７におけるステップＳ２２７の戦闘処理について、図１９に示すフローチャートを参照して説明する。なお、図１９に示す戦闘処理を行っている間、ＣＰＵ２０１に内蔵されたタイマにより、定期的に割込信号が発生しており、ＣＰＵ２０１は、この割込信号が発生するたびに、それまで行っていた図１９に示す戦闘処理を中断して後述する図２０に示す割込処理を実行する。

【００８４】

以下の説明においては、図５に示したステータス情報のＩＤデータ「Ｐ１」が操作するキャラクタナンバー「０１０１」と、ＩＤデータ「Ｐ２」が操作するキャラクタナンバー「０１１０」とが戦闘を行う場合を例に挙げて説明する。まず、ＣＰＵ２０１は、ＲＡＭ２０３に記憶されたプレイヤー情報を参照し、キャラクタナンバー「０１０１」と、ＩＤデータ「Ｐ２」が操作するキャラクタナンバー「０１１０」とのレベルを比較し（ステップＳ２４０）、両者のレベルが同じであるか否かを判断する（ステップＳ２４１）。図１２に示したプレイヤー情報によれば、ＩＤデータ「Ｐ１」のキャラクタナンバー「０１０１」のレベルが「１」であり、ＩＤデータ「Ｐ２」のキャラクタナンバー「０１１０」のレベルが「３」である。従って、ステップＳ２４１の判断結果はＮＯとなり、この結果、ＣＰＵ２０１は、低レベルのキャラクタの能力値を補正する（ステップＳ２４２）。すなわち、ＣＰＵ２０１は、ＲＯＭ２０２に格納された乱数発生用プログラムを実行し、所定の数値範囲（例えば、０～１２７）の中から１つの乱数をサンプリングする。そして、サンプリングされた乱数の値と、図８に示した能力値補正テーブルとに基づいて、補正対象となる能力値を増加させる。例えば、サンプリングされた乱数の値が「２３」であれば、キャラクタ「０１０１」の「攻撃命中率」の値（８０％：図７の能力値設定テーブル参照）に「２」を加算し、８２％とする。なお、両キャラクタのレベルが同一であった場合は、ステップＳ２４１の判断結果がＹＥＳとなり、ステップＳ２４２の処理を行わずに次の処理へと進む。

【００８５】

次にＣＰＵ２０１は、キャラクタが行動するタイミングであるか否かを判断する（ステップＳ２４３）。キャラクタが行動するタイミングは、キャラクタの移動力によって決定される。移動力が高いほど、キャラクタが行動する頻度が増加する。キャラクタが行動するタイミングである場合、ステップＳ２４３の判断結果がＹＥＳとなり、ＣＰＵ２０１は

、ＲＯＭ２０２に格納されたプログラムを実行することにより、当該キャラクタの行動を選択する（ステップＳ２４４）。キャラクタの行動としては、例えば、他のキャラクタに対する攻撃力に基づく攻撃または魔法による攻撃の他、魔法による他の味方キャラクタへのサポート、戦闘からの逃走等を挙げることができる。また、キャラクタの行動を選択する方法としては、特に限定されるものではなく、例えば、抽選によって選択することとしてもよい。また、魔力が多いときには、魔法の使用、魔力が少ないときには、他のキャラクタへの攻撃、生命力が所定値を下回ったときには、対戦からの逃走というように、ゲームの進行状況やキャラクタの能力値等に応じて選択することとしてもよい。

【００８６】

次にＣＰＵ２０１は、ステップＳ２４４の処理の結果、キャラクタの行動として、他のキャラクタに対して攻撃力に基づく攻撃または魔法による攻撃が選択されたか否かを判断する（ステップＳ２４５）。他のキャラクタへの攻撃が選択されていた場合は、判断結果がＹＥＳとなり、ＣＰＵ２０１は、攻撃の命中判定を行う（ステップＳ２４６）。この処理において、ＣＰＵ２０１は、攻撃するキャラクタの攻撃命中率およびクリティカルヒット率と、攻撃対象となったキャラクタの攻撃回避率とに基づいて、当該キャラクタの攻撃が命中するか否かを判定し、攻撃が命中したと判定した場合には、攻撃したキャラクタの攻撃力と、攻撃されたキャラクタの防御力とに基づいて攻撃されたキャラクタが受けるダメージを算出する。そして、ＣＰＵ２０１は、ステップＳ２４５で行った命中判定の結果に基づいて、ＲＡＭ２０３に格納されたプレイヤー情報を更新する（ステップＳ２４７）。具体的には、他のキャラクタへの攻撃が命中した場合には、当該他のキャラクタの生命力の値を減少させる。そして、ＣＰＵ２０１は、通信用インターフェイス回路２０４により、専用線５を介して、端末装置３の第２ディスプレイ３２に戦闘画像を表示するための表示コマンドを送信する（ステップＳ２４８）。

【００８７】

また、ステップＳ２４３の行動選択において、攻撃が選択されなかった場合は、判断結果がＮＯとなり、ＣＰＵ２０１は、選択されたその他の行動をキャラクタが実行するように各種の処理を行い（ステップＳ２４９）、その処理結果に応じてＲＡＭ２０３に記憶されたプレイヤー情報を更新した後（ステップＳ２５０）、前述したステップＳ２４８の処理へ移行する。さらに、前述したステップＳ２６４で、キャラクタが行動するタイミングでなかった場合は、判断結果がＮＯとなり、そのままステップＳ２４８の処理を行う。

【００８８】

ステップＳ２４８の処理を終えると、ＣＰＵ２０１は、対戦が終了したか否かを判断する（ステップＳ２５１）。この処理において、ＣＰＵ２０１は、どちらかのキャラクタの生命力が「０」になったとき、または、どちらかのキャラクタが対戦から逃走したときに、対戦が終了したと判断する。対戦が終了していないと判断した場合、ＣＰＵ２０１は、ステップＳ２６１の処理に戻る。一方、対戦が終了したと判断した場合には、対戦に勝利したキャラクタの経験値を増加させるなどプレイヤー情報を更新し、ＲＡＭ２０３に記憶する（ステップＳ２５２）。そして、ＣＰＵ２０１は、戦闘処理を終了する。

【００８９】

次に、図２０に示すフローチャートを参照し、上述した図１９の戦闘処理中に、ＣＰＵ２０１に内蔵されたタイマによって定期的に発生される割込信号に従って実行される割込処理について説明する。なお、この割込処理が行われている間は、図１９に示す戦闘処理が中断する。

【００９０】

まず、ＣＰＵ２０１は、上記割込信号が発生すると、まず、ＣＰＵ２０１は、プレイヤーが登録魔法カードを発動させたか否かを判断する（ステップＳ２６１）。すなわち、店舗サーバ２が図１９の戦闘処理を行っているときに、プレイヤーが端末装置３の第１ディスプレイ３１に表示された登録魔法カードに対応する魔法発動ボタン画像に触れたことによって端末装置３（他の店舗サーバ２に接続されている端末装置３も含む）から送信された魔法発動コマンドを受信したか否かを判断する。魔法発動コマンドを受信していなかっ

た場合は、ステップＳ２６０の判断結果がＮＯとなり、ＣＰＵ２０１は、図２０の割込処理を終了して、図１９の戦闘処理を中断したステップから再開する。

【００９１】

これに対して、プレイヤーが登録魔法カードを発動させた場合は、ステップＳ２６０の判断結果がＹＥＳとなり、ＣＰＵ２０１は、図１９の戦闘処理を行っている間に、プレイヤーが発動させた登録魔法カードの発動回数が３回以下であるか否かを判断する（ステップＳ２６１）。この発動回数に関する情報は、上述した魔法発動コマンドとともに、端末装置３から送信されてくる。そして、プレイヤーが発動させた登録魔法カードの発動回数が３回を超えていた場合は、ステップＳ２６１の判断結果がＮＯとなり、ＣＰＵ２０１は、図２０の割込処理を終了して、図１９の戦闘処理を中断したステップから再開する。

【００９２】

一方、プレイヤーが発動させた登録魔法カードの発動回数が、３回以下であった場合は、ステップＳ２６１の判断結果がＹＥＳとなって、図１５に示した登録魔法カードのうち、発動させた登録魔法カードの効果に従って敵または味方キャラクタのプレイヤー情報などを更新する（ステップＳ２６２）。そして、ＣＰＵ２０１は、通信用インターフェイス回路２０４により、専用線５を介して端末装置３の第２ディスプレイ３２に、魔法が発動した状態を示す画像を表示させるための表示コマンドを送信した後（ステップＳ２６４）、図２０の割込処理を終了して、図１９の戦闘処理を中断したステップから再開する。

【００９３】

次に、図２１に示すフローチャートを参照して、端末装置３で実行されるゲーム処理の流れについて説明する。まず、端末装置３のＣＰＵ３０１は、プレイヤーによって入力されたコマンドが、専用線５で接続された店舗サーバ２で受け付けられるコマンド受付が開始したか否かを判断する（ステップＳ３００）。すなわち、ＣＰＵ３０１は、専用線５により接続された店舗サーバ２から受付期間開始信号を受信していた場合は、ステップＳ３００の判断結果がＹＥＳとなり、第１ディスプレイ３１のプレイフィールド表示領域５１にコマンド受付中である旨を表示する（ステップＳ３０１）。次にＣＰＵ３０１は、カード変更指示が入力されたか否かを判断する（ステップＳ３０２）。このカード変更指示は、第１ディスプレイ３１の登録魔法カード表示領域５６ａ～５６ｃ（図１４参照）に表示されている魔法カードに対応する画像、または、キャラクタカード表示領域５８ａ～５８ｅ（図１４参照）に表示されているキャラクタ画像を、新規登録もしくは変更する旨の指示である。ここで、各種ゲームカードの新規登録／変更指示は、新規登録または変更しようとする各種ゲームカードを載置パネル３８に載置した後、「ＣＨＡＮＧＥ／ＥＮＴＥＲ」というボタン画像が表示されているボタン表示領域５８ｆ（図１４参照）に触れることによってなされる。

【００９４】

カード変更指示が入力されたと判断した場合、ＣＰＵ３０１は、通信用インターフェイス回路３０４により、専用線５を介して店舗サーバ２へカード変更指示を送信する（ステップＳ３０３）。これにより、店舗サーバ２は、受信したカード変更指示に基づいて、プレイフィールド内で使用されるゲームカードを認識し、オブジェクト位置情報を更新する。また、今まで使用されていなかったゲームカードが新規登録された場合は、ステータス情報を更新する。ステップＳ３０３の処理を終えると、もしくは、ステップＳ３０２の判断結果がＮＯになった場合は、ＣＰＵ３０１は、プレイヤーによりコマンドが入力されたか否かを判断する（ステップＳ３０４）。コマンドの入力は、図１０に示したタッチパネル３３を介して、または、操作スイッチ３１８に対するプレイヤーの操作に基づいて判断する。そして、コマンドの入力があった場合は、ステップＳ３０４の判断結果がＹＥＳとなり、入力されたコマンドの入力処理を行う（ステップＳ３０５）。

【００９５】

このコマンド入力処理は、操作入力部３１４（図１１参照）が行う処理であり、操作入力部３１４は、タッチパネル３３からの検出信号に基づいて、プレイヤーによるタッチパネル３３への接触の有無、接触位置、接触時間、接触位置の移動などを判断し、図１３に

示したオブジェクト位置情報の「オブジェクトコード」、「表示位置座標」、「プレイフィールド座標」の情報に基づいて、第１ディスプレイ３１に表示されているキャラクタ画像および各種ゲームカード画像の指定、指定したキャラクタ画像の移動、および、各種ボタン画像に対する操作などを認識する。そして、その認識結果に基づいて味方キャラクタ画像の移動、味方キャラクタによる敵キャラクタに対する攻撃指示および攻撃対象となる敵キャラクタの指定、カード拡大表示領域５５に拡大表示するキャラクタカード画像の指定、ならびに、各種ボタン画像の指定と指定されたボタン画像に対応する処理の実行といった、プレイヤーによる各種指示に対応するコマンドをＣＰＵ３０１へ出力する。ただし、ステップＳ３０５の処理において、プレイヤーが魔法発動ボタン表示領域５７ａ～５７ｃに触れたとしても、操作入力部３１４は、これに対応するコマンドをＣＰＵ３０１へ出力することはない。

【００９６】

そして、ステップＳ３０５のコマンド入力処理により、操作入力部３１４からコマンドが出力されると、ＣＰＵ３０１は、そのコマンドを、通信用インターフェイス回路３０４により、専用線５を介して店舗サーバ２へ送信する（ステップＳ３０６）。ＣＰＵ３０１は、ステップＳ３０６の処理を終えるか、もしくは、ステップＳ３０４の判断結果がＮＯになった場合、専用線５で接続された店舗サーバ２がコマンドの受付を終了したか否かを判断する（ステップＳ３０７）。そして、ＣＰＵ３０１は、専用線５により接続された店舗サーバ２から受付期間終了信号を受信していない場合は、コマンド受付が終了していないものとみなし、ステップＳ３０７の判断結果がＮＯとなり、ステップＳ３０２の処理へ戻る。これに対して、受付期間終了信号を受信した場合は、ステップＳ３０７の判断結果がＹＥＳとなり、第１ディスプレイ３１のプレイフィールド表示領域５１に、コマンド受付が終了したことをプレイヤーへ知らせるための表示を行う（ステップＳ３０８）。そして、ＣＰＵ３０１は、店舗サーバ２から図１７のステップＳ２１３によって送信されたプレイヤー情報およびオブジェクト位置情報を、受信したか否かを判断する（ステップＳ３１１）。

【００９７】

さて、前述したステップＳ３００において、店舗サーバ２がコマンド受付を開始していなかった場合、ステップＳ３００の判断結果がＮＯとなり、操作入力部３１４は、タッチパネル３３からの検出信号に基づいて、図１４に示す魔法発動ボタン表示領域５７ａ～５７ｃのいずれかにプレイヤーが触れたか否かを判断する（ステップＳ３０９）。そして、プレイヤーが魔法発動ボタン表示領域５７ａ～５７ｃのいずれかに触れていた場合は、ステップＳ３０９の判断結果がＹＥＳとなって、操作入力部３１４は、触れられた魔法発動ボタン表示領域に対応する魔法カードについて、魔法の発動が指示されたことを示す魔法発動コマンドをＣＰＵ３０１へ出力する。そして、ＣＰＵ３０１は、操作入力部３１４から出力された魔法発動コマンドを店舗サーバ２へ送信した後（ステップＳ３１０）、前述したステップＳ３１１の処理へ移行する。これに対して、プレイヤーが魔法発動ボタン表示領域５７ａ～５７ｃのいずれにも触れていなかった場合は、ステップＳ３０９の判断結果がＮＯとなって、そのまま前述したステップＳ３１１の処理へ移行する。

【００９８】

ステップＳ３１１において、専用線５を介して店舗サーバ２からプレイヤー情報およびオブジェクト位置情報を受信していた場合は、ステップＳ３１１の判断結果がＹＥＳとなり、ＣＰＵ３０１は、ＲＡＭ３０３に記憶されたプレイヤー情報およびオブジェクト位置情報を更新する（ステップＳ３１２）。この結果、端末装置３のＲＡＭ３０３に記憶されたプレイヤー情報およびオブジェクト位置情報が、店舗サーバ２のＲＡＭ２０３に記憶された当該端末装置３でゲームを行っているプレイヤーのプレイヤー情報およびオブジェクト位置情報と同期したことになる。

【００９９】

ステップＳ３１１において、店舗サーバ２からプレイヤー情報およびオブジェクト位置情報を受信していないと判断した場合（ステップＳ３１１，ＮＯ），または、ステップＳ

３１２の処理を実行した後、ＣＰＵ３０１は、店舗サーバ２から、図１７のステップＳ２１４の処理による表示コマンドを受信したか否かを判断する（ステップＳ３１３）。表示コマンドを受信したと判断した場合、ＣＰＵ３０１は、第１ディスプレイ３１または第２ディスプレイ３２に対する画像表示処理を行う（ステップＳ３１４）。この処理において、ＣＰＵ３０１は、第１描画処理部３１１または第２描画処理部３１２に表示コマンドを供給する。これにより、第１描画処理部３１１は、上記表示コマンドに従って、ＲＡＭ３０３に格納されたオブジェクト位置情報およびプレイヤー情報を参照し、ＲＯＭ３０２から画像データを抽出する。そして、第１ディスプレイ３１に表示される優先順位（例えば、プレイフィールド画像、キャラクタ画像、ボタン画像、各種カード画像の順）に従って画像データをビデオＲＡＭに記憶することにより、ゲーム画像を生成し、第１ディスプレイ３１へ出力する。その結果、第１ディスプレイ１１に表示される図１４に示すゲーム画像の内容が表示される。

【０１００】

また、第２描画処理部３１２は、上記表示コマンドに従って、ＲＯＭ３０２に格納されたオブジェクト（例えば、味方キャラクタを構成するオブジェクト、敵キャラクタを構成するオブジェクト等）を、３次元空間上での位置から擬似３次元空間上での位置へ変換するための計算、および、光源計算処理等を行うとともに、当該計算結果に基づいてビデオＲＡＭに対して描画すべき画像データの書き込み処理（例えば、ポリゴンで指定されるビデオＲＡＭの領域に対するテクスチャデータのマッピング等）を行うことにより戦闘画像を生成し、第２ディスプレイ３２に出力する。その結果、第２ディスプレイ３２には、図２２に示すような戦闘画像が表示される。図２２に示す戦闘画像は、図１４に示したプレイフィールド表示領域５１に表示されたキャラクタ画像のうち、味方キャラクタ５２ｄと敵キャラクタ５３ｃとが戦闘を行っている状況を表しており、第２ディスプレイ３２の画面右側に表示されたキャラクタ画像が味方キャラクタ５２ｄを、画面右側に表示されたキャラクタ画像が敵キャラクタ５３ｃを示している。

【０１０１】

ステップＳ３１３において表示コマンドを受信していないと判断した場合、または、ステップＳ３１４の処理を実行した後、ＣＰＵ３０１は、ゲームを終了するか否かを判断する（ステップＳ３１５）。本ゲームシステムのゲーム終了条件は、１つのプレイフィールド内における対戦が終了したとき、または、この端末装置３を操作するプレイヤーのキャラクタの生命力が全て「０」になったとき、または、プレイヤーによりゲームを終了する旨の指示が入力されたときのいずれかであり、これらのゲーム終了条件が成立した場合、ＣＰＵ３０１は、ゲーム終了したものと判断する。この場合、ステップＳ３１５の判断結果はＹＥＳとなり、ＣＰＵ３０１は、端末装置処理を終了する。これに対して、上述したゲーム終了条件が成立していなかった場合は、ステップＳ３１５の判断結果がＮＯとなり、ステップＳ３００の処理へ戻り、以下、上述したゲーム終了条件が成立するまで、ステップＳ３００～Ｓ３１５の処理を繰り返す。

【０１０２】

以上の処理を行う店舗サーバ２および端末装置３によれば、図１７のステップＳ２００において、ＣＰＵ２０１がプレイヤー参加情報を参照した結果、自機が受付順「１」であると判断した場合（ステップＳ２００，ＹＥＳ）、ＣＰＵ２０１は、内蔵するタイマによる計時を開始し（ステップＳ２０２）、この計時時間が、受付許容時間となるまで、すなわち、コマンド受付期間が終了（ステップＳ２０８，ＹＥＳ）となるまで、端末装置３から送信されてきたコマンドを受け付ける（ステップＳ２０６）。よって、ステップＳ２００およびＳ２０８の処理は、受付期間設定手段に相当する。また、この受付期間が終了すると（ステップＳ２０８，ＹＥＳ）、受付期間中に端末装置３から受信したコマンドに基づくゲーム処理が行われる（ステップＳ２１２）。よって、ステップＳ２０８を経た後にステップＳ２１２の処理が行われることは、「受付期間が終了したときに、当該受付期間中に受け付けた入力手段からの指示に基づいて前記プログラムの処理を開始する」ことに相当する。ここで、「入力手段からの指示」は、図２１のステップＳ３０６において、Ｃ

ＰＵ３０１によって店舗サーバ２へ送信されるコマンドに相当し、このコマンドは、図２１のステップＳ３０５において、プレイヤーがタッチパネル３３を介して行った指示（ただし、魔法発動ボタン表示領域５７ａ～５７ｃに対する指示は除かれる）に応じて、操作入力部３１４からＣＰＵ３０１へ出力されるものである。よって、魔法発動ボタン表示領域５７ａ～５７ｃに相当する範囲を除くタッチパネル３３は、「入力手段」に相当する。

【０１０３】

また、図１７のステップＳ２１２のコマンド処理において実行される図１９の戦闘処理を行っているときに、プレイヤーがタッチパネル３３を介して魔法発動ボタン表示領域５７ａ～５７ｃに触れたことにより端末装置３から魔法発動コマンドが送信された場合、当該魔法発動コマンドに基づく処理が行われている（図２０，ステップＳ２６２～Ｓ２６４）。よって、タッチパネル３３のうち、魔法発動ボタン表示領域５７ａ～５７ｃに対応する領域は、「処理中入力手段」に相当する。また、ステップＳ２６２の処理は、「プログラムの処理中に、前記処理中入力手段から入力された指示に応じて前記プログラムを実行する処理を行う」ことに相当する。

【０１０４】

また、魔法発動コマンドに関する処理（図２０，ステップＳ２６３，Ｓ２６４）が行われている間は、コマンド受付期間中に店舗サーバ２が受信したコマンドに基づく処理（図１９の戦闘処理）が行われない。よって、このことは、「処理中入力手段から入力された指示に基づく処理を行っている間は、前記入力手段からの指示に基づく前記プログラムの処理を中断する」ことに相当する。

【０１０５】

さらに、図１４に示すゲーム画面において、登録魔法カード表示領域５６は３枚分しか設けられておらず、店舗サーバ２においても、図１８に示すコマンド処理において、ステップＳ２２３の処理により、３枚以上の魔法カードの登録は許容されない。また、図２０に示す割込処理において、登録魔法カードの発動回数が３回を超えた場合は（ステップＳ２６２，ＮＯ）、当該登録魔法カードに基づくプレイヤー情報の更新処理（ステップＳ２６３）が行われない。よって、図１８のステップＳ２２３および図２０のステップＳ２６２の処理は、「処理中入力手段により指示することができる内容の数、および、前記処理中入力手段への指示の入力を制限する指示入力制限手段」に相当する。

【０１０６】

以上、本発明の実施形態を説明したが、具体例を例示したに過ぎず、特に本発明を限定するものではなく、各手段等の具体的構成は、適宜設計変更可能である。また、本発明の実施形態に記載された効果は、本発明から生じる最も好適な効果を列挙したに過ぎず、本発明による効果は、本発明の実施形態に記載されたものに限定されるものではない。また、以上の説明では、端末装置３の一例として、２つのディスプレイ（第１ディスプレイ３１および第２ディスプレイ３２）を備えた業務用ゲーム装置について説明したが、本発明は、この例に限定されず、家庭用ビデオゲーム装置を家庭用テレビジョンに接続することによって構成される家庭用ビデオゲーム装置、ビデオゲームプログラムを実行することによってビデオゲーム装置として機能するパーソナルコンピュータ等にも同様に適用することができる。

【図面の簡単な説明】

【０１０７】

【図１】本発明の一実施形態におけるゲームシステムの全体構成図である。

【図２】同ゲームシステムを構成するセンターサーバのハードウェア構成を示すブロック図である。

【図３】同センターサーバのＲＡＭに記憶される認証情報の内容を説明するための説明図である。

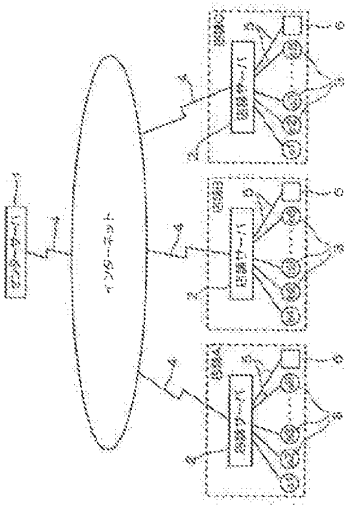
【図４】同センターサーバのＲＡＭに記憶されるプレイヤー参加情報の内容を説明するための説明図である。

【図５】同センターサーバのＲＡＭに記憶されるステータス情報の内容を説明するための

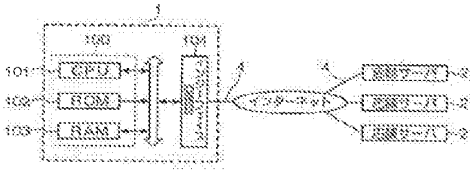
説明図である。
【図６】本発明の一実施形態におけるゲームシステムを構成する店舗サーバのハードウェア構成を示すブロック図である。
【図７】同店舗サーバのＲＯＭに記憶されている能力値設定テーブルの内容を説明するための説明図である。
【図８】同店舗サーバのＲＯＭに記憶されている能力値補正テーブルの内容を説明するための説明図である。
【図９】本発明の一実施形態におけるゲームシステムにおいて、１つのゲームセンターに設置される端末装置およびカード販売機の外観を示す斜視図である。
【図１０】本発明の一実施形態におけるゲームシステムを構成する端末装置の外観を示す斜視図である。
【図１１】同端末装置のハードウェア構成を示すブロック図である。
【図１２】同端末装置のＲＡＭに記憶されるプレイヤー情報の内容を説明するための説明図である。
【図１３】同端末装置のＲＡＭに記憶されるオブジェクト位置情報の内容を説明するための説明図である。
【図１４】同端末装置の第１ディスプレイに表示されるゲーム画面の内容を説明するための図である。
【図１５】本発明の一実施形態におけるゲームシステムで使用可能な魔法カードの内容を説明するための説明図である。
【図１６】本発明の一実施形態におけるゲームシステムにおいて、プレイヤーがゲームを開始するまでにセンターサーバ、店舗サーバ、および、端末装置で実行される処理の流れを示すフローチャートである。
【図１７】本発明の一実施形態におけるゲームシステムの店舗サーバで実行されるコマンド処理の流れを示すフローチャートである。
【図１８】同店舗サーバで実行されるコマンド処理の流れを示すフローチャートである。
【図１９】同店舗サーバで実行される戦闘処理の流れを示すフローチャートである。
【図２０】同戦闘処理中に実行される割込処理の流れを示すフローチャートである。
【図２１】本発明の一実施形態におけるゲームシステムの端末装置で実行されるゲーム処理の流れを示すフローチャートである。
【図２２】同端末装置の第２ディスプレイに表示される戦闘画像の内容を説明するための説明図である。
【符号の説明】
【０１０８】
１　センターサーバ
２　店舗サーバ
３　端末装置
４　通信回線
５　専用線
６　カード販売機
７　ゲームカード
３０　筐体
３１　第１ディスプレイ
３２　第２ディスプレイ
３３　タッチパネル
３４　スピーカ
３５　コイン投入口
３６　ＩＤカード挿入口
３７　操作台
３８　載置パネル

５０　ゲーム画面
５１　プレイフィールド表示領域
５２（５２ａ～５２ｅ）　味方キャラクタ画像
５３（５３ａ～５３ｅ）　敵キャラクタ画像
５４（５４ａ～５４ｃ）　対戦プレイヤー表示領域
５５　カード拡大表示領域
５６（５６ａ～５６ｃ）　登録魔法カード表示領域
５７（５７ａ～５７ｃ）　魔法発動ボタン表示領域
５８（５８ａ～５８ｅ）　カード表示領域
５９（５９ａ～５９ｆ）　ボタン表示領域
１００、２００、３００　制御部
１０１、２０１、３０１　ＣＰＵ
１０２、２０２、３０２　ＲＯＭ
１０３、２０３、３０３　ＲＡＭ
１０４、２０４、３０４　通信用インターフェイス回路

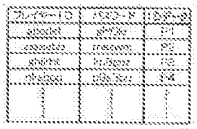
【図１】



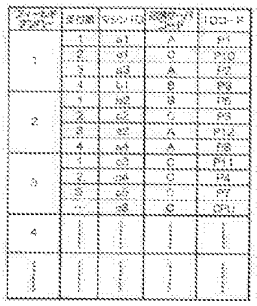
【図２】



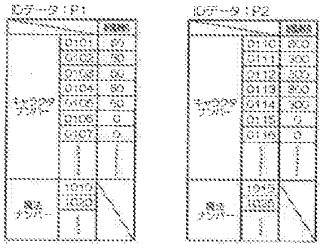
【図３】



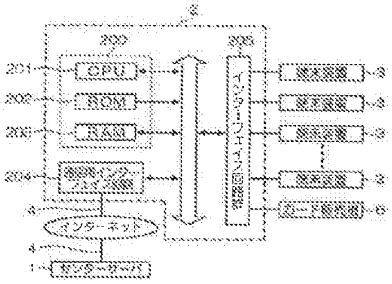
【図４】



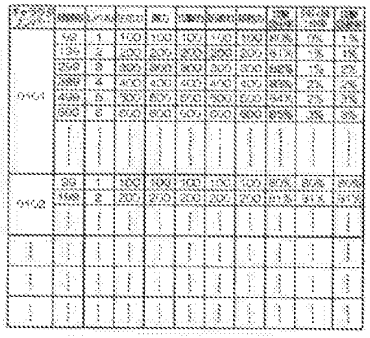
【図５】



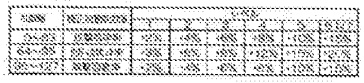
【図６】



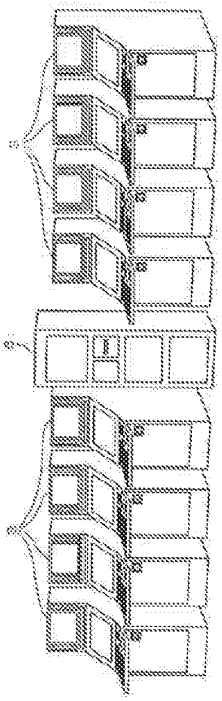
【図７】



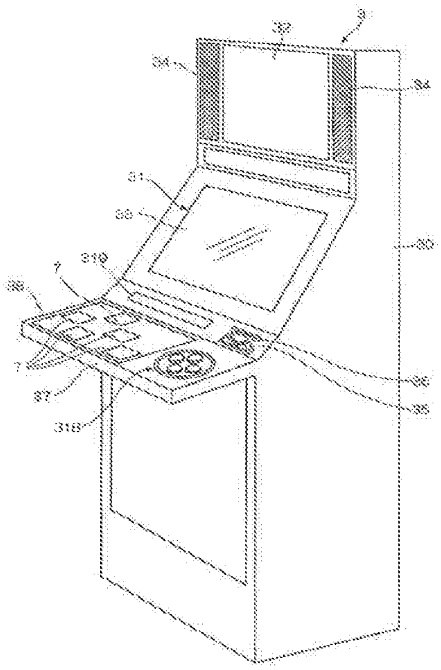
【図８】



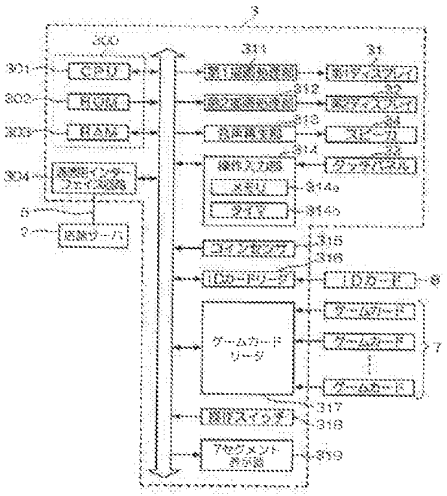
【図９】



【図１０】



【図１１】



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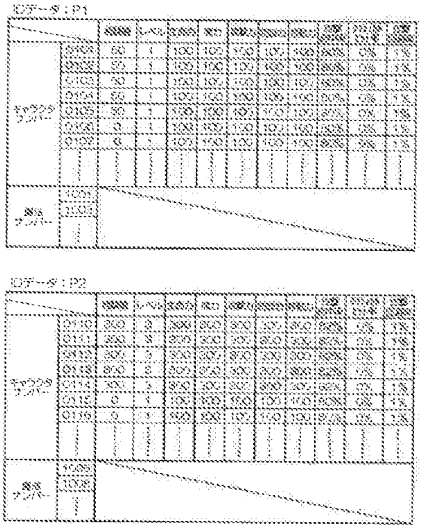

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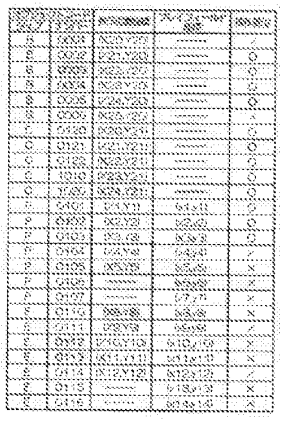

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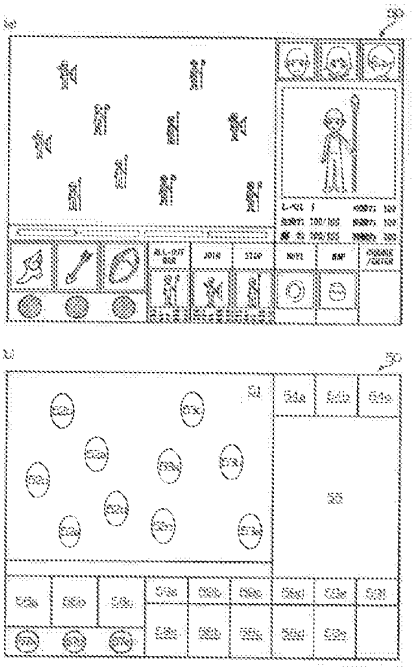

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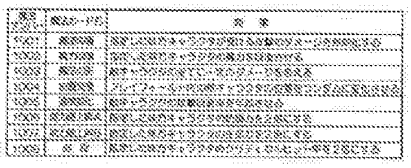

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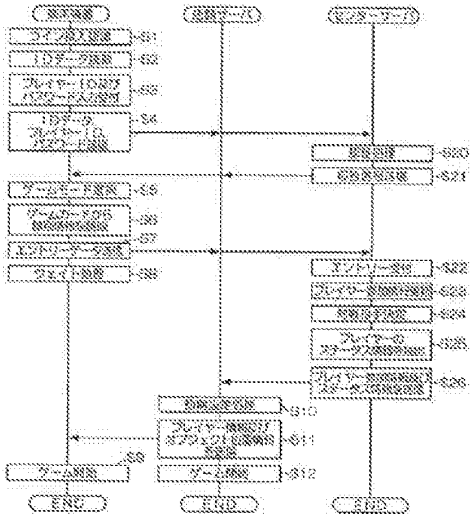

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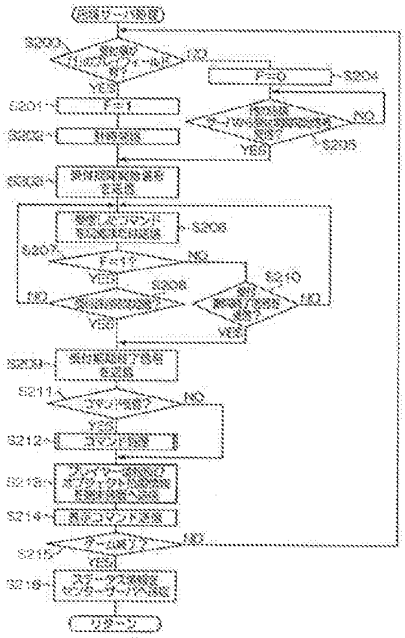

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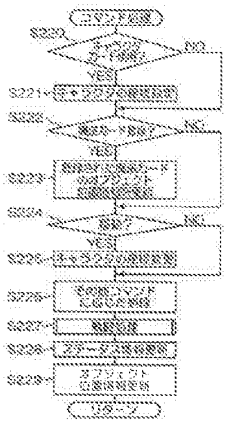

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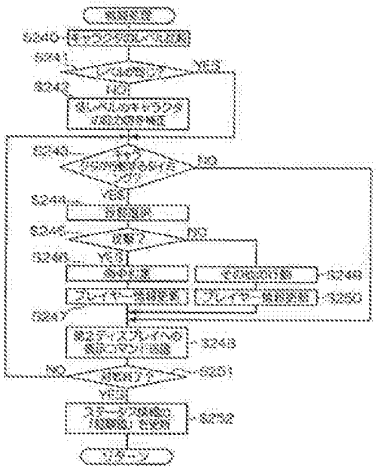

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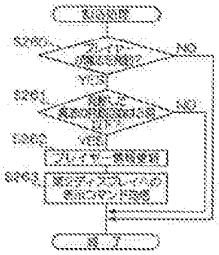

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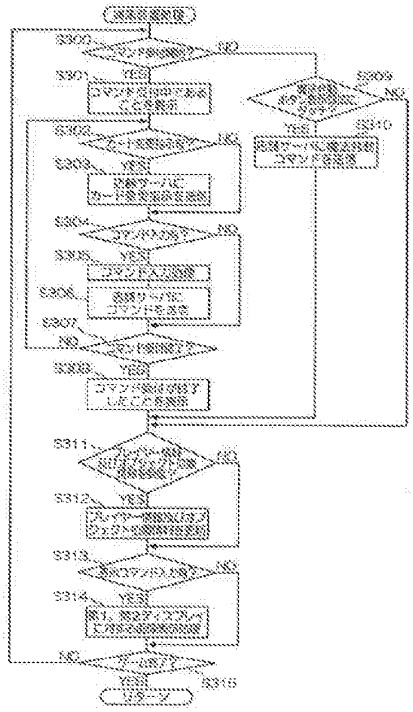

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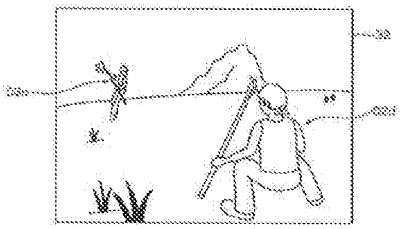

Espacenet

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GAME SYSTEM, SERVER AND GAME CONTROL PROGRAM

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Classification:	**- international:** ***A63F13/10; A63F13/12*** **- cooperative:**
Application number:	JP20040196035 20040701 Global Dossier
Priority number (s):	JP20040196035 20040701

Abstract of JP2006014956 (A)

PROBLEM TO BE SOLVED: To provide a game system capable of constructing environment arousing positive involvement between a beginner and a skilled hand. ;SOLUTION: This game system is formed by connecting a plurality of terminal devices to a server via a communication line; and is characterized in having a level value storage means storing a level value of a player, a level value setting means setting the level value to the player and storing the level value in the level value storage means, a level value comparing means comparing the level value of a fighting opponent player, and a capacity value correcting means raising the capacity value of a character operated by a player having a low level value or lowering the capacity value of a character operated by a player having a high level value based on the comparison result of the level value comparing means. ;COPYRIGHT: (C)2006,JPO&NCIPI

Notice

CLAIMS JP2006014956

1.

A plurality of terminal devices and a server are connected via a communication line and a plurality of players use the game input means of each terminal device to play a game in which characters battle between characters displayed on the display means of the terminal device A level value storage means for storing a level value associated with ID data set for each player, an ability value storage means for storing a capability value set for each character, , Updates the level value corresponding to the player's ID data stored in the level value storage unit to set a new level value and stores the level value in the level value storage unit in association with the ID data Level value comparison means for comparing level values set for two or more players operating the battle game character; The ability value of the character operated by the player with the lower level value is read out from the ability value storing means on the basis of the result of the comparison by the level value comparing means and this ability value is increased or the player with the high level value And a capability value correcting means for reading out the ability value of the character to be operated and executing processing for lowering the ability value.

2.

The game system according to claim 1, wherein the ability value correcting means executes a process of increasing an attack hit rate when a character operated by a player operated by a player with a lower level value attacks.

3.

3. The game according to claim 1, wherein the ability value correcting unit executes a process of

increasing a probability of giving an additional damage when a character operated by a player with a lower level value attacks system.

4.

4. The game according to claim 1, wherein the ability value correcting unit executes a process of increasing an attack avoidance rate when a character operated by a player with a lower level value receives an attack system.

5.

A plurality of terminal devices and a server are connected via a communication line and a plurality of players use the game input means of each terminal device to play a game in which characters battle between characters displayed on the display means of the terminal device A level value storage means for storing a level value corresponding to a character on a game operated by a player, an ability value storage means for storing a capability value set for each character, Level value setting means for updating the level value corresponding to the character stored in the level value storage means to set a new level value and storing the level value in the level value storage means in association with the character; Level value comparing means for comparing level values of two or more characters playing battle, based on a result of comparison by the level value comparing means The ability value of the character with the lower level value is read out from the ability value storage means and the performance value is increased or the ability value of the character with the high level value is read out and the process of lowering the ability value is executed And a capability value correcting means.

6.

The game system according to claim 5, wherein the ability value correcting unit executes a process of increasing an attack hit ratio when a character with a low level value attacks.

7.

The game system according to claim 5 or 6, wherein the ability value correction means executes a process of increasing a probability of giving additional damage when a character with a low level value attacks.

8.

The game system according to any one of claims 5 to 7, wherein the ability value correction means executes a process of increasing an attack avoidance rate when a character with a low level value receives an attack.

9.

A game which is connected to a plurality of terminal devices via a communication line and in which a plurality of players can use a game input means of each terminal device to execute a game in which battle between characters displayed on the display means of the terminal device is executed A server constituting a system, comprising: level value storage means for storing a level value associated with ID data set for each player; ability value storage means for storing a capability value set for each character; A level value corresponding to the player's ID data stored in the level value storing means is updated to set a new level value and the level value is associated with the ID data and stored in the level value storing means Level value comparing means for comparing level values set for two or more players operating the battle game character; The ability value of the character operated by the player with the lower level value is read out from the ability value storing means on the basis of the result of the comparison by the level value comparing means and this ability value is increased or the player with the high level value And capacity value correcting means for reading out the ability value of the character to be operated and executing a process for lowering the capability value.

10.

A game which is connected to a plurality of terminal devices via a communication line and in which a plurality of players can use a game input means of each terminal device to execute a game in which battle between characters displayed on the display means of the terminal device is executed A server constituting a system, comprising: level value storage means for storing a level value corresponding to a character on a game operated by a player; ability value storage means for storing a capability value set for each character; Level value setting means for updating the level value corresponding to the character stored in the level value storing means to set a new level value and storing the level value in the level value storing means in association with the character, Level value comparing means for comparing level values of two or more characters playing battle, based on a result of comparison by said level value comparing means The ability value of the character with the lower level value is read out from the ability value storage means and the performance value is increased or the ability value of the character with the high level value is read out and the process of lowering the ability value is executed And a capacity value correcting unit.

11.

A game which is connected to a plurality of terminal devices via a communication line and in which a plurality of players can use a game input means of each terminal device to execute a game in which battle between characters displayed on the display means of the terminal device is executed A level value storage means for storing a level value associated with ID data set for each

player, a capacity value storage means for storing a capability value set for each character, Level value setting means for updating the level value corresponding to the player's ID data stored in the means to set a new level value and storing the level value in the level value storage means in association with the ID data, Level value comparison means for comparing level values set for two or more players operating the battle game character, and The ability value of the character operated by the player having the lower level value is read out from the ability value storage means on the basis of the result of the comparison by the learner comparing means and this ability value is increased or the player having the high level value is operated And reading out the ability value of the character to be played, and executing a process of lowering the capability value.

12.

A game which is connected to a plurality of terminal devices via a communication line and in which a plurality of players can use a game input means of each terminal device to execute a game in which battle between characters displayed on the display means of the terminal device is executed A level value storage means for storing a level value corresponding to a character on a game operated by a player operated by a player, an ability value storage means for storing a capability value set for each character, said level value storage means A level value setting means for updating the level value corresponding to the character stored in the level value storage means to set a new level value and storing the level value in the level value storing means in association with the character, Level value comparing means for comparing the level values of the above characters, based on the comparison result by the level value comparing means Reading a capability value of a character with a low level value from the capability value storage unit and increasing the capability value or reading a capability value of a character with a high level value and executing a process for decreasing the capability value Wherein the game control program causes the computer to function as correction means.

Notice

DESCRIPTION JP2006014956

PROBLEM TO BE SOLVED: To provide a game system capable of constructing an environment in which beginners and experts want to actively participate. SOLUTION: In a game system comprising a plurality of terminal devices and a server connected via a communication line, the game system comprises level value storage means for storing a level value of a player, a level value storage means for setting a predetermined level value to the player, Level value setting means for storing the level value in the level value storing means, level value comparing means for comparing the level value of the player who plays the match, level value comparing means for comparing the level value of the player having the lower level value And a capability value correcting means for decreasing the ability value of the character operated by a player having a high level value. (FIG.

Game system, server and game control program

[0001]

The present invention relates to a game system in which a plurality of terminal devices and a server are connected via a communication line, a server constituting the game system, and a game control program executed by the server. In particular, it relates to a game system capable of executing multi-player online games such as MMORPG (Massively Multiplayer Online Role Playing Game), RTS (Real Time Strategy), and FPS (First Person Shooting Game), a server constituting the game system, And a game control program executed by the server.

[0002]

In recent years, along with the development of information communication technology, a game system in which a plurality of terminal devices for business or home use are connected to a server via a communication line has become widespread, various online games are executed in this game system And it is possible to do. Recently, multi-player online games such as MMORPG (Massively Multiplayer Online Role Playing Game), RTS (Real Time Strategy), FPS (First Person Shooting Game) and the like are provided as online games, for example.

[0003]

For such a multiplayer online game, for a player, it is possible to play a game with an unspecified number of players who do not know the face at a remote place regardless of domestic or overseas via a network such as the Internet, It is a big appeal to be able to communicate through a medium called, and it gains strong support in many countries around the world. On the other hand, for game makers, multi-player online games sequentially update data and programs relating to new events, characters, items, etc., and delivers them to each terminal device via the network, whereby the player It is also possible to establish a game environment that permanently continues without getting tired of the game, so that there is an advantage that stable profit can be secured.

[0004]

Meanwhile, in a multiplayer online game, in general, characters corresponding to each player are set, and the player participates in the game in the virtual game space by operating his / her character. As the player becomes familiar with the game, the corresponding character can participate in various events, accumulate experience, and can acquire various items and the like. As a result, the player or the character operated by the player (hereinafter also referred to as the player) can increase the level value set in the game, and as the level value increases, the ability in the game and the position Is improved, and various functions can be performed.

[0005]

Normally, in an online game, it is not necessary for a plurality of players to start a game at the same time, and each player can individually participate in the game or exit from the game.

However, since the time in the virtual game space is real time (real time), even in a state in which the player is exiting, the time in the virtual game space elapses and the game progresses by other players Become. As a result, after a certain amount of time has elapsed since the on-line game was put into the market, the level values of the respective players vary, and even if a beginner attempts to newly participate in the game, the difference in level value with other players Was too large, lacking the balance of the game, and it was not fun for beginners. Even for experienced people, there was a problem that the beginners were excluded implicitly because they are too weak and fun to play against beginners.

[0006]

As a conventional game system, for example, there is a game system that makes battle and dialogue possible when the level value of the character or player is close, but disables fighting and dialogue when level values are apart (For example, see Patent Document 1). According to the game system described in Patent Document 1, experts can compete among experts, beginners can battle and interact with each other among beginners. Therefore, beginners can enjoy games between beginners, while beginners are automatically excluded without excluding beginners from the viewpoint of experts, so enjoying the game among experts be able to.

[0007]
Japanese Unexamined Patent Publication No. 2003-103054

[0008]

However, according to the game system described in Patent Document 1, even if a game is played in the same virtual game space, since a beginner and a skilled person are practically playing games separately, It has led to a new problem that the attractiveness peculiar to online games that can communicate with a specific large number of players through media such as games is lost.

Also, there is a problem that the game system forcibly loses surprises because the experienced player builds an environment where experts play games, and beginners play games between beginners, so that the interest of the game itself is impaired.

[0009]

Under the gaming environment in which games are played individually in each game device as in the conventional case, each time game software is input to the market, the players start games all at once, and each game is permanently Since it is not continued, problems caused by the difference in level values between beginners and experts as described above did not become noticeable. However, when trying to secure stable earnings by constructing a game environment that permanently continues by delivering new data and programs in succession, there will be a large difference in level values between beginners and experts It is inevitable.

[0010]

Therefore, in the case of providing an online game, there are circumstances in which experts and beginners are allowed not to engage with each other, and environments where experts and beginners can not be involved, such as the game system described in Patent Document 1 It is necessary to construct an environment in which novice users and experts want to be involved actively rather than building it.

[0011]

The present invention has been made in view of the above-described problems, and its object is to provide a game system capable of constructing an environment in which a beginner and a skilled person are positively required to be involved, a game system And a game control program to be executed by the server.

[0012]

In order to solve the above-mentioned problems, the present invention provides the following.

(1) A plurality of terminal apparatuses and a server are connected via a communication line, and a plurality of players use the game input means of each terminal apparatus to play a game of characters battle displayed on the display means of the terminal apparatus A level value storage means for storing a level value associated with ID data set for each player, a level value storage means for storing a performance value for storing the ability value set for each character A level value storing means for storing the level value corresponding to the ID data of the player stored in the level value storing means, setting a new level value, associating the level value with the ID data, A level value setting means for comparing level values set for two or more players

operating the battle game character with each other, , The ability value of the character operated by the player with the lower level value is read out from the ability value storing means on the basis of the result of the comparison by the level value comparing means and the ability value is increased or the level value is high And a capability value correcting means for reading out the ability value of the character operated by the player and executing processing for lowering the ability value.

[0013]

According to the invention of (1), since the ability value of the character is corrected in accordance with the difference in the level value of the player at the time of the match, a situation where a player with a low level value is advantageous or not necessarily disadvantageous is created become.

Therefore, it is possible to urge a beginner to actively compete with experts, and it is possible to construct an environment where beginners and skilled persons want to be actively involved. As a result, it is possible to fully enjoy the merit peculiar to online games that can communicate with an unspecified number of players through a medium such as a game, and it is possible to provide a game that is surprising and rich in interest.

[0014]

Further, the present invention provides the following. (2) In the game system of (1) above, the ability value correcting means increases the attack hit rate when a character operated by a player operated by a player with a low level value attacks.

[0015]

According to the invention of (2), since the attack hit rate when a character operated by a player with a low level value attacks at the time of battle increases, a situation where a player with a low level value is advantageous or not necessarily disadvantageous is Will be produced. Therefore, it is possible to urge a beginner to actively compete with experts.

[0016]

Further, the present invention provides the following. (3) In the game system of (1) or (2) above, the ability value correcting means increases the probability that a character operated by a player operated by a player with a lower level value can give additional damage when attacking As shown in FIG.

[0017]

According to the invention of (3), since the probability that additional damage can be given when a character operated by a player with a low level value attacks at the time of battle increases, a player with a low level value is advantageous or not necessarily A situation that is not disadvantageous will be created. Therefore, it is possible to urge a beginner to actively compete with experts.

[0018]

Further, the present invention provides the following. (4) In the game system according to any one of the above (1) to (3), the ability value correction means increases the attack avoidance rate when a character operated by a player operated by a player with a lower level value receives an attack As shown in FIG.

[0019]

According to the invention of (4), since the attack avoidance rate when a character operated by a player with a low level value undergoes an attack at the time of battle increases, a situation where a player with a low level value is in an advantageous situation or not necessarily disadvantageous Will be created. Therefore, it is possible to urge a beginner to actively compete with experts.

[0020]

Further, the present invention provides the following. (5) A plurality of terminal apparatuses and a server are connected via a communication line, and a plurality of players use the game input means of each terminal apparatus to play a match between the characters displayed on the display means of the terminal apparatus A level value storage means for storing a level value corresponding to a character on a game operated by a player, a level value storage means for storing an ability value memory for storing the ability value set for each character Means for updating the level value corresponding to the character stored in the level value storage means to set a new level value, associating the level value with the character and storing the level value in the level value storage means Level value comparing means for comparing level values of two or more characters playing battle; comparing means for comparing by said level value comparing means , The ability value of the character with the lower level value is read out from the ability value storage means and the performance value is increased or the ability value of the character with the high level value is read out and the processing for lowering the ability value And a capability value correcting means for executing the capability value.

[0021]

According to the invention of (5), since the ability value of the character is corrected according to the difference in the level value of the character at the time of the match, a situation where the character with the lower level value is advantageous or not necessarily disadvantageous is created become. Therefore, it is possible to urge a beginner to actively compete with experts, and it is possible to construct an environment where beginners and skilled persons want to be actively involved. As a result, it is possible to fully enjoy the merit peculiar to online games that can communicate with an unspecified number of players through a medium such as a game, and it is possible to provide a game that is surprising and rich in interest.

[0022]

Further, the present invention provides the following. (6) In the game system according to (5) above, the ability value correcting means increases the attack hit rate when a character with a low level value attacks.

[0023]

According to the invention of (6), since the attack hit rate when attacking a character with a low

level value increases at the time of battle, a situation where a character with a low level value is advantageous or not necessarily disadvantageous is created Become. Therefore, it is possible to urge a beginner to actively compete with experts.

[0024]

Further, the present invention provides the following. (7) In the game system according to (5) or (6) above, the ability value correction means increases a probability that a character with a lower level value can give additional damage when attacked by an attack character .

[0025]

According to the invention of (7), since the probability that an additional damage can be given when a character with a low level value attacks is increased at the time of battle, in a situation where a character with a low level value is advantageous or not necessarily disadvantageous Will be created. Therefore, it is possible to urge a beginner to actively compete with experts.

[0026]

Further, the present invention provides the following. (8) In the game system of (5) to (7) above, the ability value correcting means increases the attack avoidance rate when a character with a low level value receives an attack.

[0027]

According to the invention of (8), since the attack avoidance rate increases when a character with a low level value receives an attack at the time of battle, a situation where a character with a low level value is advantageous or not necessarily disadvantageous is created become. Therefore, it is possible to urge a beginner to actively compete with experts.

[0028]

Further, the present invention provides the following. (9) A game is connected via a communication line to a plurality of terminal devices, and a plurality of players execute a game in which characters battle between characters displayed on the display device of the terminal device are played using the game input device of each terminal device A level value storing means for storing a level value associated with ID data set for each player, a server for constituting a possible game system, a capacity value memory for storing the ability value set for each character Means for updating the level value corresponding to the player's ID data stored in the level value storage means to set a new level value and associating the level value with the ID data and storing the level value in the level value storage means Level value setting means for memorizing a level value set by the level value comparing means for comparing level values set for two or more players operating the battle game character , The ability value of the character operated by the player with the lower level value is read out from the ability value storing means on the basis of the result of the comparison by the level value comparing means and the ability value is increased or the level value is high And a capability value correcting means for reading out the ability value of the character operated by the player and executing a process for lowering the capability value.

[0029]

According to the invention of (9), since the ability value of the character is corrected according to the difference in the level value of the player at the time of a match, a situation where a player with a low level value is advantageous or not necessarily disadvantageous is created become. Therefore, it is possible to urge a beginner to actively compete with experts, and it is possible to construct an environment where beginners and skilled persons want to be actively involved. As a result, it is possible to fully enjoy the merit peculiar to online games that can communicate with an unspecified number of players through a medium such as a game, and it is possible to provide a game that is surprising and rich in interest.

[0030]

Further, the present invention provides the following. (10) A game which is connected to a plurality of terminal apparatuses via a communication line and in which a plurality of players perform game playing battle between characters displayed on display means of the terminal apparatus by using game input means of each terminal apparatus A server constituting a possible game system, comprising: level value storage means for storing a level value corresponding to a game character on a game operated by a player; ability value storage means for storing a

capability value set for each character And a level value setting for updating the level value corresponding to the character stored in the level value storing means to set a new level value and associating the level value with the character and storing it in the level value storage means Level value comparing means for comparing level values of two or more characters playing battle, comparison means for comparing by the level value comparing means A process of reading out the ability value of a character with a low level value from the ability value storage unit to raise the capability value or reading the ability value of the character with the high level value based on the result and decreasing the capability value And a capability value correcting means for executing the capability value.

[0031]

According to the invention of (10), since the ability value of the character is corrected according to the difference in the level value of the character at the time of the match, a situation where the character with the lower level value is advantageous or not necessarily disadvantageous is created become. Therefore, it is possible to urge a beginner to actively compete with experts, and it is possible to construct an environment where beginners and skilled persons want to be actively involved. As a result, it is possible to fully enjoy the merit peculiar to online games that can communicate with an unspecified number of players through a medium such as a game, and it is possible to provide a game that is surprising and rich in interest.

[0032]

Further, the present invention provides the following. (11) A game is connected through a communication line to a plurality of terminal devices, and a plurality of players execute a game in which characters battle between characters displayed on the display device of the terminal device are played using the game input device of each terminal device A level value storage means for storing a level value associated with ID data set for each player, a capacity value storage means for storing the ability value set for each character, A level value corresponding to the player's ID data stored in the level value storing means is updated and a new level value is set and the level value is associated with the ID data and stored in the level value storing means Setting means, level value comparing means for comparing level values set for two or more players operating the battle game character, and The ability value of the character operated by the player with the lower level value is read out from the ability value storage means on the basis of the result of the comparison by the level value comparison means and the ability value is increased or the player with the high level value And a performance value correcting unit that executes a process of reading the ability value of the character to be operated and lowering the

capability value.

[0033]

According to the invention of (11), since the ability value of the character is corrected in accordance with the difference in the level value of the player at the time of the match, a situation where a player with a low level value is advantageous or not necessarily disadvantageous is created become. Therefore, it is possible to urge a beginner to actively compete with experts, and it is possible to construct an environment where beginners and skilled persons want to be actively involved. As a result, it is possible to fully enjoy the merit peculiar to online games that can communicate with an unspecified number of players through a medium such as a game, and it is possible to provide a game that is surprising and rich in interest.

[0034]

Further, the present invention provides the following. (12) A game is connected to a plurality of terminal apparatuses via a communication line, and a plurality of players execute a game in which characters battle between characters displayed on the display section of the terminal apparatus are played using game input means of each terminal apparatus A level value storage means for storing a level value corresponding to a character on a game operated by a player operated by a player, a capacity value storage means for storing the ability value set for each character, Level value setting means for updating the level value corresponding to the character stored in the value storage means to set a new level value and storing the level value in the level value storing means in association with the character, Level value comparing means for comparing the level values of two or more characters which are to be compared with the level value comparing means Then, the ability value of the character with the lower level value is read out from the ability value storage means, and the processing for increasing the ability value or reading the ability value of the character with the higher level value and lowering the ability value is executed And the ability value correcting unit.

[0035]

According to the invention of (12), since the ability value of the character is corrected in accordance with the difference in the level value of the character at the time of a match, a situation where a character with a low level value is advantageous or not necessarily

disadvantageous is created become. Therefore, it is possible to urge a beginner to actively compete with experts, and it is possible to construct an environment where beginners and skilled persons want to be actively involved. As a result, it is possible to fully enjoy the merit peculiar to online games that can communicate with an unspecified number of players through a medium such as a game, and it is possible to provide a game that is surprising and rich in interest.

[0036]
According to the present invention, it is possible to construct an environment where beginners and experts want to be actively involved, and has merits peculiar to online games that can communicate with unspecified large number of players through a medium such as a game It is possible to enjoy a game that is sufficiently enjoyable and has a surprising nature and is full of interest.

[0037]

FIG. 1 is a configuration diagram of a game system according to the present invention.

The game system includes a plurality of terminal devices 1, a shop server 2 communicably connected to a plurality of (here, eight) terminal devices 1 via a dedicated line 5, a plurality of shop servers 2 and a communication line 4 , And a center server 3 that manages games to be played by a plurality of players using the terminal device 1 and further includes a card vending machine 6 connected to the shop server 2 via a dedicated line 5 For each store. Communication between the shop servers 2 is also possible via the communication line 4.

[0038]
The terminal device 1 accepts a predetermined operation performed by the player via the touch panel 14 (not shown), and receives data transmitted from the shop server 2 (or the center server 3) or data from another terminal device 1 Etc., the game progresses.

[0039]

It is to be noted that each terminal device 1 is associated with a unique machine ID for its own machine.

The machine ID includes a code for each shop server 2 to which the terminal device 1 is connected and a code for each terminal device 1 in the shop where the terminal device 1 is disposed. For example, when the code of the shop server A of the shop A is A and the code of the terminal device 1 in the shop A is 1, the machine ID of this terminal device 1 is a 1.

[0040]

The shop server 2 is connected so as to be able to communicate with a plurality (here, eight) of terminal devices 1 and the center server 3, and exchanges data between the terminal device 1 and the center server 3.

[0041]

The center server 3 is communicably connected to a plurality of shop servers 2, and has history data on each player.

The center server 3 transmits and receives data to and from the terminal device 1 via the shop server 2, thereby determining players who play games in the same play field. In this game system, up to four players can play games in the same play field.

[0042]

The card vending machine 6 can communicate with the center server 3 via the shop server 2. The card vending machine 6 accepts an input operation of personal information performed by the player and issues an ID card 8 (not shown). A player is registered in the center server 3 according to the personal information entered at this time, and the center server 3 adds ID data capable of identifying the player for each player. This ID data is stored in the issued ID card 8.

[0043]

FIG. 2 is a perspective view showing the external appearance of eight terminals installed in one shop and a card vending machine. FIG. 3 is a perspective view showing the appearance of the terminal device. In the following description, as an example of a terminal device, an arcade game

device including two displays (a first display 11 and a second display 12) will be described, but the present invention is not particularly limited to this example , A home video game apparatus configured by connecting a home video game apparatus to a home television, a personal computer functioning as a video game apparatus by executing a video game program, and the like it can.

[0044]

Further, in the present embodiment, the game performed using the terminal device 1 is an RTS (real-time straddy game) using a card. A player who operates the terminal device 1 and a player who operates another terminal device 1 or a CPU player arranges characters on a play field existing in the virtual game space and operates the characters to play against each other . In this game, a character card corresponding to the character and a support card influencing the character or game content are used.

[0045]

A character card is a card actually held by a player and has identification information individually. Each character card corresponds to one of the 108 types of characters appearing in the game. This character card is sold, for example, by the card vending machine 6 or the like.

[0046]

For the character card in the present invention, for example, a card with a magnetic strike, an IC card, or the like can be used. Further, when an IC card is used as a character card, the IC card may be a contact type or a non-contact type. As a non-contact type IC card, for example, a transponder used in an RFID (Radio Frequency Identification) system and the like can be mentioned. Note that this technique is a conventionally known technique and is described in Japanese Unexamined Patent Publication No. 8-21875, so that the description thereof will be omitted here. In the present invention, it is also possible to use a character card on which a pattern related to identification information is formed so as to be optically distinguishable. In the following description, it is assumed that the character card is a contactless IC card.

[0047]

The support card exists as data and is a card displayed as an image on the display (first display 11). The support card includes, for example, a defense system support card, a mobile system support card, an attack system support card, a recovery system support card, and the like, and 25 cards are distributed to each player at the start of the game.

[0048]

The support card has a function of exerting a predetermined influence on the character or game contents by being used during the game. Specifically, the defensive system support card increases the defense power of the ally character, the attack avoidance rate, etc., the probability of giving the attacking power of the enemy character, the attack hit ratio, the additional damage (hereinafter also referred to as the critical hit ratio) Or the like of the card. The mobile system support card is a card having a function of increasing the moving ability of the teammate character and lowering the moving ability of the enemy character. The attack system support card is a card having a function of increasing the attack power, attack hit rate, critical hit ratio, etc. of the ally character, and lowering the defense power of the enemy character, the attack avoidance rate, and the like. The recovery system support card is a card having a function of recovering damage damaged by a teammate character and a worn action point (for example, magical power, technical point, etc.).

[0049]

As shown in FIG. 3, the terminal device 1 includes a housing 10, a first display 11 provided so as to be inclined at a predetermined angle on the front surface of the housing 10, a first display 11 provided above the first display 11 2 display 12. On the first display 11, a game image including a play field image representing a play field where a character is placed and a card image is displayed (see FIGS. 7 and 8). On the second display 12, when a battle between characters is performed, a battle image representing a state of the battle is displayed.

[0050]

A touch panel 14 is installed in front of the first display 11. The touch panel 14 can detect a contact by a player, and outputs a detection signal indicating a contact position to the operation

input unit 114 (not shown) described later when detecting the contact. The player can input various instructions by touching the touch panel 14. On the left and right sides of the second display 12, a speaker 13 for outputting sound is installed.

[0051]

On the lower side of the first display 11, a seven-segment display unit 119, a coin slot 15 into which a coin is inserted, and an ID card insertion slot 16 into which an ID card is inserted are provided. In the 7-segment display unit 119, placement points are displayed. The placement point is set for each player. When placing the character card 9 on the placement panel 17, which will be described later, the placement point decreases by the point set in advance for each character card 9. When the placement point reaches 0 point, it becomes impossible to newly place the character card on the placing panel 17 and use it for the game. The coin inserted into the coin insertion slot 15 is detected by a coin sensor 115 (not shown). In addition, the ID card inserted into the ID card insertion slot 16 is read by the ID card reader 116 (not shown).

[0052]

The cabinet 10 is provided with an operation table 18 projecting forward, and a mounting panel 17 on which a plurality of character cards 9 can be placed is provided on the top surface of the operation table 18. A character card reader 117 (not shown) is provided inside the mounting table 18, and the character card reader 117 is capable of reading the identification information from the character card 9 placed on the mounting panel 17 is there. A plurality of operation switches 118 are provided on the upper surface of the operation table 18. The player can input a predetermined instruction by operating the operation switch 118.

[0053]

FIG. 4 is a block diagram showing the hardware configuration of the terminal device. The control unit 100 controls the overall operation of the terminal device 1, and includes a CPU 101, a ROM 102, and a RAM 103.

[0054]

The ROM 102 stores various types of image data, game programs, and the like. That is, the ROM 102 accepts, for example, a teammate character image indicating a character which can be operated by the player, an enemy character image operated by the opponent player, a play field image in which the ally character image and the enemy character image are arranged, and a predetermined instruction A button image representing a button, a character card image representing a character card, a support card image representing a support card, a character image representing a character corresponding to a character card, various images constituting a game image displayed on the first display 11 And stores the image data.

[0055]

Further, the ROM 102 stores, for example, an object constituting a teammate character, an object constituting an enemy character, texture data, a background image, and the like. An object or the like constituting the teammate character or the enemy character is composed of a predetermined number of polygons so that three-dimensional drawing can be performed.

[0056]

The ROM 102 may be a storage medium built in the terminal device 1 or a removable storage medium. Further, the ROM 102 may be configured from both of them. Further, among various data stored in the ROM 102, data that can be stored in an attachable / detachable recording medium can be read by a driver such as a hard disk drive, an optical disk drive, a flexible disk drive, a silicon disk drive, a cassette medium reader or the like May be used. In this case, the recording medium is, for example, a hard disk, an optical disk, a flexible disk, a CD, a DVD, a semiconductor memory, or the like.

[0057]

The RAM 103 temporarily stores information being processed, variables, and the like. For example, object position information (see FIG. 9), player participation information (see FIG. 13), player information (see FIG. 20), and the like. The object position information is data stored in the object position table shown in FIG. 9, and includes display position coordinates of an image displayed on the first display 11, coordinates of a character image arranged in the play field, And whether or not operation input via the touch panel 14 is permitted.

[0058]

The communication interface circuit 104 is for transmitting and receiving data (for example, object position information, player information, etc.) to and from the shop server 2 via the leased line 5. The communication interface circuit 104 transmits the operation command input from the operation input unit 114 according to the instruction input by the player via the touch panel 14 to the store server 2 via the leased line 5 and the store server 2 performs the operation Proceed the game based on the command. In addition, the communication interface circuit 104 receives display commands for the first display 11 or the second display 12 from the shop server 2 via the leased line 5. On the basis of the display command, the game image is displayed on the first display 11, and the battle image is displayed on the second display 12.

[0059]

The first rendering processing unit 111 displays a game image including a play field image and a card image on the first display 11, and includes a VDP (Video date Processor), a video RAM, and the like. In accordance with the display command, the first rendering processing unit 111 refers to the object position information (see FIG. 9) and the player information (see FIG. 20) stored in the RAM 103 and extracts the image data from the ROM 102. Then, the game image is generated by storing the image data in the video RAM according to the priority order displayed on the first display 11 (for example, in the order of the play field image, the character image, the button image, the card image) And outputs it to the display 11. As a result, a game image is displayed on the first display 11 (see FIGS. 7 and 8).

[0060]

The second rendering processing unit 112 displays a battle image representing a battle between the ally character and the enemy character on the second display 12 and includes a VDP (Video date Processor), a video RAM, and the like. In accordance with the display command, the second drawing processing unit 112 moves an object (for example, an object constituting a teammate character, an object making up an enemy character, and the like) stored in the ROM 102 from a position in a three-dimensional space to a pseudo three-dimensional space Calculates light source calculation processing and the like, performs writing processing of image data to be drawn on the video RAM based on the calculation result (for example, a region of the video RAM

designated by the polygon , Etc.), thereby generating a match image and outputting it to the second display 12. As a result, a battle image is displayed on the second display 12.

[0061]

The sound reproducing unit 113 outputs predetermined sound, BGM, and the like to the speaker 12 in accordance with an instruction from the store server 2. The touch panel 14 is a rectangular thin layered body provided in front of the first display, and by arranging pressure sensitive materials composed of linear transparent materials at predetermined pitches in vertical and horizontal directions, respectively, by covering them with a transparent cover or the like . Conventionally known touch panel 14 can be adopted. The touch panel 14 outputs a detection signal indicating the contact position to the operation input unit 114 when it is touched.

[0062]

The operation input unit 114 is a microcomputer including a memory 114a and a timer 114b, and buffers the contact position indicated by the detection signal output from the touch panel 14 in a predetermined area of the memory 114a as data, sequentially executes a timer 114b Etc., based on the data, and supplies the determination result to the control unit 100 as an operation command. In this way, since the detection signal is buffered as data in the memory 114a of the operation input section 114, even if an instruction for a plurality of character images is instantly inputted by the touch panel 14, for example, the operation input section 114 simultaneously Or it is possible to execute processing conforming to the instruction in parallel. An object position table storing object position information relating to an object displayed on the first display 11 (an image to be operated by the touch panel 14) is stored in a predetermined area of the memory 114 a of the operation input unit 114 (See FIG. 9). The object position table is referred to when the operation input unit 114 determines the contents of the instruction, and is updated synchronously every time the object position information stored in the RAM 103 is updated.

[0063]

The coin sensor 115 transmits a predetermined signal to the control unit 100 when the coin inserted through the coin insertion slot 15 is detected. The ID card reader 116 reads the ID code from the ID card 8 inserted in the ID card insertion slot 16 and supplies it to the control unit 100. The character card reader 117 reads the identification information from the character card

9 placed on the mounting panel 17 and supplies it to the control unit 100. The operation switch 118 supplies a predetermined signal to the control unit 100 when operated by the player. In the 7-segment display unit 119, placement points are displayed.

[0064]

FIG. 5 is a block diagram showing the hardware configuration of the shop server. The shop server 2 includes a control unit 200 that controls the overall operation of the shop server 2. The control unit 200 includes a CPU 201, a ROM 202, and a RAM 203.

[0065]

The ROM 202 stores the game progress management program. The CPU 201 of the shop server 2 executes a game progression program stored in the ROM 202 and performs a process of progressing the game. Further, the ROM 202 stores a character identification table (not shown) in which identification information possessed by the character card and characters appearing in the game are associated with each other, a support card determination to be referred to when determining the support card to be distributed to each player A table (see FIG. 17), an ability value setting table (see FIG. 19) referred to when setting the ability value of each character based on the history data, a capability value setting table (See FIG. 27) and the like are stored.

[0066]

The ROM 202 may be a storage medium built in the terminal device 1 or a removable storage medium. Further, ROM 202 may be configured from both of them. Further, among various data stored in the ROM 202, data which can be stored in an attachable / detachable recording medium can be read by a driver such as a hard disk drive, an optical disk drive, a flexible disk drive, a silicon disk drive, a cassette medium reader or the like May be used. In this case, the recording medium is, for example, a hard disk, an optical disk, a flexible disk, a CD, a DVD, a semiconductor memory, or the like.

[0067]

The RAM 203 temporarily stores information being processed, variables, and the like. For example, object location information (see FIG. 9), player participation information (see FIG. 13) in each terminal device 1, player information (see FIG. 20) including the level value of each player or each character operated by each player, etc. are stored . The RAM 203 functions as an ability value storage unit that stores the ability value set for each character. Further, the RAM 203 functions as level value storage means for storing the level value of the player. Further, when the player's history data (see FIG. 18) is supplied from the center server 3, the RAM 203 stores this history data. This history data is the skill level of the character operated by each player or each player. The skill level increases when winning against another character or putting a predetermined score on the game.

[0068]

The communication interface circuit 204 is for transmitting and receiving various data to and from the center server 3 and other store servers 2 via a network made up of the Internet or the like. In addition, the shop server 2 includes an interface circuit group 205, and a plurality of (here, eight) terminal devices 1 and a single card vending machine 6 .

[0069]

The CPU 201 of the shop server 2 executes the game control program stored in the ROM 202, for example, to function as the following (A) to (C). (A) The CPU 201 sets a level value and a capability value for each player or a character operated by each player according to the history data (skill level) stored in the RAM 203, and stores the data in the RAM 203 as player information . The CPU 210 of the shop server 2 functions as a level value setting unit. (B) When battle between characters, the CPU 201 compares level values of players who operate characters participating in the battle. At this time, the CPU 201 functions as level value comparison means. (C) The CPU 201 refers to the ability value correction table (see FIG. 27) stored in the ROM 202 based on the comparison result in the above (B) to raise the ability value of the character operated by the player with the lower level value . At this time, the CPU 201 functions as an ability value correcting means.

[0070]

FIG. 6 is a block diagram showing the hardware configuration of the center server. The center

server 3 includes a control unit 300 that controls the overall operation of the center server 3. The control unit 300 includes a CPU 301, a ROM 302, and a RAM 303.

[0071]

The ROM 102 may be a storage medium built in the terminal device 1 or a removable storage medium. Further, the ROM 102 may be configured from both of them. Among the various data stored in the ROM 302, data that can be stored in an attachable / detachable recording medium may be made readable by a driver such as a hard disk drive, an optical disk drive, a flexible disk drive, a silicon disk drive, a cassette medium reader In this case, the recording medium is, for example, a hard disk, an optical disk, a flexible disk, a CD, a DVD, a semiconductor memory, or the like.

[0072]

The RAM 303 stores, for example, ID data of each player, history data (see FIG. 18), and the like. The communication interface circuit 304 is for sending and receiving various data to and from a plurality of shop servers 2 via a network composed of the Internet or the like.

[0073]

FIG. 7 is a diagram showing an example of a game image displayed on the first display of the terminal device, and FIG. 8 is a view for explaining each image included in the game image shown in FIG. 7. At the upper left of the game image 90 displayed on the first display 11, a play field image 91 is arranged. The play field image 91 is an image representing a part of the play field, and is scroll-displayed according to the progress status of the game (for example, movement of the character, etc.). In the play field image 91, five teammate character images 98 a to 98 e and five enemy character images 99 a to 99 e are arranged. The character images 98 and 99 are images that can be operated by the player. In the game system according to the present embodiment, by touching the character images 98 and 99 via the touch panel 14 (not shown), the operation on the character You can enter instructions.

[0074]

On the lower left of the game image 90, a status image 97 indicating the level value and the ability value of the character operated by the player is arranged. At the upper right of the game image 90, a competing player image 96 indicating a competing player is arranged.

[0075]

On the lower right of the game image 90, five card images 93 (93 a to 93 e) are arranged side by side. The card images 93 a to 93 c are images (character card images) representing character cards, and the card images 93 d and 93 e are images (support card images) representing support cards. The five cards selected by lottery or the like among the character cards placed on the placing panel 17 by the player and the supporting cards distributed to the players at the start of the game are displayed as the card images 93 a to 93 e . The card image 93 is an image that can be operated by the player. In the game system according to the present embodiment, the card can be used by touching the card image 93 via the touch panel 14 (not shown) . When the card is used, the card image 93 disappears, a new card is selected by lottery, etc., and displayed as a card image 93.

[0076]

On the upper side of the card image 93, six button images 94 (94 a to 94 f) are arranged side by side. The button image 94 is an image that can be operated by the player. In the game system according to the present embodiment, various types of instructions are input by touching the button image 94 via the touch panel 14 (not shown) You can do. For example, by operating the button image 94a "ALL-OUT WAR", it is possible to input an instruction to add a total attack to one enemy character with a plurality of teammate characters. By operating the button image 94 b "JOIN", it is possible to input an instruction to gather a plurality of ally characters in one place. By operating the button image 94 c "STOP", it is possible to input an instruction to stop all movements of a plurality of teammate characters. By operating the button image 94 d "MOVE", it is possible to input an instruction to move all of the plurality of teammate characters. By operating the button image 94 e "MAP", it is possible to input an instruction to display an image showing the entire play field as the play field image 91. By operating the button image 94 f "CHANGE", it is possible to input an instruction to replace the five cards displayed as the card image 93 with other cards.

[0077]

As described above, various images are arranged in the game image 90 displayed on the first display 11, but among various images arranged in the game image 90, an image that can be operated by the touch panel 14 (Object), its display position and the like are managed by the object position table shown in FIG. 9.

[0078]

FIG. 9 is a diagram showing an object position table.

This object position table is a table stored in the RAM 103 and the memory 114 a of the terminal device 1.

[0079]

The object code is information unique to each object and consists of type and code. Type "B" is a button image, type "C" is a card image, type "P" is a teammate character image, and type "E" is an enemy character image. Therefore, the six button images corresponding to "B0001" to "B0006" and the six button images corresponding to "C0120" to "C0122", "C1010", and "C1020" are stored in the first display 11 or the play field of the terminal device 1 There are five card images, seven ally character images corresponding to "P0101" to "P0107", and seven enemy character images corresponding to "E0110" to "E0116". The card image corresponding to the code with the thousands "0" is the character card image and the card image corresponding to the code with the thousand position "1" is the support card image.

[0080]

The display position coordinates are the coordinates on the first display 11, which are individually set for each terminal device 1, and are represented by XY coordinates. The play field coordinates are the coordinates in the play field extending in the virtual game space, which are commonly set in the terminal apparatus 1 which performs the game with the same play field and represented by the xy coordinates.

[0081]

Although the play field coordinates are set like the character images corresponding to "P 0106" and "P 0107", those in which the display position coordinates are not set exist on the play field, but the first display 11 Is an image which is not displayed. Further, although the play field coordinates are set like the button image corresponding to the type "B" or the card image corresponding to the type "C", those with the display position coordinates not set are the first It is an image that is displayed on the display 11 but does not exist on the play field.

[0082]

Whether operation acceptance is possible or not (in the figure, "Yes" is denoted by "x".) Is set for each object in step S237 of the subroutine of FIG. 22 which will be described later. The player can input an instruction by touching the object whose operation acceptance is "○" via the touch panel 14. On the other hand, even if an object with an operation acceptance of "x" is touched through the touch panel 14, it is impossible to input an instruction. Since the operable character (the character image with the operation acceptance "○") and the inoperable character (the character image with the operation acceptance "×") are displayed on the first display 11 in different manners (for example , See FIG. 24), the player can easily distinguish both, and appropriate instructions can be appropriately given to each character.

[0083]

The object position table shown in FIG. 9 is stored in a predetermined area of the memory 114 a of the operation input unit 114 of the terminal device 1, and the operation input unit 114 refers to this object position table and is input via the touch panel 14 The content of the instruction is judged. Next, the processing executed in the operation input unit 114 of the terminal device 1 will be described with reference to FIGS. 10 to 12. FIG. 10 is a flowchart showing a subroutine of an operation input process executed by the operation input unit 114. This subroutine is a subroutine invoked and executed at a predetermined timing by the operation input unit 114.

[0084]

First, the operation input unit 114 determines whether or not the detection signal output from the touch panel 14 has been received, that is, whether or not the coordinates of the contact

position has been input as data to the memory 114 a by the detection signal (step S <b> 10). If it is determined that coordinates are not input, this subroutine is ended.

[0085]

On the other hand, if it is determined that coordinates have been input, the operation input unit 114 performs object search (step S 11). In this process, the operation input unit 114 refers to the object position table shown in FIG. 9 based on the input coordinates and searches for an object corresponding to the input coordinates. Next, as a result of the object search, the operation input unit 114 judges whether or not the corresponding object exists (step S 12). If there is no corresponding object, this subroutine is ended. At this time, the coordinates of the detection signal stored as data in the memory 114a are cleared.

[0086]

If the object exists, the operation input unit 114 refers to the object position table shown in FIG. 9 and judges whether or not the object can accept operation (step S13). If the operation acceptance is impossible, this subroutine is ended. On the other hand, if the operation can be accepted, an operation type determination process to be described later is performed (step S14), and the present subroutine is ended.

[0087]

FIG. 11 is a flowchart showing a subroutine invoked and executed in step S14 of the subroutine shown in FIG. First, the operation input unit 114 sets a predetermined timer value in the timer 114 b (step S <b> 20). This timer value is sequentially subtracted at predetermined time intervals after being set.

[0088]

Next, it is determined whether detachment (contact end) has been made or not (step S21). In this process, the operation input unit 114 determines that detachment has occurred when the detection signal is no longer input from the touch panel 14. If it is determined that the input

coordinates have not been detached, it is determined whether or not the input coordinates are moving (step S22). In this process, the operation input unit 114 judges whether or not the contact position indicated by the detection signal from the touch panel 14 is sequentially moving. If it is determined that the timer value has not been sequentially moved, it is determined whether or not the timer value has become 0 (step S23). If it is determined that the timer value has become 0, the operation input unit 114 determines that the operation is a touch operation (an operation to touch the same position on the touch panel 14 for a predetermined period). If it is determined that the timer value is not 0, the process returns to step S21. If it is determined in step S22 that the input coordinates are moving, the operation input unit 114 determines that the operation is a drag operation.

[0089]

If it is determined in step S21 that the detachment has been made, the timer 114b is reset (step S26), and it is determined whether or not there is a new input in another coordinate (step S27). If it is determined that there is no new input in another coordinate, it is determined whether or not the timer value is 0 (step S28). If it is determined that the timer value is 0, the operation input unit 114 determines that the operation is a click operation (step S29). If it is determined that the timer value is not 0, the process returns to step S27.

[0090]

If it is determined in step S27 that there is a new input in another coordinate, the timer 114b is reset (step S30), and it is determined whether or not there is a new input in another coordinate (step S31). When it is determined that there is no new input in another coordinate, it is determined whether or not the timer value is 0 (step S 32). If it is determined that the timer value is 0, the operation input unit 114 determines that the operation is a two-point touch operation (step S 33). If it is determined that the timer value is not 0, the process returns to step S 31. If it is determined in step S31 that there is a new input in another coordinate, the operation input unit 114 determines that the operation is a three-point touch operation (step S34).

[0091]

By executing the processing in steps S 20 to S 34, the operation input unit 114 can determine whether the operation corresponds to a click operation, a touch operation, a drag operation, a two-point touch operation, or a three-point touch operation it can.

[0092]
Next, the operation input unit 114 refers to the processing content determination table stored in the predetermined area of the memory 114 a based on the type of the object corresponding to the touch position and the operation type, and determines the processing content.

[0093]

FIG. 12 is a diagram showing an example of a processing content determination table.

When the corresponding object is B (button image), if the operation type is "click", the processing content is "processing according to the button".

If the operation type is "touch", the processing content is "help display". The help display is a display of processing contents performed according to buttons. When the operation type is "drag", the operation is invalid. When the operation type is "two-point touch" or "three-point touch", only the first one is valid and the same processing as "click" is performed.

[0094]

When the object is C (card image), if the operation type is "click" or "two-point touch", the processing content is "character appearance" or "card use". Specifically, when a character card is selected, the processing content is "character appearance", and in this case, the appearance position of the character is automatically selected by the computer. However, in the case of "two-point touch", the second point is the designation of the appearance position of the character, and if the second point is other than the play field, the operation becomes invalid. On the other hand, when the support card is selected, the processing content is "card use". In this case, it is necessary to select a teammate character image or an enemy character image to be used later as a card to be used. However, in the case of "two-point touch", the second point becomes the target designation, and when the second point is other than the teammate character image or the enemy character image, the operation becomes invalid. If the operation type is "touch", the processing content is "status display". When the object is C (card image), the status display is a display of the characteristic or function of the card. If the operation type is "drag", the operation becomes invalid. If the operation type is "three-point touch", only the first and second points are valid and the same processing as "two-point touch" is performed.

[0095]

When the object is P (ally character image), if the operation type is "click", the processing content is "attack" or "target designation". Specifically, when "use of card" is selected in advance, the processing content is "target designation", and in other cases, the processing content is "attack". However, when the processing content is "attack", "target designation" is required later. If the operation type is "touch", the processing content is "status display". The status display in the case where the corresponding object is P (ally character image) is display of appearance, ability, etc. of the ally character. If the operation type is "drag", the processing content is "move". In this case, the destination of the drag is the destination of the character image.

[0096]

If the operation type is "two-point touch", the processing content is "attack". In this case, when the second point is the target designation and the second point is other than the enemy character image, the operation becomes invalid.

[0097]

If the operation type is "three-point touch", the processing content is "move + attack". In this case, the second point becomes the destination designation, and the third point becomes the target designation. If the second point is other than the play field, or if the third point is E (enemy character image), the operation is invalid.

[0098]

When the object is E (enemy character image), if the operation type is "click", the processing content is "target specification" or "invalid". Specifically, when "attack" or "use of card" is selected in advance, the processing content is "target designation", and in other cases, the processing content is "invalid". If the operation type is "touch", the processing content is "status display". In the case where the object is E (enemy character image), the status display is display of appearance, ability, etc. of the enemy character. When the operation type is "drag", the

processing content is "invalid". If the operation type is "two-point touch" or "three-point touch", only the first one is valid and the same processing as "click" is performed.

[0099]

After performing the process of step S <b> 35, the operation input unit 114 sets an operation command corresponding to the process content in the RAM 103. This operation command is transmitted from the terminal device 1 to the store server 2 at a predetermined timing (see FIG. 21, step S 111). Based on the operation command, the shop server 2 performs a process related to the game progression such as updating the object position information (see FIGS. 22 and 25), and transmits the display command to the terminal device 1 based on the processing result . The first rendering processing unit 111 of the terminal device 1 displays the game image including the play field image and the card image on the first display 11 based on the display command.

[0100]

Next, in the case where the game is played in the same play field for each of the four terminal devices 1, the RAM 203 of the shop server 2 connected to each terminal device 1 via the leased line 5 and the RAM 303 of the center server 3 Will be described with reference to FIG. 13.

[0101]

FIG. 13 is a diagram showing player participation information.

A play field number (FN) which is an identification number of a play field given for each play field according to a predetermined rule when the play field is created by the center server 3, and a play field number (FN) to the center server 3 Operates the terminal device 1 with an acceptance order (RN) which is an accepted order, a machine ID (CN) which is identification information of the terminal device 1, a shop server code (SN) which is an identification number of the shop server 2 And the player classification (PC) representing the division of the player are stored. In the player classification PC, "player" is stored when the terminal device 1 is operated by a human player, and "CPU player" is stored when operated by the CPU player. When all the player classifications of the four players in the play field are "CPU player" or when the player no longer exists, the player participation information on the play field is deleted.

[0102]
Participation in the game is accepted by the center server 3 in the order of the terminal device a 1, the terminal device a 2, the terminal device b 1, and the terminal device c 1 in the play field of the play field number 1.

[0103]

From the player participation information shown in FIG. 13, the play field of the play field number 1 is composed of the terminal devices a 1, a 2, b 1, c 1, the terminal devices a 1, a 2 are connected to the shop server A via a leased line It can be seen that they are connected, that the terminal devices a 1, a 2, b 1, c 1 are operated by a human player, and the like.

The player participation information on the play field number "1" shown in FIG. 13 is stored in a predetermined area of the RAM 203 of the shop servers A, B,

[0104]

FIG. 14 is a diagram for explaining the contents of data transmission / reception processing by the shop servers A, B, C with respect to the game in the play field of the play field number "1". 12A, 12 </ b> B, and 12 </ b> C are diagrams for explaining contents of processing by the shop servers A, B, and C, respectively. The column on the left side of the chart shows the machine ID (CN) of the terminal device 1 as the source of the data received by the store server 2 (store server A, B or C) and the machine ID And the store server symbol (SN) of the shop server 2 to be passed through. The column on the right side of the chart shows the machine ID (CN) of the terminal device 1 as the transmission destination of the data transmitted from the shop server 2 (shop server A, B or C) and the machine ID And the store server symbol (SN) of the shop server 2 to be passed through. When receiving the data transmitted from the terminal devices a 1, a 2, b 1, c 1, the CPU 201 of the shop servers A, B, C updates various data stored in the predetermined area of the RAM 203.

[0105]

The CPU 201 of the shop server A receives the data from the terminal device a 1 and transmits it to the terminal device a 2 and the shop servers B and C as shown in the second line from the top

of the chart of FIG. The CPU 201 of the shop server B receives the data from the terminal device a 1 via the shop server A and transmits it to the terminal device b 1 as shown in the second line from the top of the table of FIG. The CPU 201 of the shop server C receives the data from the terminal device a 1 via the shop server A and transmits it to the terminal device c 1, as shown in the second line from the top of the table in (c).

[0106]

At the same time, the CPU 201 of the shop server A receives the data from the terminal device a 2 and transmits it to the terminal device a 1 and the shop servers B and C as shown in the third line from the top of the table of FIG. The CPU 201 of the shop server B receives the data from the terminal device a 2 via the shop server A and transmits it to the terminal device b 1 as shown in the third line from the top of the table of FIG. The CPU 201 of the shop server C receives the data from the terminal device a 2 via the shop server A and transmits it to the terminal device c 1 as shown in the third line from the top of the table of FIG.

[0107]

The CPU 201 of the shop server B receives the data from the terminal device b 1 and transmits it to the shop server A, as shown in the fourth line from the top of the table of FIG. Then, the CPU 201 of the shop server A receives the data from the terminal device b 1 via the shop server B, as shown in the fourth line from the top of the chart in (a), and the terminal devices a 1 and a 2 and the shop server C, respectively. Then, the CPU 201 of the shop server C receives the operation signal from the terminal device b 1 via the shop server B, A and transmits it to the terminal device c 1 as shown in the fourth line from the top of the table in (c) .

[0108]

Likewise, the CPU 201 of the shop server C receives the data from the terminal device c 1 and transmits it to the shop server A as in the fifth line from the top of the chart of (c). The CPU 201 of the shop server A receives the data from the terminal device c 1 via the shop server C as in the fifth line from the top of the table of FIG. 4 (a), and stores the data of the terminal devices a 1 and a 2 and the shop server B . Then, the CPU 201 of the shop server B receives the data from the terminal device c 1 via the shop servers C and A and transmits it to the terminal device b 1 as shown in the fifth line from the top of the table in (b) .

[0109]

In this way, the CPU 201 accepts data from the terminal devices a 1, a 2, b 1, and c 1 by transmitting data from the terminal devices a 1, a 2, b 1, and c 1 between the shop servers A, B, Since the various data stored in the RAM 203 are updated each time, the terminal devices a 1, a 2, b 1, c 1 proceed the game by using the data stored in the RAM 203, so that the terminal devices a 1, a 2, it is possible to easily control temporal synchronization (matching game progress situation) in progress of the game between b 1 and c 1.

[0110]

That is, the shop server 2 (here, the shop server A), which first received the participation in the game, receives the data from the terminal device 1 connected by the leased line 5 and transmits the data to all the other terminal devices 1 And transmits data from the terminal device 1 connected to the other shop server 2 (in this case, the shop server B or C) via the leased line 5 via the other shop server 2 (shop server B or C) And transmits it to all the other terminal devices 1.

Further, the other shop server 2 (shop server B or C) receives data from the terminal device 1 connected via the dedicated line 5 via the shop server 2 (shop server A) and sends it to the exclusive line 5 To the terminal device 1 connected with the terminal device 1.

[0111]

FIG. 15 is a flowchart showing the flow of processing up to the start of the game in the terminal device 1, the shop server 2 and the center server 3. First, the CPU 101 of the terminal device 1 accepts insertion of coins from the coin insertion slot 15 (step S100). When receiving a predetermined signal outputted from the coin sensor 115 when a coin is detected, the CPU 101 reads the ID code of the player from the ID card 8 inserted in the ID card insertion slot 16 by the ID card reader 116 (Step S101). The input of the password by the operation of the player is accepted (step S102). Next, the CPU 101 transmits the read ID code, together with the password input by the player operation, to the center server 3 via the dedicated line 5 by the communication interface circuit 104 to the center server 3 (step S103).

[0112]

The CPU 301 of the center server 3 judges whether or not the ID code received from the terminal device 1 is present in the ID code stored in the RAM 303. If it is judged that there is an ID code, In step S 301, authentication is performed by determining whether or not the password of the player associated with the code and stored in the RAM 303 matches the password received from the terminal device 1. The CPU 301 transmits the result to the terminal device 1 as a response signal (step S 302).

[0113]

When receiving the response signal from the center server 3, the selection of the game mode is accepted (step S104). As a selection of the game mode, selection of a play field for playing a game, selection by an opponent (for example, selection as to whether or not to play a game by a player playing a game on the terminal device 1 of the same store, whether to join a CPU player Selection of whether or not, etc.) can be performed.

[0114]

Next, the CPU 101 reads the identification information from the character card 9 placed on the placing panel 17 by the character card reader 117 (step S105). The CPU 101 transmits the entry data including the read identification information and the like to the center server 3 via the shop server 2 (step S106).

[0115]

On the other hand, the CPU 301 of the center server 3 accepts the entry (step S 303) and updates the player participation information shown in FIG. 13 (step S 304). Next, the CPU 301 determines a player (opponent) who plays a game with the same play field (step S 305). When the number of human players is less than four, or when it is selected to fight against the computer in the game mode selection, the CPU player is set.

[0116]

Next, the CPU 301 extracts history data of each player from the RAM 303 (step S 306). Next, the CPU 301 transmits the extracted history data to the shop server 2 (step S 307). Upon receiving the game history data of each player from the center server 3, the shop server 2 performs an initial setting process (step S200). In this initial setting process, the player information (see FIG. 20) including the level value and the ability value of each player and the character operated by the player and the object position information (see FIG. 9) are generated. The initial setting processing will be described later in detail with reference to FIG. 16.

[0117]

Next, the shop server 2 transmits the generated player information and the object position information to the terminal device 1 that performs the game in the same play field (step S201). Thereafter, the terminal apparatus 1 and the shop server 2 start games (steps S108 and S202).

[0118]

As shown in FIG. 15, in a game performed by the game system according to the present embodiment, each player can participate at a desired time, and a plurality of players simultaneously participate in a game progressing in one play field You can do. This is a feature of real time straddle game (RTS).

[0119]

FIG. 16 is a flowchart showing a subroutine of the initial setting process invoked and executed in the shop server 2 in step S200 of the flowchart shown in FIG.

[0120]

First, the CPU 201 of the shop server 2 executes a random number generation program stored in the ROM 202 and samples random numbers (step S210).

The number of random numbers to be sampled is the number of support cards to be distributed to the four players. For example, in the case where 25 support cards are distributed to each

player, 100 random numbers are sampled.

[0121]

Next, the CPU 201 refers to the support card determination table stored in the ROM 202, and determines a support card to be distributed to each player based on the sampled random number value (step S 211). FIG. 17 is a diagram showing an example of a support card determination table. A random number extraction value is stored in the leftmost column, a card number is stored in the right column, and the type and function of the support card are associated with each card number. This support card determination table is a lookup table. For example, if the random number extraction value is any one of 0 to 15, a support card of "1001" is selected.

[0122]

Next, the CPU 201 refers to the ability value setting table and sets the level value and the ability value of the player and the character based on the game history data (skill level) (step S212). In step S212, the level value and the ability value of the player and the character operated by the player are set for the four players playing the game in the same play field. When executing the process of step S212, the CPU 201 of the shop server 2 functions as a level value setting means for setting a predetermined level value to the player and storing the level value in the RAM 203 (level value storage means).

[0123]

FIG. 18 is a diagram showing an example of history data. The ID data is data stored in the ID card 8 (not shown) and is data assigned to each player by the center server 3 when the ID card 8 is sold from the card vending machine 6. The history data shown in FIG. 18 is history data of the player "P1". In the field of the character number, the character number of the character which the player "P1" has sometimes used (operated) in the game is stored. Skill level is historical data in the present invention, and is individually set for the player and each character. The skill level increases when a predetermined condition (for example, winning a battle between characters, fulfilling a predetermined result by a player, etc.) is satisfied during the game.

[0124]

FIG. 19 is a diagram showing an example of the ability value setting table. In the ability value setting table, skill level, level value and ability value are associated with each character. As shown in FIG. 19, the ability value is composed of a plurality of items of life force, magical power, attack power, defense power, movement force, attack hit rate, critical hit ratio and attack avoidance rate. Although not shown in the figure, in the ability value setting table, the skill level, the level value and the ability value are also associated with the player.

[0125]

The level value indicates the game strength of the player or the character step by step. In the case of the same player or character, the higher the numerical value, the higher the ability value of the player or character, the higher the ability value on the game It will be strong. This level value is a level value set by the CPU 201 functioning as level value setting means. The life force shows the remaining physical strength of the player or the character, and it decreases when it is attacked by the enemy character etc. and damaged. When the life force of the player becomes 0, the game ends. Also, when the life force of the teammate character becomes 0, the character disappears from the play field and it can not be used for the game for a predetermined period. Magical power is an action point necessary for a character to perform a predetermined action (here, use of magic). When a character uses magic, magical power decreases by a predetermined value corresponding to the type of magic. Magical power recovers with time at a predetermined speed when it decreases during battle. The recovery speed of the magical power changes according to the level value of the character.

[0126]

The attack power is a force that allows the character to damage other characters, and the higher the numerical value, the more damage can be given to other characters. Defense power is a force to defend against attacks from other characters, and the higher the value, the less damage the attack from other characters can be. Movement force affects the distance the character can move on the playfield and the frequency with which the character acts during battle, and as the numerical value increases, the character moves over a long distance on the playfield It will be possible to increase the number of actions in the battle.

[0127]

The attack hit ratio is the rate at which the character can hit attacks against other characters, and the higher the numerical value, the higher the probability of hitting the attack. The critical hit ratio is a rate at which the character can add additional damage when attacking another character, and the higher the numerical value, the more damage can be given with a higher probability. The attack avoidance rate is a rate that avoids the attack when the character is attacked by another character, and the higher the numerical value, the higher the probability of avoiding the attack.

[0128]

After the process of step S212, the CPU 201 generates player information based on the processing results of steps S211 and S212 (step S213). FIG. 20 is a diagram showing an example of player information. The chart on the upper side is the player information of the player "P1". The level values and the ability values of the player and each character set in step S212 are stored and the card numbers of a plurality (for example, 25) of support cards distributed in step S211 are stored.

[0129]

Further, the chart on the lower side is the player information of the player "P2". In the figure, only player information on two players is shown, but in step S213, player information is generated for four players playing a game in the same play field.

[0130]

Next, the CPU 201 selects five cards to be usable first by lottery (step S214). The cards that can be used are cards displayed as the card images 93 a to 93 e on the first display 11 of the terminal device 1, and five cards are selected by lottery out of the character cards and support cards. In step S214, for the four players playing the game in the same play field, five cards which are to be used first are selected.

[0131]

Next, the CPU 201 generates the object position information shown in FIG. 9 (step S 215). In this processing, the CPU 201 arranges predetermined characters on the play field, sets the play field coordinates, and sets display position coordinates in each terminal device 1 based on the play field coordinates. Also, based on the selection result in step S214, the display position coordinates of the card image in each terminal device 1 are set. Furthermore, processing such as setting display position coordinates of the button images in each terminal device 1 is performed. Thereafter, this subroutine is ended.

[0132]

The object position information (see FIG. 9) and the player information (see FIG. 20) generated in the subroutine shown in FIG. 16 are transmitted to the terminal device 1 in step S 201 of the flowchart shown in FIG. 15. Thereafter, during the progress of the game, as described with reference to FIG. 14, since the data is transmitted between the shop server 2 and the four terminal devices 1 and the temporal synchronization is controlled, the shop server 2 The same object position information and player information are always stored in the RAM 203 and the RAM 103 of the four terminal devices 1.

[0133]

FIG. 21 is a flowchart showing an outline of a process executed in the terminal device 1 during the progress of the game. First, the CPU 101 of the terminal device 1 judges whether or not an operation command is input (step S110). As described with reference to FIGS. 10 to 12, the operation command is a command that the operation input unit 114 sets in the RAM 103 according to an instruction input by the player via the touch panel 14. In step S 110, It is determined whether or not an operation command has been set in the RAM 103.

[0134]

When determining that an operation command is input from the operation input unit 114, the CPU 101 transmits an operation command to the shop server 2 via the dedicated line 5 by the communication interface circuit 104 (step S 111). This process corresponds to the process of step S231 in the flowchart shown in FIG. The shop server 2 receives the operation command as

appropriate from the four terminal devices 1 and performs processing for advancing the game based on the operation command. Based on the processing result, the shop server 2 transmits display commands to the first display 11 or the second display 12 to each terminal device 1 (FIG. 22, step S 238). Further, the shop server 2 updates the player information and the object position information based on the processing result, and transmits the updated player information and the object position information to each terminal device 1 (FIG. 22, step S 239). The processing executed in the shop server 2 will be described later in detail with reference to FIG. 22.

[0135]

If it is determined in step S110 that no operation command has been input, or when the processing in step S111 is executed, then in step S113, the CPU 101 determines whether or not a card change instruction has been input. The card change instruction in this step S 113 is an instruction to change the card images 93 a to 93 e displayed on the first display 11, that is, an instruction to change the usable card. The card change instruction here is not an instruction to physically change the character card 9 placed on the placing panel 17 (for example, removing or adding a character card, etc.). The card change instruction in step S 113 can be input by touching the button image 94 f "CHANGE" of the game image 90 displayed on the first display 11 via the touch panel 14 (see FIGS. 7 and 8)

[0136]

When judging that the card change instruction has been input, the CPU 101 transmits a card change instruction to the shop server 2 via the dedicated line 5 by the communication interface circuit 104 (step S 114). On the other hand, the shop server 2 selects a newly usable card based on the received card change instruction, and updates the object position information of the card image.

[0137]

When it is determined that the card change instruction is not input in step S 113, or when the processing in step S 114 is executed, the CPU 101 determines whether or not the player information and the object position information are received from the shop server 2 (Step S 115). This process corresponds to the process of step S238 of the flowchart shown in FIG. In this processing, the CPU 101 determines whether or not data (player information and object position

information) has been transmitted between the shop server 2 and the four terminal devices 1 described with reference to FIG. 14. If it is determined that the player information and the object position information are received from the shop server 2, the CPU 101 updates the player information and the object position information stored in the RAM 103 (step S 116). As a result, the player information and the object position information stored in the RAM 103 of the terminal device 1 are temporally synchronized with the player information and the object position information stored in the RAM 203 of the shop server 2. When the object position information stored in the RAM 103 is updated, the object position information stored in the memory 114 a of the operation input unit 114 is also updated.

[0138]

If it is determined in step S 115 that the player information and the object position information have not been received from the shop server 2 or when the processing in step S 116 is executed, the CPU 101 determines whether or not a display command has been received from the shop server 2 (Step S117). This process is a process corresponding to the process of step S 239 in the flowchart shown in FIG. 22.

[0139]

If it is determined that the display command has been received, the CPU 101 performs image display processing on the first display 11 or the second display 12 (step S 118). In this process, the CPU 101 supplies a display command to the first drawing processing unit 111 or the second drawing processing unit 112. In accordance with the display command, the first rendering processing unit 111 refers to the object position information (see FIG. 9) and the player information (see FIG. 20) stored in the RAM 103 and extracts the image data from the ROM 102. Then, the game image is generated by storing the image data in the video RAM according to the priority order displayed on the first display 11 (for example, in the order of the play field image, the character image, the button image, the card image) And outputs it to the display 11. As a result, a game image is displayed on the first display 11 (see FIGS. 7 and 8).

[0140]

In addition, the second drawing processing unit 112 changes the position of the object stored in the ROM 102 (for example, an object constituting a teammate character, an object constituting

an enemy character, and the like) stored in the ROM 102 from a position on the three-dimensional space to a pseudo 3 Calculation for converting to position in the dimensional space, light source calculation processing and the like, and also performs writing processing of image data to be drawn on the video RAM (for example, video RAM specified by polygon Mapping of texture data to the area of the second display 12, etc.), thereby generating a match image and outputting it to the second display 12. As a result, a battle image is displayed on the second display 12.

[0141]

If it is determined in step S117 that the display command has not been received, or when the processing in step S118 is executed, the CPU 101 determines whether or not to end the game (step S119). In this process, when the battle by the four players in the play field has ended, the CPU 101 receives an instruction to the effect that the player operating the terminal device 1 is lost in the game or the player ends the game When judging that the game is to be ended. If it is determined not to end the game, the process returns to step S110. On the other hand, if it is determined to end the game, this subroutine is ended.

[0142]

FIG. 22 is a flowchart showing an outline of a process executed in the shop server 2 during the progress of the game. First, when starting a game, the CPU 201 sets a timer corresponding to the player in a predetermined area of the RAM 203 (step S230). The timer value of this timer is a timer that is sequentially subtracted at predetermined time intervals after being set, and when a player with a high level value plays a game against a player with a low level value (battle between characters), the level A timer corresponding to a player having a high value is reset, and when the timer value becomes 0, the level value of the player corresponding to the timer decreases by one. In step S230, a timer may be set for all four players, or a timer may be set only for a predetermined number of players with high level values among the four players. Also, the timer value may be changed according to the level value of the player.

[0143]

Next, the CPU 201 determines whether or not an operation command has been received from the terminal device 1 via the dedicated line 5 by the communication interface circuit 204 (step S <b>

231). This process corresponds to step S 111 of the flowchart shown in FIG. 21. If it is determined that the operation command has been received, the CPU 201 executes command processing for advancing the game based on the operation command received from the terminal device 1 (step S232). The command processing will be described in detail later with reference to FIG. 25.

[0144]

When it is determined that the operation command is not received in step S231 or when the processing in step S232 is executed, the CPU 201 causes the communication interface circuit 204 to transmit identification information (The identification information read from the character card) has been received (step S233). This processing corresponds to step S 114 of the flowchart shown in FIG. 21.

[0145]

When determining that the identification information is received from the terminal device 1, the CPU 201 refers to the ability value setting table and sets the level value and the ability value of the character based on the game history data (skill level) (step S <b> 234) . This process is the same process as the process of step S212 of the subroutine shown in FIG. 16, and has already been described, so the explanation here will be omitted.

[0146]

When it is determined that the identification information is not received in step S233 or when the processing in step S234 is executed, the CPU 201 determines whether or not the timer value of the timer set corresponding to the player in step S230 has become zero (Step S235). If it is determined that the timer value has become 0, the level value of the player corresponding to the timer is decreased by 1 (step S236).

[0147]

When it is determined in step S235 that the timer value is not 0 or when the processing in step S236 is executed, the CPU 201 determines whether or not to accept operation of an object displayed on the first display 11 of each terminal device 1 And performs setting processing (step

S237).

[0148]

Here, the process of setting permission / prohibition of operation reception in step S237 will be described in detail.

Whether or not to accept the operation is determined for each object as described with reference to FIG. 9. An instruction can be input by touching an object whose operation acceptance is "○" through the touch panel 14, and even if the operation reception accepts touching the object "x" through the touch panel 14, it is impossible to input an instruction . When the process of step S237 is performed for the first time after the game is started, the CPU 201 sets a timer (hereinafter referred to as an operation acceptance timer) corresponding to each of all the players and all the characters existing on the play field in the RAM 203. In addition, when the processing of step S234 and the processing of step S251 (see FIG. 25) to be described later are performed and a character newly appears on the play field, in step S237, the CPU 201 transmits an operation acceptance corresponding to the character In the RAM 203.

[0149]

The initial value of the timer value of the operation reception timer (hereinafter also referred to as operation acceptance timer value) is set according to the moving force of each player or character. Specifically, the higher the moving force is, the smaller the operation reception timer value is, and the lower the moving force, the larger the operation reception timer value is set. The CPU 201 performs an interrupt process or the like at a predetermined cycle and sequentially subtracts the timer value of the operation acceptance timer set in the RAM 203.

[0150]

The process of step S237 is intermittently performed in the process of repeating the processes of steps S230 to S240. In the process, when the operation acceptance timer value of a certain character becomes 0, in step S237, the CPU 201 permits the operation of the character and sets "O" as the operation acceptance of the object position information stored in the RAM 203 . Thereafter, when an instruction for the character is input, in step S237, the CPU 201 sets the

operation acceptance of the object position information stored in the RAM 203 to "x" and resets the operation acceptance timer.

[0151]

In the case where the process of step S237 is intermittently executed in this way, whether or not to accept the operation of each character changes as shown in the time chart of FIG. In the figure, "operation permission" indicates the timing at which the operation acceptance of the object position information stored in the RAM 203 is set to "○" by the CPU 201. "Operable" indicates a state in which operation acceptance of the object position information stored in the RAM 203 is "O". "Operation input" indicates the timing at which a predetermined instruction is input via the touch panel 14 of the terminal device 1 and the operation acceptance of the object position information stored in the RAM 203 is set to "x" by the CPU 201.

[0152]

The period from "operation input" to "operation permission" is a period during which the operation reception timer is sequentially subtracted, "operation permitted" is made when the operation reception timer value becomes 0, and "operable "State. Since the operation accepting timer value is set to be shorter as the moving ability of the character or the like is higher, it is possible to instruct the character or the like having a high moving ability at a high frequency, and it is possible to advantageously advance the game.

[0153]

Also, since the period of "operable" continues until "operation input" is made and ends when "operation input" is made, promptly "operation input" is performed after "operation permission" is made and " Operable "is shortened, the timing at which the next" operation permission "is performed becomes earlier. As a result, it is possible to instruct the character to the character with high frequency, and it is possible to proceed with the game advantageously. In this way, the point that the game progresses in real time (in real time) is a feature of real time straddle game (RTS).

[0154]

After performing the processing of step S237, the CPU 201 performs processing to transmit the player information and the object position information updated in the above-described steps S232, S234, S236 or S237 to each terminal device 1 (step S238). This processing corresponds to step S 115 of the flowchart shown in FIG. 21.

[0155]

Next, the CPU 201 transmits a display command to each terminal device 1 based on the processing results in steps S232, S234, S236 or S237 (step S239). This processing corresponds to step S 117 of the flowchart shown in FIG. 21. In step S 239, the CPU 201 transmits a display command to each terminal device 1 to display the operable character image and the inoperable character image in different modes. As a result, on the first display 11 of the terminal device 1, for example, a game image including a play field image as shown in FIG. 24 is displayed.

[0156]

FIG. 24 (a) is a diagram showing the play field image 91 displayed on the first display 11 of the terminal device 1 at the point A in the time chart shown in FIG. 23. In the play field image 91, the five ally character images 98 a to 98 e and the five enemy character images 99 a to 99 e are displayed, but it is also possible to display the manipulable ally character image (the ally character image 98 a), an image showing parentheses is displayed. Further, in the vicinity of the enemy character image (enemy characters 99 a, 99 b in FIG. 24 (a)) which can be operated by the player of the opponent, an image indicating the star is displayed. 24 (b) is a diagram showing the play field image 91 displayed on the first display 11 of the terminal device 1 at point B in the time chart shown in FIG. 23. Images showing parentheses are displayed around the four corners of the surrounding ally character image (the ally characters 98 b, 98 c in FIG. 24 (b)).

[0157]

Next, it is determined whether or not to end the game (step S240). In this process, the CPU 201 determines that the game is to be ended when the competition of four players in the play field has ended or when all four players input instructions to end the game.

[0158]

If it is determined that the game is not to be terminated, the process proceeds to step S231. On the other hand, when determining to end the game, the CPU 201 transmits the game history data stored in the RAM 203 to the center server 3 via the communication line 4 by the communication interface circuit 204 (step S 241). As a result, the game history data stored in the RAM 303 of the center server 3 is updated.

[0159]

FIG. 25 is a flowchart showing a subroutine of command processing called and executed in step S232 of the flowchart shown in FIG.

[0160]

First, the CPU 201 determines whether or not an operation command to use a character card has been received from the terminal device 1 (step S250).

When determining that an operation command to the effect that the character card is to be used is received from the terminal device 1, the CPU 201 sets the play field coordinates of the character, and based on the play field coordinates, on the first display 11 of each terminal device 1 The display position coordinates of the character image are set (step S251). Thereafter, the CPU 201 updates the player information stored in the RAM 203 (step S259), updates the object position information stored in the RAM 203 (step S260), and terminates the present subroutine.

[0161]

If it is determined in step S250 that it is not an operation command to use the character card, the CPU 201 determines whether it is an operation command to the effect that the support card is used (step S252). If it is determined that the operation command to use the support card is received from the terminal device 1, the CPU 201 executes processing corresponding to the support card (step S253). Thereafter, the CPU 201 updates the player information stored in the RAM 203 (step S259), updates the object position information stored in the RAM 203 (step S260), and terminates the present subroutine.

[0162]

If it is determined in step S252 that the command is not an operation command to use the support card, the CPU 201 determines whether or not it is an operation command to perform an attack (step S254). When determining that an operation command to attack is received from the terminal device 1, the CPU 201 executes a match process (step S255). This battle process will be described later in detail. Thereafter, the CPU 201 updates the player information stored in the RAM 203 according to the match result (step S259), further updates the object position information stored in the RAM 203 (step S260), and ends the present subroutine .

[0163]

If it is determined in step S254 that it is not an operation command to attack, the CPU 201 determines whether it is an operation command to move (step S256). When determining that an operation command to move is received from the terminal device 1, the CPU 201 changes the play field coordinates of the corresponding character, and based on the play field coordinates, the character image on the first display 11 of each terminal device 1 (Step S <b> 258). Thereafter, the CPU 201 updates the player information stored in the RAM 203 (step S259), updates the object position information stored in the RAM 203 (step S260), and terminates the present subroutine.

[0164]

If it is determined in step S256 that the command is not an operation command to move, the CPU 201 executes processing corresponding to the other commands (step S257). Thereafter, the CPU 201 updates the player information stored in the RAM 203 (step S259), updates the object position information stored in the RAM 203 (step S260), and terminates the present subroutine.

[0165]

Next, the battle process executed in the shop server 2 when the battle between characters is performed will be described. FIG. 26 is a flowchart showing a subroutine of the battle process

called and executed in step S255 of the flowchart shown in FIG. In the following description, the case where the character "0101" operated by the player "P1" shown in FIG. 20 fights against the character "0110" operated by the player "P2" will be described as an example .

[0166]

First, the CPU 201 refers to the player information stored in the RAM 203 and compares the level values of the player "P1" and the player "P2" (step S270). According to the player information shown in FIG. 20, the level value of the player "P1" is 2 and the level value of the player "P2" is 6. Therefore, the player "P1" is a player with a high level value, and the player "P2" is a player with a low level value. Also, the difference between the level values of both is 4. When executing the processing of step S270, the CPU 201 of the shop server 2 functions as level value comparison means for comparing the level values of the players who operate the characters participating in the battle.

[0167]

Next, the CPU 201 determines whether or not the level value of the player "P1" and the level value of the player "P2" are the same based on the comparison result in step S270 (step S271). If both of them have the same level value, the process proceeds to step S274, but since the level value of the player "P1" is different from the level value of the player "P2", the process proceeds to step S272.

[0168]

In step S272, processing for resetting the timer corresponding to the player of the high level value is performed. As a result, the timer value of the timer corresponding to the player of the high level value is set to the initial value (the value set in step S230 of the subroutine shown in FIG. 22). On the other hand, the timer corresponding to the player of the low level value continues to decrease.

[0169]

After executing the processing of step S272, the CPU 201 performs a process of correcting the player's ability value of the low level value (step S273). At this time, the CPU 201 functions as a capability value correcting means and executes a process of lowering the ability value of the character operated by the player having the lower level value. In this processing, the CPU 201 executes a random number generation program stored in the ROM 202, and samples one random number from a predetermined numerical range (for example, 0 to 127). Based on the sampled random number and the level value difference between the players "P1" and "P2", the ability value correction table stored in the ROM 202 is referred to, and the ability value to be corrected and the correction value are compared with each other Set it.

[0170]

FIG. 27 is a diagram showing an example of the ability value correction table stored in the ROM 202 of the shop server 2. In the leftmost column, three numerical ranges (0 to 63, 64 to 95, 96 to 127) are stored as random number values, and to the right of the numerical range, numerical ranges to be corrected The ability value is stored. If the random number value is 0 to 63, the ability value to be corrected is the attack hit ratio, and if the random number value is 64 to 95, the ability value to be corrected is the critical hit ratio, the random number value is 96 127, the ability value to be corrected is the attack avoidance ratio. Further, in the ability value correction table, a correction value corresponding to the level value difference of the player is set for each of the ability values to be corrected.

[0171]

The process in step S273 will be described with reference to FIG. 28 (a) shows the player information before the ability value correction, and (b) to (d) are the player information after the ability value correction. As shown in FIG. 28 (a), the level value of the player "P1" is 2, and the level value of the player "P2" is 6. The level value difference between them is 4. For example, when the random number value sampled in step S273 is 0, referring to the ability value correction table shown in FIG. 27, the ability value to be corrected is the attack hit ratio, and the correction value is + 8% . When the ability value is corrected in this manner, the attack hit ratio of the character "0101" operated by the player "P1" increases by 8% from 8% to 88%, and the character "0110" operated by the player "P2" The attack hit ratio is higher than 84% (see FIG. 28 (b)). Therefore, the character "0101" can hit an opponent with attack with a high probability, and it is possible to advantageously advance the match. At this time, the CPU 201 functioning as the ability value correcting means increases the attack hit ratio of the character operated by the player with the lower level value.

[0172]

Also, in the case where the random number value sampled in step S273 is 64, referring to the ability value correction table shown in FIG. 27, the ability value to be corrected is the critical hit ratio, and the correction value is + 12% . When the ability value is corrected in this way, the critical hit ratio of the character "0101" operated by the player "P1" increases from 12% to 12% from 0%, and the character "0110" operated by the player "P2" The critical hit ratio is higher than 2% (see FIG. 28 (c)). Therefore, the character "0101" can give additional damage to the opponent with a high probability, and it is possible to advantageously advance the match. At this time, the CPU 201 functioning as the ability value correcting means increases the critical hit rate (the probability of giving an additional damage to the opponent) of the character operated by the player with the lower level value.

[0173]

In addition, when the random number value sampled in step S273 is 96, referring to the ability value correction table shown in FIG. 27, the ability value to be corrected is the attack avoidance ratio, and the correction value is + 8% . When the ability value is corrected in this manner, the attack avoidance rate of the character "0101" operated by the player "P1" increases from 8% to 9%, from 1%, and the character "0110" operated by the player "P2" The attack avoidance rate is higher than 2% (see FIG. 28 (d)). Therefore, the character "0101" can avoid the attack from the opponent with high probability, and it is possible to advantageously advance the match. At this time, the CPU 201 functioning as the ability value correcting means increases the attack avoidance rate of the character operated by the player with the lower level value.

[0174]

If it is determined in step S271 that the level values of the two players are the same, or when the processing in step S273 is executed, the CPU 201 determines whether or not the character is in the behavior (step S274). The timing at which the character acts is determined by the movement force of the character. The higher the moving force, the more frequently the character acts.

[0175]

If it is determined that the character is acting, the CPU 201 executes the program stored in the ROM 202 to select the action of the character (step S275). As an action of the character, for example, attacks on other characters, use of magic, escape from battle, and the like can be cited. In addition, the method of selecting the behavior of the character is not particularly limited, and it may be selected by lottery, for example. Also, when there is a lot of magical power, use of magic, attacks to other characters when there is little magical power, attack when you have a life force lower than a predetermined value, escape from battle, progress of the game, ability value of the character etc. As shown in FIG.

[0176]

Next, as an action of the character, it is determined whether or not an attack on another character has been selected (step S276). If it is determined that an attack on another character has been selected, the CPU 201 makes a hit determination of the attack (step S277). In this process, the CPU 201 determines whether or not an attack hits another character based on the attack hit rate and the critical hit ratio of the character and the attack avoidance rate of the other character, and if the attack is hit If it is determined to do so, calculate the damage received by another character based on the attack power of the character and the defensive power of the other character.

[0177]

Thereafter, the CPU 201 updates the player information stored in the RAM 203 based on the hit determination result (step S278). Specifically, when an attack on another character hits, it damages the other character and decreases its life force.

[0178]

If it is determined in step S276 that an attack on another character is not selected, the CPU 201 determines whether or not use of magic has been selected (step S279). If it is determined that the use of magic is selected, the CPU 201 updates the player information stored in the RAM 203 according to the used magic function (step S280). For example, if you use magic to attack other characters, reduce the vitality of other characters. In addition, when the magic that changes the

ability value of the character is used, the ability value of the character is changed.

[0179]

Next, the CPU 201 decreases the magical power of the character according to the type of magic used and performs processing to update the player information stored in the RAM 203 (step S 281). Next, the CPU 201 sets a recovery timer corresponding to the character whose magical power has decreased in a predetermined area of the RAM 203 (step S 282). The timer value of the recovery timer is a timer that is sequentially subtracted at a predetermined time interval after being set, and when the timer value becomes 0, the character's magical power recovers. In step S282, the CPU 201 refers to the recovery timer setting table stored in the ROM 202 based on the level value difference between the character and another character, and sets the timer value of the recovery timer.

[0180]

FIG. 30 is a diagram showing an example of a recovery timer setting table. In the left column, the level value difference of the player is stored, and in the right column, the recovery timer setting value is associated with each level value difference. For example, since the level value of the player "P1" is 4 lower than that of the player "P2", the level value difference is -4 and the recovery timer setting value is 15. On the other hand, since the level value of the player "P2" is 4 higher than that of the player "P1", the level value difference is 4 and the recovery timer setting value is 55.

[0181]

If it is determined in step S279 that the use of magic is not selected, the CPU 201 performs various processes so that the character executes the selected other action (step S283), and the CPU 201 adds In response, it updates the player information stored in the RAM 203 (step S284).

[0182]

When it is determined that the character does not act at step S274 or when the processing of step S278, S282 or S284 is executed, the CPU 201 causes the communication interface circuit 204 to display the second display , A display command for displaying a battle image is

transmitted (step S285).

This processing corresponds to the processing of steps S 117 and S 118 of the flowchart shown in FIG. 21. Upon receiving the display command by the communication interface circuit 104, the CPU 101 of the terminal device 1 supplies a display command to the second drawing processing unit 112. In accordance with the display command, the second drawing processing unit 112 moves an object (for example, an object constituting a teammate character, an object making up an enemy character, and the like) stored in the ROM 102 from a position in a three-dimensional space to a pseudo three-dimensional space Calculates light source calculation processing and the like, performs writing processing of image data to be drawn on the video RAM based on the calculation result (for example, a region of the video RAM designated by the polygon , Etc.), thereby generating a match image and outputting it to the second display 12. As a result, a battle image is displayed on the second display 12.

[0183]

FIG. 29 is a diagram showing a game image displayed on the first display 11 of the terminal device 1 and a match image displayed on the second display 12. When the shop server 2 executes the subroutine of FIG. 26 and the battle between the characters is performed, as shown in FIG. 29, the game image 90 including the play field image and the card image is displayed on the first display, On the second display, a battle image 92 representing the battle between the characters is displayed.

[0184]

After executing the process of step S285, the CPU 201 determines whether or not the recovery timer value is 0 (step S286). When it is determined that the recovery timer value is 0, the magical power of the character is recovered and the player information stored in the RAM 203 is updated (step S 287). As described above, since the timer value of the recovery timer is set to be smaller for the character operated by the player with the lower level value than the character operated by the player with the higher level value, the recovery of the magical power becomes faster.

[0185]

If it is determined in step S286 that the value of the recovery timer is not 0, or when the process of step S287 is executed, the CPU 201 determines whether or not the competition has ended (step S288). In this processing, the CPU 201 determines that the match-up has ended when the vitality of either character becomes 0 or when one of the characters has escaped from the match. If it is determined that the battle has not ended, the process returns to step S274. On the other hand, if it is determined that the competition has ended, the player information stored in the RAM 203 is updated (step S289) so as to increase the skill level of the player or character winning the match, and the present subroutine is ended .

[0186]

As described above, according to the game system of the present embodiment, since the ability value of the character is corrected according to the difference in the level value of the player at the time of battle, a situation in which a player with a low level value is advantageous or not necessarily disadvantageous is created . Therefore, it is possible to urge a beginner to actively compete with experts, and it is possible to construct an environment where beginners and skilled persons want to be actively involved. As a result, it is possible to fully enjoy the merit peculiar to online games that can communicate with an unspecified number of players through a medium such as a game, and it is possible to provide a game that is surprising and rich in interest.

[0187]

In the present embodiment, the level value is set for each player, the level value of the player is compared at the time of competition, and the ability value of the character operated by the player at the low level value is increased. However, in the present invention, A level value may be set for each character and the level value of the character may be compared at the time of battle to raise the ability value of the character of the low level value.

[0188]

In the above example, the case where the character of the low level value or the ability value of the character operated by the player of the low level value is raised has been described. However, in the present invention, the character of the high level value or the player of the high level value operates The ability value of the character to be reduced may be lowered.

It is also possible to raise the ability value of the character operated by the character of the low

level value or the player of the low level value and lower the ability value of the character operated by the character of the high level value or the player of the high level value .

[0189]

In the present embodiment, the case of correcting any one of the attack hit rate, the critical hit rate, and the attack avoidance rate has been described, but in the present invention, the ability value to be corrected is particularly limited Absent. In addition, the number of items of the ability value to be corrected may be one or plural. Further, the level value set for the character may be a correction target.

[0190]

In the present embodiment, a case where a lottery is performed to set the ability value to be corrected out of the ability values of a character composed of a plurality of items has been described, but in the present invention, the item of the ability value to be corrected The method of determining is not limited to this example. For example, the item of the ability value to be corrected may always be the same, or the item of the ability value to be corrected may change in a predetermined order.

[0191]

In the present invention, for example, if the difference between the level values of the characters is small, the value to be corrected is made small while if the difference between the level values of the characters is large, the value to be corrected is increased so that the level of the characters It is desirable to change the value to be corrected according to the difference in value (see FIG. 27). It is possible to correct the appropriate ability value according to the difference between the level values of the characters and to prevent the balance of the game from being impaired.

[0192]

In the present embodiment, the ROM 202 of the shop server 2 stores a game control program that causes the CPU 201 to function as level value setting means, level value comparison means,

and ability value correction means, and the CPU 201 executes the game control program, The CPU 201 functions as level value setting means, level value comparing means and ability value correcting means, and as a result, the shop server 2 includes level value setting means, level value comparison means, and ability value correction means. However, the present invention is not limited to the above-described embodiment, and by executing the game control program of the present invention by the ROM 302 of the center server 3, the center server 3 can realize the level value setting means, the level It is also possible to adopt a configuration including a value comparing means and an ability value correcting means. Furthermore, in the present invention, for example, the ROM 202 of the shop server 2 stores a game control program that causes the CPU 201 to function as the level value setting means and the level value comparison means, the ROM 302 of the center server 3 functions as the ability value correction means The ROM 202 may store a part of the game control program of the present invention and the ROM 302 may store the remaining game control program. In this case, the shop server 2 includes a level value setting means and a level value comparing means, and the center server 3 includes a capability value correcting means. In the above description, the RAM 203 of the shop server 2 is level value storage means for storing the level value of the player or the character operated by the player. However, the RAM 103 of the terminal device 1 may be a player or a character operated by the player Level value storage means for storing the level value of the level value.

[0193]

In the present embodiment, a plurality of terminal devices 1, a shop server 2 communicably connected to a plurality of terminal devices 1 via a dedicated line 5, a plurality of shop servers 2 connected to a plurality of shop servers 2 via a communication line 4 And the center server 3. However, the present invention is not limited to this example. For example, a game system including a single game device (terminal device), a game system in which a plurality of game devices (terminal devices) are connected via a communication line, a plurality of game devices (terminals) The present invention can be applied to a game system or the like which is connected via a network.

[0194]

Next, another example of the game system according to the present invention will be described. The game system described here adopts a figure imitating a character instead of a character card.

[0195]

FIG. 31 is a configuration diagram of another example of the game system according to the present invention. The game system includes a plurality of terminal devices 1010, a shop server 1020 communicably connected to a plurality of terminal devices 1010 via a dedicated line 1050, a plurality of shop servers 1020 communicably connected to the plurality of shop servers 1020 via a communication line 1040 And a card vending machine 1060 connected to the shop server 1020 via the dedicated line 1050 is provided for each shop. In the shop Q, a shop server 1020 for game A and a shop server 1020 for game B are installed.

[0196]

The center server 1030 includes a database server 1039 and a plurality of game servers 1031, 1032,.... The database server 1039 performs (1-1) data management for each ID data given to each player, (1-2) authentication of the player at the start of the game, and (1-3) game data transmission processing.

[0197]

Specifically, the database server 1039 manages, for example, the ID data given to each player, the password used at the time of authentication of the player, the type of the game performed by the player, the game data, and the like (Store, set, update, etc.). In addition, the game data includes, for example, the progress state of the game (character specific data, etc.), the character operated by the player, the level value or the ability value of the character, the increase / decrease value of the ability value, and the like.

[0198]

In addition, the database server 1039 authenticates the player using the ID data and the password, for example, as the above (1 - 2), and permits participation in the game. Further, the database server 1039 stores, as the above (1-3), for example ID data of the player and data for identifying the character read from the figure by an IC chip reader (not shown) as the reading means of the terminal device 1010 The identification data, and the identification information), the character data is transmitted from the game data to the terminal device 1. However, in the

case where the player performs the game for the second time and thereafter, it is possible to determine the game based on the ID data of the player, the password input by the player's operation, and the type of the game without using the figure It is possible. Also, if you are not using a figure, you can set a certain limit.

[0199]

The game servers 1031, 1032,... Are installed corresponding to each executable game in the game system according to the present embodiment. Note that one of the plurality of game servers is a game server corresponding to the game according to the present embodiment. The game servers 1031, 1032, ... (hereinafter also referred to as the game server 1031 etc.) are (2-1) matching processing between the terminal devices 1010 installed in different shops, (2-2) matching processing of data after matching Traffic control related to transmission and reception is carried out.

[0200]

Specifically, the game server 1031 or the like determines whether or not another player is participating when a certain player participates in the game by operating the terminal device 1010 as the above (2-1). If it is determined that another player is participating, matching with the terminal device 1010 operated by the player is performed. On the other hand, if it is determined that no other player is participating, the CPU player is set. When setting up a CPU player, the shop server 1020 may be set as a CPU player or the center server 1030 (for example, the game server 1031 etc.) may be set as a CPU player.

[0201]

In addition, the game server 1031 or the like performs traffic control concerning transmission and reception of data between the terminal devices 1 matched by the matching processing of (2-1) as the above (2-2). For example, the game server 1031 or the like transmits the data received from the terminal device 1 connected to the shop server (for game A) 1020 of the shop P to the terminal device 1 (for game A) connected to the shop server (for game A) 1020 of the shop Q . In this manner, the shop server 1020 according to this embodiment only receives data from the center server 1030, and does not directly transmit / receive data between the shop servers 1020.

[0202]

The shop server 1020 is connected to the center server 1030 via the router 1070. The router 1070 has a predetermined routing table. When a plurality of shop servers 1020 are installed in the same shop like the shop Q shown in the figure, when the router 1070 receives game data and the like from the center server 1030, it refers to the routing table, And transmits the game data to the shop server 1020 connected to the terminal device 1010 via the dedicated line 1050. When data is exchanged between terminal devices 1010 connected to a plurality of store servers 1020 installed in the same store, the router 1070 transmits game data etc. from the terminal device 1010 via the store server 1020 , It refers to the routing table and transmits the game data to the shop server 1020 connected to the destination terminal device 1010 via the dedicated line 1050.

[0203]

The shop server 1020 includes (3-1) a traffic control for data transmission / reception concerning data transmission / reception between the center server 1030 and the terminal device 1010 or between the terminal devices 1010 connected to the plurality of shop servers 1020 installed in the same shop , And (3-2) download the application to the terminal device 1.

[0204]

Specifically, as described above (3 - 1), the shop server 1020 performs traffic control concerning transmission and reception of game data and the like between the center server 1030 and the terminal device 1010.

However, if the destination terminal device 1010 is connected to the same shop server 1020 or is connected to another shop server 1020 installed in the same shop, it transmits game data etc. to the center server 1030 And transmits game data and the like to the terminal device 1010.

[0205]

In addition, the store server 1020 downloads the application to the terminal device 1010 at the

timing when it receives a request signal requesting download from the center server 1030 as the above (3-2) from the terminal device 1010. The application includes various kinds of data (for example, image data and the like) and programs related to the game content, and a board program for assigning functions on the game to input means (for example, a plurality of input switches, not shown) of the terminal device 1010 . Further, downloading of the application is not limited to being performed from the shop server 1020, but may be performed from the center server 1030.

[0206]

The terminal device 1010 is connected to the store server 1020 via a private line 1050. The terminal device 1010 (4-1) downloads the application, and (4-2) progresses the game. Specifically, when the terminal device 1010 is powered on as (4 - 1), the terminal device 1010 transmits a request signal to request the download of the application to the shop server 1020, and downloads the application. The downloaded application is stored in a temporarily storable area of RAM or the like in the terminal device 1010. In addition, the terminal device 1010 performs the progress of the game using the downloaded application as the above (4-2). The progress of the game is as follows. The terminal device 1010 receives data for each ID data given to each player from the database server 1039 at the start of the game. During the progress of the game, data between the terminal device 1010 in the same game and another terminal device 1010 is transmitted and received via the center server 1030 via the store server 1020. However, when another terminal apparatus 1 is connected to the same shop server 1020 or when it is connected to another shop server 1020 installed in the same shop, game data and the like are transmitted to the center server 1030 Instead, it transmits game data and the like to the terminal device 1010. Upon completion of the game, the updated game data or the game result itself is transmitted to the database server 1039 during the game. Incidentally, the progress of the game is not limited to the terminal device 1010, but may be performed by the shop server 1020.

[0207]

The card vending machine 1060 can communicate with the center server 1030 via the shop server 1020. The card vending machine 1060 accepts the input operation of the personal information performed by the player and sells the ID card storing the ID data. The ID card is used for starting the game, and the ID data is read by the ID card reader provided in the terminal device 1010.

[0208]

FIG. 32 is a perspective view showing the external appearance of the terminal device in this embodiment. An operation base 18 protruding forward is provided in the housing 10, and an authentication machine 20 capable of placing a figure on the top surface of the operation table 18 is provided. A plurality of authentication devices 20 may be provided. A recessed portion 21 is provided at the upper portion of the authenticator 20, and the figure 30 can be placed thereon. The recessed portion 21 has a shape in which a pedestal portion of a figure, which will be described later, is fitted without gaps, and has a structure in which more than two thirds of the figure's pedestal portion is accommodated in the recessed portion 21. In addition, the recessed portion 21 is provided with a stopper 22, which is structured such that the figure 30 does not come off, falls down, or does not cause misalignment, and can be detached by operating the removal switch 23. An IC chip reader (not shown) is provided inside the authentication device 20, and it is possible to read the information of the IC chip built in the figure 30 as the object to be read.

[0209]

The authentication device 20 is provided with an LED 24, and the IC chip reader blinks while data of the figure 30 is being authenticated. During authentication, the LED 24 blinks, and the concave portion 21 or the entire 20 of the authentication device is rendered by light. The presentation is not particularly limited to light, and the authentication machine 20 may perform a predetermined operation (for example, the entire authentication machine 20 moves up and down). It should be noted that the illustrated authenticator 20 shows the minimum function, and it is preferable that the design is adapted to the world view of the game.

[0210]

FIG. 33 is a view showing the appearance of the object to be read (figure 30) according to another example of the game system. The figure 30 is composed of a base portion 39 and a figure main body portion 40. The pedestal portion 39 has a columnar shape, and is composed of an upper lid 33, an IC chip 34, and a lower lid 35. The IC chip 34 is sandwiched between the upper lid 33 and the lower lid 35 and can not be taken out. In the IC chip 34, capability value data of the character represented in the figure main body portion and the like are stored. The upper lid 33 is provided with a convex portion 37. In addition, the lower lid 35 is designed to have a slightly larger diameter than the upper lid 33 so that the figure 30 is fixed by the stopper

22. The figure main body portion 40 is composed of a figure main body 31 and a figure main body base portion 32. A concave portion 36 is provided in the figure body base portion 32. The concave portion 36 and the convex portion 37 are for preventing a positional deviation from occurring when the base portion 39 and the figure main body portion 40 are adhered. The figure is placed in a capsule about 7 cm in diameter and sold with another vending machine equivalent to card vending machine 1060. Of course, the sales form of the figure is not particularly limited.

[0211]

In this embodiment, the RAM provided in the game server 1031 or the like of the center server 1030 functions as level value storage means for storing the level value associated with the ID data set for each player. The RAM of the terminal device 1010 functions as an ability value storage unit that stores the ability value set for each character. The CPU of the game server 1031 of the center server 1030 updates the level value corresponding to the player's ID data stored in the RAM (level value storage means) of the game server 1031 etc. to set a new level value , And functions as level value setting means for associating the level value with the ID data and storing the level value in the RAM (level value storage means) of the game server 1031 or the like. The CPU of the terminal device 1010 functions as level value comparison means for comparing level values set for two or more players operating competing characters. The CPU of the terminal device 1010 reads out the ability value of the character operated by the player with the lower level value from the RAM (ability value storage means) of the terminal device 1010 based on the comparison result by the level value comparison means, Value of the character operated by a player having a high level value or reading the ability value of the character operated by a player having a high level value and lowering the ability value.

[0212]

Although the embodiment of the present invention has been described above, it is merely a specific example, and the present invention is not particularly limited, and the specific configuration of each means and the like can be appropriately designed and changed. In addition, the effects described in the embodiments of the present invention are merely a list of the most preferable effects produced by the present invention, and the effects of the present invention are limited to those described in the embodiments of the present invention is not.

[0213]

1 is a configuration diagram of a game system according to the present invention. FIG. 2 is a perspective view showing an appearance of eight terminal devices and a card vending machine installed in one store. FIG. 2 is a perspective view showing an appearance of a terminal device. FIG. 2 is a block diagram showing a hardware configuration of a terminal device. FIG. 2 is a block diagram showing a hardware configuration of a shop server. FIG. 3 is a block diagram showing a hardware configuration of a center server. FIG. 7 is a diagram showing an example of a game image displayed on a first display of a terminal device. FIG. 9 is a diagram for describing each image included in the game image shown in FIG. 7. FIG. 7 is a diagram showing an object position table. 7 is a flowchart showing a subroutine of instruction input processing executed in a terminal device. 10 is a flowchart showing a subroutine of an operation type determination process invoked and executed in step S14 of the subroutine shown in FIG. FIG. 11 is a diagram showing a processing content determination table referred to in step S 36 of the subroutine shown in FIG. 11. FIG. 7 is a diagram showing player participation information. FIG. 7 is a diagram for describing the contents of data transmission and reception processing by a shop server. 3 is a flowchart showing a flow of processing up to the start of a game in the terminal device 1, the shop server 2 and the center server 3. 15 is a flowchart showing a subroutine of an initial setting process invoked and executed by the shop server 2 in step S200 of the flowchart shown in FIG. FIG. 6 is a diagram showing a support card determination table. FIG. 4 is a diagram showing an example of history data. FIG. 7 is a diagram showing an example of a capacity value setting table. FIG. 4 is a diagram showing an example of player information. 3 is a flowchart showing an outline of a process executed in the terminal device 1. 3 is a flowchart showing an outline of processing executed in the shop server 2. FIG. 22 is a time chart for explaining the processing in step S237 of the flowchart shown in FIG. FIG. 7 is a diagram showing a play field image 91 displayed on the first display 11 of the terminal device 1 during a game. 22 is a flowchart showing a subroutine of command processing called and executed in step S232 of the flowchart shown in FIG. 25 is a flowchart showing a subroutine of the battle process called and executed in step S255 of the flowchart shown in FIG. FIG. 7 is a diagram showing an example of a capacity value correction table. (A) is the player information before the ability value correction, and (b) to (d) are the player information after the ability value correction.

FIG. 3 is a diagram showing a game image displayed on the first display 11 of the terminal device 1 and a match image displayed on the second display 12. FIG. 6 is a diagram showing an example of a recovery timer setting table. FIG. 7 is a configuration diagram of another example of the game system according to the present invention. FIG. 3 is a perspective view showing an appearance of a terminal device according to another example of the game system. FIG. 7 is a diagram showing an appearance of an object to be read (a figure) according to another example of the game system;

Explanation of sign

[0214]

1 terminal device 2 shop server (corresponds to a server in the present invention).) 3 center server 4 communication line 5 private line (corresponding to a communication line in the present invention).) 6 card vending machine 8 ID card 9 character card 10 chassis 11 first display 12 second display 13 speaker 14 touch panel 15 coin slot 16 ID card insertion slot 17 placing panel 18 control board 20 authentication machine 21 recess 22 stove 23 removal switch 24 LED 30 figure 31 figure body 32 figure body base portion 33 top cover 34 IC chip 35 bottom cover 36 recess 37 protrusion 39 seat portion 40 figure body portion 90 game image 91 play field image 92 battle image 93 (93 a - 93 e) Card image 94 (94a to 94f) Button image 95 Enlarged card image 96 Fighting player image 97 Status image 98 (98a to 98e) Ally character image 99 (99a to 99e) Enemy character Kuta image 100, 200, 300 control unit 101, 201, 301 CPU 102, 202, 302 ROM 103, 203, 303 RAM 104, 204, 304 communication interface circuit 111 first drawing processing unit 112 second drawing processing unit 113 audio Playback unit 114 operation input unit 114 a memory 115 coin sensor 116 ID card reader 117 character card reader 118 operation switch 119 7 segment display unit 205 interface circuit group

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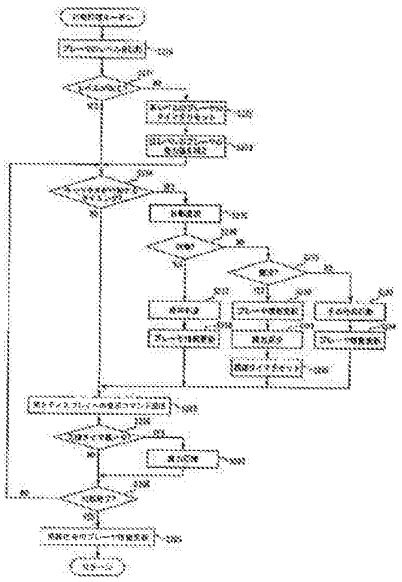
(54)【発明の名称】ゲームシステム、サーバ及びゲーム制御プログラム

(57)【要約】
【課題】　初心者と熟練者とが積極的に関わりたくなるような環境を構築することが可能なゲームシステムを提供すること。
【解決手段】　複数の端末装置とサーバとが通信回線を介して接続されてなるゲームシステムであって、プレーヤのレベル値を記憶するレベル値記憶手段と、プレーヤに所定のレベル値を設定し、当該レベル値をレベル値記憶手段に記憶するレベル値設定手段と、対戦をするプレーヤのレベル値を比較するレベル値比較手段と、レベル値比較手段による比較の結果に基づいて、レベル値の低いプレーヤが操作するキャラクタの能力値を上昇させるか、又は、レベル値の高いプレーヤが操作するキャラクタの能力値を低下させる能力値補正手段とを備えたことを特徴とするゲームシステム。
【選択図】　図２６



【特許請求の範囲】
【請求項１】
複数の端末装置とサーバとが通信回線を介して接続されてなり、
複数のプレーヤが各端末装置のゲーム入力手段を用いて、当該端末装置の表示手段に表示されるキャラクタ同士の対戦を行うゲームを実行可能なゲームシステムであって、
プレーヤごとに設定されたＩＤデータと関連付けられたレベル値を記憶するレベル値記憶手段と、
前記キャラクタごとに設定された能力値を記憶する能力値記憶手段と、
前記レベル値記憶手段に記憶されたプレーヤのＩＤデータに対応するレベル値を更新処理して新たなレベル値を設定し、当該レベル値を前記ＩＤデータに関連付けて前記レベル値記憶手段に記憶するレベル値設定手段と、
前記対戦をするキャラクタを操作する２以上のプレーヤに設定されたレベル値を比較するレベル値比較手段と、
前記レベル値比較手段による比較の結果に基づいて、前記能力値記憶手段からレベル値の低いプレーヤが操作するキャラクタの能力値を読み出し、この能力値を上昇させるか、又は、レベル値の高いプレーヤが操作するキャラクタの能力値を読み出し、この能力値を低下させる処理を実行する能力値補正手段と
を備えたことを特徴とするゲームシステム。
【請求項２】
前記能力値補正手段は、レベル値の低いプレーヤが操作するキャラクタが攻撃する際の攻撃命中率を上昇させる処理を実行することを特徴とする請求項１に記載のゲームシステム。
【請求項３】
前記能力値補正手段は、レベル値の低いプレーヤが操作するキャラクタが攻撃する際に追加ダメージを与えることができる確率を上昇させる処理を実行することを特徴とする請求項１又は２に記載のゲームシステム。
【請求項４】
前記能力値補正手段は、レベル値の低いプレーヤが操作するキャラクタが攻撃を受ける際の攻撃回避率を上昇させる処理を実行することを特徴とする請求項１～３のいずれか１に記載のゲームシステム。
【請求項５】
複数の端末装置とサーバとが通信回線を介して接続されてなり、
複数のプレーヤが各端末装置のゲーム入力手段を用いて、当該端末装置の表示手段に表示されるキャラクタ同士の対戦を行うゲームを実行可能なゲームシステムであって、
プレーヤが操作するゲーム上のキャラクタに対応したレベル値を記憶するレベル値記憶手段と、
前記キャラクタごとに設定された能力値を記憶する能力値記憶手段と、
前記レベル値記憶手段に記憶されたキャラクタに対応するレベル値を更新処理して新たなレベル値を設定し、当該レベル値を前記キャラクタに関連付けて前記レベル値記憶手段に記憶するレベル値設定手段と、
前記対戦をする２以上のキャラクタのレベル値を比較するレベル値比較手段と、
前記レベル値比較手段による比較の結果に基づいて、前記能力値記憶手段からレベル値の低いキャラクタの能力値を読み出し、この能力値を上昇させるか、又は、レベル値の高いキャラクタの能力値を読み出し、この能力値を低下させる処理を実行する能力値補正手段と
を備えたことを特徴とするゲームシステム。
【請求項６】
前記能力値補正手段は、レベル値の低いキャラクタが攻撃する際の攻撃命中率を上昇させる処理を実行することを特徴とする請求項５に記載のゲームシステム。
【請求項７】

前記能力値補正手段は、レベル値の低いキャラクタが攻撃する際に追加ダメージを与えることができる確率を上昇させる処理を実行することを特徴とする請求項５又は６に記載のゲームシステム。
【請求項８】
前記能力値補正手段は、レベル値の低いキャラクタが攻撃を受ける際の攻撃回避率を上昇させる処理を実行することを特徴とする請求項５～７のいずれか１に記載のゲームシステム。
【請求項９】
複数の端末装置と通信回線を介して接続され、
複数のプレーヤが各端末装置のゲーム入力手段を用いて、当該端末装置の表示手段に表示されるキャラクタ同士の対戦を行うゲームを実行可能なゲームシステムを構成するサーバであって、
プレーヤごとに設定されたＩＤデータと関連付けられたレベル値を記憶するレベル値記憶手段と、
前記キャラクタごとに設定された能力値を記憶する能力値記憶手段と、
前記レベル値記憶手段に記憶されたプレーヤのＩＤデータに対応するレベル値を更新処理して新たなレベル値を設定し、当該レベル値を前記ＩＤデータに関連付けて前記レベル値記憶手段に記憶するレベル値設定手段と、
前記対戦をするキャラクタを操作する２以上のプレーヤに設定されたレベル値を比較するレベル値比較手段と、
前記レベル値比較手段による比較の結果に基づいて、前記能力値記憶手段からレベル値の低いプレーヤが操作するキャラクタの能力値を読み出し、この能力値を上昇させるか、又は、レベル値の高いプレーヤが操作するキャラクタの能力値を読み出し、この能力値を低下させる処理を実行する能力値補正手段と
を備えたことを特徴とするサーバ。
【請求項１０】
複数の端末装置と通信回線を介して接続され、
複数のプレーヤが各端末装置のゲーム入力手段を用いて、当該端末装置の表示手段に表示されるキャラクタ同士の対戦を行うゲームを実行可能なゲームシステムを構成するサーバであって、
プレーヤが操作するゲーム上のキャラクタに対応したレベル値を記憶するレベル値記憶手段と、
前記キャラクタごとに設定された能力値を記憶する能力値記憶手段と、
前記レベル値記憶手段に記憶されたキャラクタに対応するレベル値を更新処理して新たなレベル値を設定し、当該レベル値を前記キャラクタに関連付けて前記レベル値記憶手段に記憶するレベル値設定手段と、
前記対戦をする２以上のキャラクタのレベル値を比較するレベル値比較手段と、
前記レベル値比較手段による比較の結果に基づいて、前記能力値記憶手段からレベル値の低いキャラクタの能力値を読み出し、この能力値を上昇させるか、又は、レベル値の高いキャラクタの能力値を読み出し、この能力値を低下させる処理を実行する能力値補正手段と
を備えたことを特徴とするサーバ。
【請求項１１】
複数の端末装置と通信回線を介して接続され、
複数のプレーヤが各端末装置のゲーム入力手段を用いて、当該端末装置の表示手段に表示されるキャラクタ同士の対戦を行うゲームを実行可能なゲームシステムを構成するサーバを、
プレーヤごとに設定されたＩＤデータと関連付けられたレベル値を記憶するレベル値記憶手段、
前記キャラクタごとに設定された能力値を記憶する能力値記憶手段、

前記レベル値記憶手段に記憶されたプレーヤのＩＤデータに対応するレベル値を更新処理して新たなレベル値を設定し、当該レベル値を前記ＩＤデータに関連付けて前記レベル値記憶手段に記憶するレベル値設定手段、
前記対戦をするキャラクタを操作する２以上のプレーヤに設定されたレベル値を比較するレベル値比較手段、並びに、
前記レベル値比較手段による比較の結果に基づいて、前記能力値記憶手段からレベル値の低いプレーヤが操作するキャラクタの能力値を読み出し、この能力値を上昇させるか、又は、レベル値の高いプレーヤが操作するキャラクタの能力値を読み出し、この能力値を低下させる処理を実行する能力値補正手段
として機能させることを特徴とするゲーム制御プログラム。

【請求項１２】
複数の端末装置と通信回線を介して接続され、
複数のプレーヤが各端末装置のゲーム入力手段を用いて、当該端末装置の表示手段に表示されるキャラクタ同士の対戦を行うゲームを実行可能なゲームシステムを構成するサーバを、
プレーヤが操作するゲーム上のキャラクタに対応したレベル値を記憶するレベル値記憶手段、
前記キャラクタごとに設定された能力値を記憶する能力値記憶手段、
前記レベル値記憶手段に記憶されたキャラクタに対応するレベル値を更新処理して新たなレベル値を設定し、当該レベル値を前記キャラクタに関連付けて前記レベル値記憶手段に記憶するレベル値設定手段、
前記対戦をする２以上のキャラクタのレベル値を比較するレベル値比較手段、並びに、
前記レベル値比較手段による比較の結果に基づいて、前記能力値記憶手段からレベル値の低いキャラクタの能力値を読み出し、この能力値を上昇させるか、又は、レベル値の高いキャラクタの能力値を読み出し、この能力値を低下させる処理を実行する能力値補正手段
として機能させることを特徴とするゲーム制御プログラム。

【発明の詳細な説明】
【技術分野】
【０００１】
本発明は、複数の端末装置とサーバとが通信回線を介して接続されてなるゲームシステム、当該ゲームシステムを構成するサーバ、及び、当該サーバによって実行されるゲーム制御プログラムに関する。
特に、ＭＭＯＲＰＧ（Massively Multiplayer Online Role Playing Game）、ＲＴＳ（Real Time Strategy）、ＦＰＳ（First Person Shooting Game）等の多人数参加型のオンラインゲームを実行可能なゲームシステム、当該ゲームシステムを構成するサーバ、及び、当該サーバによって実行されるゲーム制御プログラムに関する。
【背景技術】
【０００２】
近年、情報通信技術の発展に伴い、複数の業務用又は家庭用の端末装置とサーバとが通信回線を介して接続されてなるゲームシステムが普及し、このゲームシステムにおいて様々なオンラインゲームを実行することが可能となっている。最近では、オンラインゲームとして、例えば、ＭＭＯＲＰＧ（Massively Multiplayer Online Role Playing Game）、ＲＴＳ（Real Time Strategy）、ＦＰＳ（First Person Shooting Game）等の多人数参加型のオンラインゲームが提供されている。
【０００３】
このような多人数参加型のオンラインゲームは、プレーヤにとってみれば、インターネット等のネットワークを介して国内外を問わず遠隔地で顔も知らない不特定多数のプレーヤとゲームを行うことができ、ゲームという媒体を通じてコミュニケーションをとることができるという点が大きな魅力であり、世界各国で強い支持を得ている。
一方、ゲームメーカにとってみれば、多人数参加型のオンラインゲームは、新たなイベン

ト、キャラクタ、アイテム等に関するデータやプログラムを順次アップデートし、ネットワークを介して各端末装置に配信していくことにより、プレーヤに飽きられることなく、半永久的に継続するようなゲーム環境を構築することも可能であるため、安定した収益の確保を図ることができる利点がある。

【０００４】

ところで、多人数参加型のオンラインゲームでは、一般的に、各プレーヤに対応するキャラクタが設定されており、プレーヤは自分のキャラクタを操作することにより、仮想ゲーム空間におけるゲームに参加する。プレーヤがゲームに習熟するにしたがって、対応するキャラクタは種々のイベントに参加して経験を積み、種々のアイテム等を取得していくことができる。その結果、プレーヤ又は当該プレーヤが操作するキャラクタ（以下、プレーヤ等ともいう）は、ゲーム内に設定されるレベル値を増加させていくことができ、レベル値の増加とともにゲーム内での能力や地位が向上し、種々の機能を行うことができるようになる。

【０００５】

通常、オンラインゲームでは、複数のプレーヤが同時にゲームを開始する必要はなく、各プレーヤは個別にゲームに参加したりゲームから退出したりすることができる。しかし、仮想ゲーム空間における時間は実時間（リアルタイム）であるため、プレーヤが退出している状態であっても、仮想ゲーム空間における時間は経過していき、他のプレーヤによってゲームが進行することになる。その結果、オンラインゲームが市場に投入されてから、ある程度の時間が経過すると、各プレーヤのレベル値にばらつきが生じ、初心者が新たにゲームに参加しようとしても、他のプレーヤとのレベル値の違いが大き過ぎてゲームのバランスを欠き、初心者にとって楽しくないという問題があった。熟練者にとってみても、初心者と対戦しても弱すぎて面白くないという要因から、暗に初心者を排除してしまっているという問題があった。

【０００６】

従来のゲームシステムとして、例えば、キャラクタ又はプレーヤのレベル値が近い場合に対戦や対話を可能とする一方、レベル値が離れている場合には対戦や対話を不可能とするゲームシステムが存在する（例えば、特許文献１参照）。特許文献１に記載にゲームシステムによれば、熟練者は熟練者同士、初心者は初心者同士で対戦したり対話したりすることができる。従って、初心者は初心者同士でゲームを楽しむことができ、その一方で、熟練者にとってみれば、暗に初心者を排除しなくても初心者が自動的に排除されるため、熟練者同士でゲームを楽しむことができる。

【０００７】

【特許文献１】特開２００３－１０３０５４号公報

【発明の開示】

【発明が解決しようとする課題】

【０００８】

しかしながら、特許文献１に記載のゲームシステムによれば、同一の仮想ゲーム空間内でゲームを行っていても、事実上、初心者と熟練者とが別個にゲームを行っていることになるため、不特定多数のプレーヤとゲームという媒体を通じてコミュニケーションをとることができるオンラインゲーム特有の魅力が失われるという新たな問題を招来することになった。また、ゲームシステムによって、強制的に、熟練者は熟練者同士、初心者は初心者同士でゲームを行う環境が構築されるため、意外性に欠け、ゲームの興趣自体も損なわれるという問題があった。

【０００９】

従来のように、各ゲーム装置で個別にゲームが行われるゲーム環境下においては、ゲームソフトが市場に投入されるごとにプレーヤが一斉にゲームを開始することになり、それぞれのゲームは半永久的に継続されるものではないため、上述したような初心者と熟練者とのレベル値の差異に起因する問題が顕著になることはなかった。しかし、新たなデータやプログラムを順次配信して半永久的に継続するゲーム環境を構築することにより、安定し

た収益の確保を図ろうとすると、初心者と熟練者とのレベル値に大きな差異が生じてしまうことは避けられないことである。

【００１０】

従って、オンラインゲームを提供する場合には、熟練者と初心者とが互いに関わらないことを許容する環境や、特許文献１に記載のゲームシステムのように熟練者と初心者とが関わることができない環境を構築するのではなく、初心者と熟練者とが積極的に関わりたくなるような環境を構築する必要がある。

【００１１】

本発明は、上述した課題に鑑みてなされたものであり、その目的は、初心者と熟練者とが積極的に関わりたくなるような環境を構築することが可能なゲームシステム、当該ゲームシステムを構成するサーバ、及び、当該サーバによって実行されるゲーム制御プログラムを提供することにある。

【課題を解決するための手段】

【００１２】

上述した課題を解決するために、本発明は、以下のようなものを提供する。

（１）複数の端末装置とサーバとが通信回線を介して接続されてなり、
複数のプレーヤが各端末装置のゲーム入力手段を用いて、当該端末装置の表示手段に表示されるキャラクタ同士の対戦を行うゲームを実行可能なゲームシステムであって、
プレーヤごとに設定されたＩＤデータと関連付けられたレベル値を記憶するレベル値記憶手段と、
上記キャラクタごとに設定された能力値を記憶する能力値記憶手段と、
上記レベル値記憶手段に記憶されたプレーヤのＩＤデータに対応するレベル値を更新処理して新たなレベル値を設定し、当該レベル値を上記ＩＤデータに関連付けて上記レベル値記憶手段に記憶するレベル値設定手段と、
上記対戦をするキャラクタを操作する２以上のプレーヤに設定されたレベル値を比較するレベル値比較手段と、
上記レベル値比較手段による比較の結果に基づいて、上記能力値記憶手段からレベル値の低いプレーヤが操作するキャラクタの能力値を読み出し、この能力値を上昇させるか、又は、レベル値の高いプレーヤが操作するキャラクタの能力値を読み出し、この能力値を低下させる処理を実行する能力値補正手段と
を備えたことを特徴とするゲームシステム。

【００１３】

（１）の発明によれば、対戦時に、プレーヤのレベル値の差異に応じてキャラクタの能力値が補正されるため、レベル値の低いプレーヤが有利な状況又は必ずしも不利ではない状況が作り出されることになる。従って、初心者に、積極的に熟練者と対戦するように促すことができ、初心者と熟練者とが積極的に関わりたくなるような環境を構築することができる。その結果、不特定多数のプレーヤとゲームという媒体を通じてコミュニケーションをとることができるオンラインゲーム特有のメリットを充分に享受することができ、意外性があって興趣に富んだゲームを提供することができる。

【００１４】

さらに、本発明は、以下のようなものを提供する。

（２）　上記（１）のゲームシステムであって、
上記能力値補正手段は、レベル値の低いプレーヤが操作するキャラクタが攻撃する際の攻撃命中率を上昇させることを特徴とする。

【００１５】

（２）の発明によれば、対戦時に、レベル値の低いプレーヤが操作するキャラクタが攻撃する際の攻撃命中率が上昇するため、レベル値の低いプレーヤが有利な状況又は必ずしも不利ではない状況が作り出されることになる。従って、初心者に、積極的に熟練者と対戦するように促すことができる。

【００１６】

さらに、本発明は、以下のようなものを提供する。
（３）　上記（１）又は（２）のゲームシステムであって、
上記能力値補正手段は、レベル値の低いプレーヤが操作するキャラクタが攻撃する際に追加ダメージを与えることができる確率を上昇させることを特徴とする。
【００１７】
（３）の発明によれば、対戦時に、レベル値の低いプレーヤが操作するキャラクタが攻撃する際に追加ダメージを与えることができる確率が上昇するため、レベル値の低いプレーヤが有利な状況又は必ずしも不利ではない状況が作り出されることになる。従って、初心者に、積極的に熟練者と対戦するように促すことができる。
【００１８】
さらに、本発明は、以下のようなものを提供する。
（４）　上記（１）～（３）のいずれか１のゲームシステムであって、
上記能力値補正手段は、レベル値の低いプレーヤが操作するキャラクタが攻撃を受ける際の攻撃回避率を上昇させることを特徴とする。
【００１９】
（４）の発明によれば、対戦時に、レベル値の低いプレーヤが操作するキャラクタが攻撃を受ける際の攻撃回避率が上昇するため、レベル値の低いプレーヤが有利な状況又は必ずしも不利ではない状況が作り出されることになる。従って、初心者に、積極的に熟練者と対戦するように促すことができる。
【００２０】
さらに、本発明は、以下のようなものを提供する。
（５）複数の端末装置とサーバとが通信回線を介して接続されてなり、
複数のプレーヤが各端末装置のゲーム入力手段を用いて、当該端末装置の表示手段に表示されるキャラクタ同士の対戦を行うゲームを実行可能なゲームシステムであって、
プレーヤが操作するゲーム上のキャラクタに対応したレベル値を記憶するレベル値記憶手段と、
上記キャラクタごとに設定された能力値を記憶する能力値記憶手段と、
上記レベル値記憶手段に記憶されたキャラクタに対応するレベル値を更新処理して新たなレベル値を設定し、当該レベル値を上記キャラクタに関連付けて上記レベル値記憶手段に記憶するレベル値設定手段と、
上記対戦をする２以上のキャラクタのレベル値を比較するレベル値比較手段と、
上記レベル値比較手段による比較の結果に基づいて、上記能力値記憶手段からレベル値の低いキャラクタの能力値を読み出し、この能力値を上昇させるか、又は、レベル値の高いキャラクタの能力値を読み出し、この能力値を低下させる処理を実行する能力値補正手段と
を備えたことを特徴とするゲームシステム。
【００２１】
（５）の発明によれば、対戦時に、キャラクタのレベル値の差異に応じてキャラクタの能力値が補正されるため、レベル値の低いキャラクタが有利な状況又は必ずしも不利ではない状況が作り出されることになる。従って、初心者に、積極的に熟練者と対戦するように促すことができ、初心者と熟練者とが積極的に関わりたくなるような環境を構築することができる。その結果、不特定多数のプレーヤとゲームという媒体を通じてコミュニケーションをとることができるオンラインゲーム特有のメリットを充分に享受することができ、意外性があって興趣に富んだゲームを提供することができる。
【００２２】
さらに、本発明は、以下のようなものを提供する。
（６）　上記（５）のゲームシステムであって、
上記能力値補正手段は、レベル値の低いキャラクタが攻撃する際の攻撃命中率を上昇させることを特徴とする。
【００２３】

（６）の発明によれば、対戦時に、レベル値の低いキャラクタが攻撃する際の攻撃命中率が上昇するため、レベル値の低いキャラクタが有利な状況又は必ずしも不利ではない状況が作り出されることになる。従って、初心者に、積極的に熟練者と対戦するように促すことができる。

【００２４】

さらに、本発明は、以下のようなものを提供する。

（７）　上記（５）又は（６）のゲームシステムであって、

上記能力値補正手段は、レベル値の低いキャラクタが攻撃する際に追加ダメージを与えることができる確率を上昇させることを特徴とする。

【００２５】

（７）の発明によれば、対戦時に、レベル値の低いキャラクタが攻撃する際に追加ダメージを与えることができる確率が上昇するため、レベル値の低いキャラクタが有利な状況又は必ずしも不利ではない状況が作り出されることになる。従って、初心者に、積極的に熟練者と対戦するように促すことができる。

【００２６】

さらに、本発明は、以下のようなものを提供する。

（８）　上記（５）～（７）のゲームシステムであって、

上記能力値補正手段は、レベル値の低いキャラクタが攻撃を受ける際の攻撃回避率を上昇させることを特徴とする。

【００２７】

（８）の発明によれば、対戦時に、レベル値の低いキャラクタが攻撃を受ける際の攻撃回避率が上昇するため、レベル値の低いキャラクタが有利な状況又は必ずしも不利ではない状況が作り出されることになる。従って、初心者に、積極的に熟練者と対戦するように促すことができる。

【００２８】

さらに、本発明は、以下のようなものを提供する。

（９）複数の端末装置と通信回線を介して接続され、

複数のプレーヤが各端末装置のゲーム入力手段を用いて、当該端末装置の表示手段に表示されるキャラクタ同士の対戦を行うゲームを実行可能なゲームシステムを構成するサーバであって、

プレーヤごとに設定されたＩＤデータと関連付けられたレベル値を記憶するレベル値記憶手段と、

上記キャラクタごとに設定された能力値を記憶する能力値記憶手段と、

上記レベル値記憶手段に記憶されたプレーヤのＩＤデータに対応するレベル値を更新処理して新たなレベル値を設定し、当該レベル値を上記ＩＤデータに関連付けて上記レベル値記憶手段に記憶するレベル値設定手段と、

上記対戦をするキャラクタを操作する２以上のプレーヤに設定されたレベル値を比較するレベル値比較手段と、

上記レベル値比較手段による比較の結果に基づいて、上記能力値記憶手段からレベル値の低いプレーヤが操作するキャラクタの能力値を読み出し、この能力値を上昇させるか、又は、レベル値の高いプレーヤが操作するキャラクタの能力値を読み出し、この能力値を低下させる処理を実行する能力値補正手段と

を備えたことを特徴とするサーバ。

【００２９】

（９）の発明によれば、対戦時に、プレーヤのレベル値の差異に応じてキャラクタの能力値が補正されるため、レベル値の低いプレーヤが有利な状況又は必ずしも不利ではない状況が作り出されることになる。従って、初心者に、積極的に熟練者と対戦するように促すことができ、初心者と熟練者とが積極的に関わりたくなるような環境を構築することができる。その結果、不特定多数のプレーヤとゲームという媒体を通じてコミュニケーションをとることができるオンラインゲーム特有のメリットを充分に享受することができ、意外

性があって興趣に富んだゲームを提供することができる。
【００３０】
さらに、本発明は、以下のようなものを提供する。
（１０）複数の端末装置と通信回線を介して接続され、
複数のプレーヤが各端末装置のゲーム入力手段を用いて、当該端末装置の表示手段に表示されるキャラクタ同士の対戦を行うゲームを実行可能なゲームシステムを構成するサーバであって、
プレーヤが操作するゲーム上のキャラクタに対応したレベル値を記憶するレベル値記憶手段と、
上記キャラクタごとに設定された能力値を記憶する能力値記憶手段と、
上記レベル値記憶手段に記憶されたキャラクタに対応するレベル値を更新処理して新たなレベル値を設定し、当該レベル値を上記キャラクタに関連付けて上記レベル値記憶手段に記憶するレベル値設定手段と、
上記対戦をする２以上のキャラクタのレベル値を比較するレベル値比較手段と、
上記レベル値比較手段による比較の結果に基づいて、上記能力値記憶手段からレベル値の低いキャラクタの能力値を読み出し、この能力値を上昇させるか、又は、レベル値の高いキャラクタの能力値を読み出し、この能力値を低下させる処理を実行する能力値補正手段と
を備えたことを特徴とするサーバ。
【００３１】
（１０）の発明によれば、対戦時に、キャラクタのレベル値の差異に応じてキャラクタの能力値が補正されるため、レベル値の低いキャラクタが有利な状況又は必ずしも不利ではない状況が作り出されることになる。従って、初心者に、積極的に熟練者と対戦するように促すことができ、初心者と熟練者とが積極的に関わりたくなるような環境を構築することができる。その結果、不特定多数のプレーヤとゲームという媒体を通じてコミュニケーションをとることができるオンラインゲーム特有のメリットを充分に享受することができ、意外性があって興趣に富んだゲームを提供することができる。
【００３２】
さらに、本発明は、以下のようなものを提供する。
（１１）複数の端末装置と通信回線を介して接続され、
複数のプレーヤが各端末装置のゲーム入力手段を用いて、当該端末装置の表示手段に表示されるキャラクタ同士の対戦を行うゲームを実行可能なゲームシステムを構成するサーバを、
プレーヤごとに設定されたＩＤデータと関連付けられたレベル値を記憶するレベル値記憶手段、
上記キャラクタごとに設定された能力値を記憶する能力値記憶手段、
上記レベル値記憶手段に記憶されたプレーヤのＩＤデータに対応するレベル値を更新処理して新たなレベル値を設定し、当該レベル値を上記ＩＤデータに関連付けて上記レベル値記憶手段に記憶するレベル値設定手段、
上記対戦をするキャラクタを操作する２以上のプレーヤに設定されたレベル値を比較するレベル値比較手段、並びに、
上記レベル値比較手段による比較の結果に基づいて、上記能力値記憶手段からレベル値の低いプレーヤが操作するキャラクタの能力値を読み出し、この能力値を上昇させるか、又は、レベル値の高いプレーヤが操作するキャラクタの能力値を読み出し、この能力値を低下させる処理を実行する能力値補正手段
として機能させることを特徴とするゲーム制御プログラム。
【００３３】
（１１）の発明によれば、対戦時に、プレーヤのレベル値の差異に応じてキャラクタの能力値が補正されるため、レベル値の低いプレーヤが有利な状況又は必ずしも不利ではない状況が作り出されることになる。従って、初心者に、積極的に熟練者と対戦するように促

すことができ、初心者と熟練者とが積極的に関わりたくなるような環境を構築することができる。その結果、不特定多数のプレーヤとゲームという媒体を通じてコミュニケーションをとることができるオンラインゲーム特有のメリットを充分に享受することができ、意外性があって興趣に富んだゲームを提供することができる。

【００３４】

さらに、本発明は、以下のようなものを提供する。

（１２）複数の端末装置と通信回線を介して接続され、

複数のプレーヤが各端末装置のゲーム入力手段を用いて、当該端末装置の表示手段に表示されるキャラクタ同士の対戦を行うゲームを実行可能なゲームシステムを構成するサーバを、

プレーヤが操作するゲーム上のキャラクタに対応したレベル値を記憶するレベル値記憶手段、

上記キャラクタごとに設定された能力値を記憶する能力値記憶手段、

上記レベル値記憶手段に記憶されたキャラクタに対応するレベル値を更新処理して新たなレベル値を設定し、当該レベル値を上記キャラクタに関連付けて上記レベル値記憶手段に記憶するレベル値設定手段、

上記対戦をする２以上のキャラクタのレベル値を比較するレベル値比較手段、並びに、

上記レベル値比較手段による比較の結果に基づいて、上記能力値記憶手段からレベル値の低いキャラクタの能力値を読み出し、この能力値を上昇させるか、又は、レベル値の高いキャラクタの能力値を読み出し、この能力値を低下させる処理を実行する能力値補正手段として機能させることを特徴とするゲーム制御プログラム。

【００３５】

（１２）の発明によれば、対戦時に、キャラクタのレベル値の差異に応じてキャラクタの能力値が補正されるため、レベル値の低いキャラクタが有利な状況又は必ずしも不利ではない状況が作り出されることになる。従って、初心者に、積極的に熟練者と対戦するように促すことができ、初心者と熟練者とが積極的に関わりたくなるような環境を構築することができる。その結果、不特定多数のプレーヤとゲームという媒体を通じてコミュニケーションをとることができるオンラインゲーム特有のメリットを充分に享受することができ、意外性があって興趣に富んだゲームを提供することができる。

【発明の効果】

【００３６】

本発明によれば、初心者と熟練者とが積極的に関わりたくなるような環境を構築することができ、不特定多数のプレーヤとゲームという媒体を通じてコミュニケーションをとることができるオンラインゲーム特有のメリットを充分に享受することができ、意外性があって興趣に富んだゲームを提供することができる。

【発明を実施するための最良の形態】

【００３７】

図１は、本発明に係るゲームシステムの構成図である。

ゲームシステムは、複数の端末装置１と、複数の（ここでは８台の）端末装置１と専用線５を介して通信可能に接続された店舗サーバ２と、複数の店舗サーバ２と通信回線４を介して通信可能に接続され、複数のプレーヤが端末装置１を用いて行うゲームを管理するセンターサーバ３とを備え、さらに、店舗サーバ２と専用線５を介して接続されたカード販売機６を店舗ごとに１台備えている。なお、店舗サーバ２間も通信回線４を介して通信可能である。

【００３８】

端末装置１は、プレーヤがタッチパネル１４（図示せず）を介して行う所定の操作を受け付けるとともに、店舗サーバ２（又はセンターサーバ３）から送信されるデータ、又は、他の端末装置１からのデータ等に基づいて、ゲームを進行するものである。

【００３９】

なお、端末装置１には、それぞれ自機に固有のマシンＩＤが対応付けられている。

マシンＩＤには、端末装置１が接続されている店舗サーバ２ごとのコードと、端末装置１が配設されている店舗内での端末装置１ごとのコードとが含まれている。例えば、店舗Ａの店舗サーバＡのコードがＡであって、店舗Ａ内における端末装置１のコードが１である場合には、この端末装置１のマシンＩＤはａ１である。

【００４０】

店舗サーバ２は、それぞれ複数（ここでは８台）の端末装置１、及び、センターサーバ３と通信可能に接続され、端末装置１とセンターサーバ３との間でデータの送受信を行う。

【００４１】

センターサーバ３は、複数の店舗サーバ２と通信可能に接続されており、各プレーヤに関する履歴データを有する。センターサーバ３は、店舗サーバ２を介して端末装置１とデータの送受信を行うことにより、同一のプレーフィールドでゲームを行うプレーヤを決定する。なお、このゲームシステムでは、最大４人まで同一のプレーフィールドにおいてゲームを行うことができる。

【００４２】

カード販売機６は、店舗サーバ２を介してセンターサーバ３と通信可能である。カード販売機６は、プレーヤが行う個人情報の入力操作を受け付け、ＩＤカード８（図示せず）の発行を行う。このときに入力された個人情報によって、センターサーバ３にプレーヤが登録され、センターサーバ３によって、プレーヤごとに当該プレーヤを識別可能なＩＤデータが付与される。発行されるＩＤカード８には、このＩＤデータが記憶される。

【００４３】

図２は、１の店舗に設置された８台の端末装置とカード販売機との外観を示す斜視図である。図３は、端末装置の外観を示す斜視図である。

なお、以下の説明では、端末装置の一例として、２つのディスプレイ（第１ディスプレイ１１及び第２ディスプレイ１２）を備えた業務用ゲーム装置について説明するが、本発明は、この例に特に限定されず、家庭用ビデオゲーム装置を家庭用テレビジョンに接続することによって構成される家庭用ビデオゲーム装置、ビデオゲームプログラムを実行することによってビデオゲーム装置として機能するパーソナルコンピュータ等にも同様に適用することができる。

【００４４】

また、本実施形態において、端末装置１を用いて行われるゲームは、カードを使用するＲＴＳ（リアルタイムストラデジーゲーム）である。端末装置１を操作するプレーヤと、他の端末装置１を操作するプレーヤ又はＣＰＵプレーヤとが、仮想ゲーム空間に存在するプレーフィールド上にキャラクタを配し、キャラクタを操作して互いに対戦するものである。このゲームには、キャラクタに対応したキャラクタカードと、キャラクタ又はゲーム内容に影響を与える支援カードとが用いられる。

【００４５】

キャラクタカードは、プレーヤが実際に所持するカードであり、個別に識別情報を有する。各キャラクタカードは、ゲームに登場する１０８種類のキャラクタのうち、いずれか１のキャラクタに対応している。このキャラクタカードは、例えば、カード販売機６等によって販売される。

【００４６】

本発明におけるキャラクタカードには、例えば、磁気ストライプを備えたカードやＩＣカード等を使用することができる。また、キャラクタカードとしてＩＣカードを用いることとする場合、当該ＩＣカードは接触型であってもよく、非接触型であってもよい。非接触型のＩＣカードとしては、例えば、ＲＦＩＤ（Radio Frequency Identification）システムに使用されるトランスポンダ等を挙げることができる。なお、この技術は従来公知の技術であり、特開平８－２１８７５号公報に記載されているので、ここでの説明は省略する。また、本発明では、キャラクタカードの表面に、光学的に識別可能なように識別情報に係るパターンが形成されたものを使用することも可能である。以下においては、キャラクタカードが非接触ＩＣカードであるとして説明することとする。

【００４７】
支援カードは、データとして存在し、ディスプレイ（第１ディスプレイ１１）に画像として表示されるカードである。支援カードには、例えば、防御系支援カード、移動系支援カード、攻撃系支援カード、回復系支援カード等があり、ゲーム開始時に各プレーヤに２５枚ずつ配布される。
【００４８】
支援カードは、ゲーム中に使用されることによってキャラクタ又はゲーム内容に所定の影響を与える機能を有する。具体的には、防御系支援カードは、味方キャラクタの防御力や攻撃回避率等を上昇させたり、敵キャラクタの攻撃力、攻撃命中率、追加ダメージを与える確率（以下、クリティカルヒット率ともいう）等を低下させたりする機能を有するカードである。移動系支援カードは、味方キャラクタの移動力を上昇させたり、敵キャラクタの移動力を低下させたりする機能を有するカードである。攻撃系支援カードは、味方キャラクタの攻撃力、攻撃命中率、クリティカルヒット率等を上昇させたり、敵キャラクタの防御力や攻撃回避率等を低下させたりする機能を有するカードである。回復系支援カードは、味方キャラクタが受けたダメージや、消耗した行動ポイント（例えば、魔力、技ポイント等）を回復させる機能を有するカードである。
【００４９】
図３に示すように、端末装置１は、筐体１０と、筐体１０の前面に所定角度で傾斜するように設けられた第１ディスプレイ１１と、第１ディスプレイ１１の上方に設けられた第２ディスプレイ１２とを備えている。
第１ディスプレイ１１には、キャラクタが配置されたプレーフィールドを表すプレーフィールド画像と、カード画像とを含むゲーム画像が表示される（図７、図８参照）。
第２ディスプレイ１２には、キャラクタ同士の対戦が行われたときに、当該対戦の様子を表す対戦画像が表示される。
【００５０】
第１ディスプレイ１１の前方には、タッチパネル１４が設置されている。タッチパネル１４は、プレーヤによる接触を検出可能であり、当該接触を検出した際に接触位置を示す検出信号を、後述する操作入力部１１４（図示せず）に出力する。
プレーヤはタッチパネル１４に触れて各種の指示を入力することが可能である。
第２ディスプレイ１２の左右両側には、音声を出力するスピーカ１３が設置されている。
【００５１】
第１ディスプレイ１１の下側には、７セグメント表示器１１９と、コインが投入されるコイン投入口１５と、ＩＤカードが挿入されるＩＤカード挿入口１６とが設けられている。
７セグメント表示器１１９には、配置ポイントが表示される。配置ポイントは、プレーヤごとに設定されており、後述する載置パネル１７にキャラクタカード９を載置すると、キャラクタカード９ごとに予め設定されたポイントだけ、配置ポイントが減少する。
配置ポイントが０ポイントになった場合には、新たに載置パネル１７にキャラクタカードを載置してゲームに用いることができなくなる。コイン投入口１５に投入されたコインは、コインセンサ１１５（図示せず）によって検出される。また、ＩＤカード挿入口１６に挿入されたＩＤカードは、ＩＤカードリーダ１１６（図示せず）によってＩＤデータが読み取られる。
【００５２】
筐体１０には、前方へ突出する操作台１８が設けられており、操作台１８の上面には、複数枚のキャラクタカード９を載置可能な載置パネル１７が設けられている。
載置台１８の内部には、キャラクタカードリーダ１１７（図示せず）が設けられており、キャラクタカードリーダ１１７は、載置パネル１７に載置されたキャラクタカード９から識別情報を読み取ることが可能である。
また、操作台１８の上面には、複数の操作スイッチ１１８が設けられている。プレーヤは、操作スイッチ１１８を操作して所定の指示を入力することが可能である。
【００５３】

図４は、端末装置のハードウェア構成を示すブロック図である。
制御部１００は、端末装置１の全体の動作を制御するもので、ＣＰＵ１０１と、ＲＯＭ１０２と、ＲＡＭ１０３とを備える。
【００５４】
ＲＯＭ１０２は、各種の画像データ及びゲームプログラム等を記憶する。
すなわち、ＲＯＭ１０２は、例えば、プレーヤが操作可能なキャラクタを示す味方キャラクタ画像、対戦相手のプレーヤが操作する敵キャラクタ画像、味方キャラクタ画像及び敵キャラクタ画像が配置されるプレーフィールド画像、所定の指示を受け付けるボタンを表すボタン画像、キャラクタカードを表すキャラクタカード画像、支援カードを表す支援カード画像、キャラクタカードに対応したキャラクタを表すキャラクタ画像等、第１ディスプレイ１１に表示されるゲーム画像を構成する各種画像を表す画像データを記憶する。
【００５５】
また、ＲＯＭ１０２は、例えば、味方キャラクタを構成するオブジェクト、敵キャラクタを構成するオブジェクト、テクスチャデータ、背景画像等を記憶する。味方キャラクタ又は敵キャラクタを構成するオブジェクト等は３次元描画が可能なように、所定数のポリゴンで構成されている。
【００５６】
ＲＯＭ１０２は、端末装置１に内蔵される記憶媒体であってもよく、装着脱可能な記憶媒体であってもよい。また、その両者からＲＯＭ１０２が構成されていてもよい。
また、ＲＯＭ１０２に記憶された各種データのうち装着脱可能な記録媒体に記憶され得るデータは、例えばハードディスクドライブ、光ディスクドライブ、フレキシブルディスクドライブ、シリコンディスクドライブ、カセット媒体読み取り機等のドライバで読み取り可能にしてもよい。この場合、記録媒体は、例えばハードディスク、光ディスク、フレキシブルディスク、ＣＤ、ＤＶＤ、半導体メモリ等である。
【００５７】
ＲＡＭ１０３は、処理途中の情報、変数等を一時的に格納する。例えば、オブジェクト位置情報（図９参照）、プレーヤ参加情報（図１３参照）、プレーヤ情報（図２０参照）等を記憶する。オブジェクト位置情報は、図９に示すオブジェクト位置テーブルに格納されるデータであり、第１ディスプレイ１１に表示される画像の表示位置座標と、プレーフィールドに配置されるキャラクタ画像の座標と、各画像に対するタッチパネル１４を介した操作入力の可否とが含まれる。
【００５８】
通信用インターフェイス回路１０４は、専用線５を介して店舗サーバ２とデータ（例えば、オブジェクト位置情報、プレーヤ情報等）の送受信を行うためのものである。
通信用インターフェイス回路１０４は、タッチパネル１４を介してプレーヤが入力した指示に応じて操作入力部１１４から入力された操作コマンドを、専用線５を介して店舗サーバ２に送信し、店舗サーバ２は操作コマンドに基づいてゲームを進行させる。
また、通信用インターフェイス回路１０４は、第１ディスプレイ１１又は第２ディスプレイ１２に対する表示コマンドを、専用線５を介して店舗サーバ２から受信する。当該表示コマンドに基づいて、第１ディスプレイ１１に、ゲーム画像が表示され、第２ディスプレイ１２には、対戦画像が表示される。
【００５９】
第１描画処理部１１１は、プレーフィールド画像及びカード画像を含むゲーム画像を第１ディスプレイ１１に表示させるもので、ＶＤＰ（Video date Processor）やビデオＲＡＭ等を備える。第１描画処理部１１１は、上記表示コマンドに従って、ＲＡＭ１０３に格納されたオブジェクト位置情報（図９参照）及びプレーヤ情報（図２０参照）を参照し、ＲＯＭ１０２から画像データを抽出する。
そして、第１ディスプレイ１１に表示される優先順位に従って（例えば、プレーフィールド画像、キャラクタ画像、ボタン画像、カード画像の順に）画像データをビデオＲＡＭに記憶することにより、ゲーム画像を生成し、第１ディスプレイ１１に出力する。その結果

、第１ディスプレイ１１には、ゲーム画像が表示される（図７、図８参照）。
【００６０】
第２描画処理部１１２は、味方キャラクタと敵キャラクタとの対戦を表す対戦画像を第２ディスプレイ１２に表示させるもので、ＶＤＰ（Video date Processor）やビデオＲＡＭ等を備える。第２描画処理部１１２は、上記表示コマンドに従って、ＲＯＭ１０２に格納されたオブジェクト（例えば、味方キャラクタを構成するオブジェクト、敵キャラクタを構成するオブジェクト等）を３次元空間上での位置から擬似３次元空間上での位置へ変換するための計算、光源計算処理等を行うとともに、上記計算結果に基づいてビデオＲＡＭに対して描画すべき画像データの書き込み処理（例えば、ポリゴンで指定されるビデオＲＡＭの領域に対するテクスチャデータのマッピング等）を行うことにより、対戦画像を生成し、第２ディスプレイ１２に出力する。その結果、第２ディスプレイ１２には、対戦画像が表示される。
【００６１】
音声再生部１１３は、店舗サーバ２からの指示に従って、所定の音声やＢＧＭ等をスピーカ１２に出力するものである。
タッチパネル１４は、第１ディスプレイの前方に設けられた矩形状の薄層体であり、縦横にそれぞれ所定ピッチで線状の透明材からなる感圧素材を配列したものを透明カバーで被覆する等により構成されたものである。このタッチパネル１４は従来公知のものを採用可能である。タッチパネル１４は、接触された際に接触位置を示す検出信号を操作入力部１１４に出力する。
【００６２】
操作入力部１１４は、メモリ１１４ａとタイマ１１４ｂとを備えたマイクロコンピュータであり、メモリ１１４ａの所定領域に、タッチパネル１４から出力された検出信号が示す接触位置をデータとしてバッファリングし、順次、タイマ１１４ｂ等を用いて当該データに基づいて指示内容を判定し、判定結果を操作コマンドとして制御部１００に供給する。このように、操作入力部１１４のメモリ１１４ａには検出信号がデータとしてバッファリングされるため、操作入力部１１４は、例えば、タッチパネル１４により瞬時に複数のキャラクタ画像に対する指示が入力されても、同時に又は並行して当該指示に応じた処理を実行することができる。また、操作入力部１１４が備えるメモリ１１４ａの所定領域には、第１ディスプレイ１１に表示されるオブジェクト（タッチパネル１４による操作対象となり得る画像）に関するオブジェクト位置情報を格納したオブジェクト位置テーブルが記憶されている（図９参照）。オブジェクト位置テーブルは、操作入力部１１４が指示内容を判定する際に参照されるものであり、ＲＡＭ１０３に記憶されたオブジェクト位置情報が更新されるごとに同期して更新される。
【００６３】
コインセンサ１１５は、コイン投入口１５から投入されたコインを検出した際に所定の信号を制御部１００に送信する。ＩＤカードリーダ１１６は、ＩＤカード挿入口１６に挿入されたＩＤカード８から、ＩＤコードを読み取り、制御部１００に供給する。
キャラクタカードリーダ１１７は、載置パネル１７に載置されたキャラクタカード９から、識別情報を読み取り、制御部１００に供給する。
操作スイッチ１１８は、プレーヤによって操作された際に所定の信号を制御部１００に供給する。７セグメント表示器１１９には、配置ポイントが表示される。
【００６４】
図５は、店舗サーバのハードウェア構成を示すブロック図である。
店舗サーバ２は、店舗サーバ２の全体の動作を制御する制御部２００を備えている。制御部２００は、ＣＰＵ２０１と、ＲＯＭ２０２と、ＲＡＭ２０３とを備える。
【００６５】
ＲＯＭ２０２は、ゲーム進行管理プログラムを記憶する。店舗サーバ２のＣＰＵ２０１は、ＲＯＭ２０２に格納されたゲーム進行プログラムを実行し、ゲームを進行する処理を行う。

また、ＲＯＭ２０２は、キャラクタカードが有する識別情報とゲームに登場するキャラクタとが対応付けられたキャラクタ特定テーブル（図示せず）、各プレーヤに配布する支援カードを決定する際に参照される支援カード決定テーブル（図１７参照）、履歴データに基づいて各キャラクタの能力値を設定する際に参照される能力値設定テーブル（図１９参照）、キャラクタ同士の対戦が行われる際にキャラクタの能力値を補正するための能力値補正テーブル（図２７参照）等を記憶する。

【００６６】

ＲＯＭ２０２は、端末装置１に内蔵される記憶媒体であってもよく、装着脱可能な記憶媒体であってもよい。また、その両者からＲＯＭ２０２が構成されていてもよい。

また、ＲＯＭ２０２に記憶された各種データのうち装着脱可能な記録媒体に記憶され得るデータは、例えばハードディスクドライブ、光ディスクドライブ、フレキシブルディスクドライブ、シリコンディスクドライブ、カセット媒体読み取り機等のドライバで読み取り可能にしてもよい。この場合、記録媒体は、例えばハードディスク、光ディスク、フレキシブルディスク、ＣＤ、ＤＶＤ、半導体メモリ等である。

【００６７】

ＲＡＭ２０３は、処理途中の情報、変数等を一時的に格納する。例えば、各端末装置１におけるオブジェクト位置情報（図９参照）、プレーヤ参加情報（図１３参照）、各プレーヤ又は各プレーヤが操作するキャラクタのレベル値を含むプレーヤ情報（図２０参照）等を記憶する。

ＲＡＭ２０３は、キャラククごとに設定された能力値を記憶する能力値記憶手段として機能する。また、ＲＡＭ２０３は、プレーヤのレベル値を記憶するレベル値記憶手段として機能する。

さらに、プレーヤの履歴データ（図１８参照）がセンターサーバ３から供給された際には、ＲＡＭ２０３は、この履歴データを記憶する。この履歴データは、各プレーヤ又は各プレーヤが操作するキャラクタの熟練度である。熟練度は、他のキャラクタとの対戦に勝利したり、ゲーム上に所定の成績を収めたりした際に上昇する。

【００６８】

通信用インターフェイス回路２０４は、各種データをインターネット等からなるネットワークを介してセンターサーバ３及び他の店舗サーバ２と送受信するためのものである。

また、店舗サーバ２は、インターフェイス回路群２０５を備えており、インターフェイス回路群２０５により専用線５を介して、複数台（ここでは８台）の端末装置１、及び、１台のカード販売機６と接続されている。

【００６９】

店舗サーバ２のＣＰＵ２０１は、ＲＯＭ２０２に記憶されたゲーム制御プログラムを実行することにより、例えば、以下の（Ａ）～（Ｃ）のように機能する。

（Ａ）ＣＰＵ２０１は、ＲＡＭ２０３に記憶された履歴データ（熟練度）に応じて、各プレーヤ又は各プレーヤが操作するキャラクタにレベル値及び能力値を設定し、これらのデータをプレーヤ情報としてＲＡＭ２０３に記憶する。店舗サーバ２のＣＰＵ２１０は、レベル値設定手段として機能するものである。

（Ｂ）ＣＰＵ２０１は、キャラクタ同士の対戦を行う際，対戦に参加するキャラクタを操作するプレーヤのレベル値を比較する。このとき、ＣＰＵ２０１は、レベル値比較手段として機能する。

（Ｃ）ＣＰＵ２０１は、上記（Ｂ）における比較結果に基づいて、ＲＯＭ２０２に記憶された能力値補正テーブル（図２７参照）を参照し、レベル値の低いプレーヤが操作するキャラクタの能力値を上昇させる。このとき、ＣＰＵ２０１は、能力値補正手段として機能する。

【００７０】

図６は、センターサーバのハードウェア構成を示すブロック図である。

センターサーバ３は、センターサーバ３の全体の動作を制御する制御部３００を備えている。制御部３００は、ＣＰＵ３０１と、ＲＯＭ３０２と、ＲＡＭ３０３とを備えている。

【００７１】
ＲＯＭ１０２は、端末装置１に内蔵される記憶媒体であってもよく、装着脱可能な記憶媒体であってもよい。また、その両者からＲＯＭ１０２が構成されていてもよい。
ＲＯＭ３０２に記憶された各種データのうち装着脱可能な記録媒体に記憶され得るデータは、例えばハードディスクドライブ、光ディスクドライブ、フレキシブルディスクドライブ、シリコンディスクドライブ、カセット媒体読み取り機等のドライバで読み取り可能にしてもよく、この場合、記録媒体は、例えばハードディスク、光ディスク、フレキシブルディスク、ＣＤ、ＤＶＤ、半導体メモリ等である。
【００７２】
ＲＡＭ３０３は、例えば、各プレーヤのＩＤデータ、履歴データ（図１８参照）等を記憶する。
通信用インターフェイス回路３０４は、各種データをインターネット等からなるネットワークを介して複数の店舗サーバ２と送受信するためのものである。
【００７３】
図７は、端末装置の第１ディスプレイに表示されるゲーム画像の一例を示す図であり、図８は、図７に示したゲーム画像に含まれる各画像について説明するための図である。
第１ディスプレイ１１に表示されるゲーム画像９０の左上には、プレーフィールド画像９１が配置されている。プレーフィールド画像９１は、プレーフィールドの一部を表す画像であり、ゲームの進行状況（例えば、キャラクタの移動等）に応じてスクロール表示されるものである。プレーフィールド画像９１には、５つの味方キャラクタ画像９８ａ～９８ｅと、５つの敵キャラクタ画像９９ａ～９９ｅとが配置されている。
キャラクタ画像９８、９９は、プレーヤによる操作対象となり得る画像であり、本実施形態に係るゲームシステムにおいては、タッチパネル１４（図示せず）を介してキャラクタ画像９８、９９に触れることにより、キャラクタに対する操作指示を入力することができる。
【００７４】
ゲーム画像９０の左下には、プレーヤが操作するキャラクタのレベル値及び能力値を示すステータス画像９７が配置されている。ゲーム画像９０の右上には、対戦プレーヤを示す対戦プレーヤ画像９６が配置されている。
【００７５】
ゲーム画像９０の右下には、５つのカード画像９３（９３ａ～９３ｅ）が横並びに配置されている。カード画像９３ａ～９３ｃは、キャラクタカードを表す画像（キャラクタカード画像）であり、カード画像９３ｄ、９３ｅは、支援カードを表す画像（支援カード画像）である。
プレーヤが載置パネル１７に載置したキャラクタカード、及び、ゲーム開始時にプレーヤに配布された支援カードのうち、抽選等によって選択された５枚のカードが、カード画像９３ａ～９３ｃとして表示されている。カード画像９３は、プレーヤによる操作対象となり得る画像であり、本実施形態に係るゲームシステムにおいては、タッチパネル１４（図示せず）を介してカード画像９３に触れることにより、カードを使用することができる。カードが使用されると、そのカード画像９３は消滅し、抽選等によって新たにカードが選択され、カード画像９３として表示される。
【００７６】
カード画像９３の上側には、６つのボタン画像９４（９４ａ～９４ｆ）が横並びに配置されている。ボタン画像９４は、プレーヤによる操作対象となり得る画像であり、本実施形態に係るゲームシステムにおいては、タッチパネル１４（図示せず）を介してボタン画像９４に触れることにより、各種の指示を入力することができる。
例えば、ボタン画像９４ａ「ＡＬＬ－ＯＵＴ　ＷＡＲ」を操作することにより、複数の味方キャラクタで１体の敵キャラクタへ総攻撃を加える旨の指示を入力することができる。ボタン画像９４ｂ「ＪＯＩＮ」を操作することにより、複数の味方キャラクタを１箇所に集結させる旨の指示を入力することができる。

ボタン画像９４ｃ「ＳＴＯＰ」を操作することにより、複数の味方キャラクタの動作を全て停止させる旨の指示を入力することができる。
ボタン画像９４ｄ「ＭＯＶＥ」を操作することにより、複数の味方キャラクタを全て移動させる旨の指示を入力することができる。
ボタン画像９４ｅ「ＭＡＰ」を操作することにより、プレーフィールド画像９１として、プレーフィールド全体を示す画像を表示させる旨の指示を入力することができる。
ボタン画像９４ｆ「ＣＨＡＮＧＥ」を操作することにより、カード画像９３として表示されている５枚のカードを他のカードと交換する旨の指示を入力することができる。
【００７７】
このように、第１ディスプレイ１１に表示されるゲーム画像９０には、各種の画像が配置されるのであるか、ゲーム画像９０に配置される各種の画像のうち、タッチパネル１４による操作対象となり得る画像（オブジェクト）については、図９に示すオブジェクト位置テーブルによって、その表示位置等が管理される。
【００７８】
図９は、オブジェクト位置テーブルを示す図である。このオブジェクト位置テーブルは、端末装置１のＲＡＭ１０３及びメモリ１１４ａに記憶されるテーブルである。
【００７９】
オブジェクトコードは、各オブジェクトに固有の情報であり、タイプとコードとからなる。タイプ「Ｂ」はボタン画像であり、タイプ「Ｃ」はカード画像であり、タイプ「Ｐ」は味方キャラクタ画像であり、タイプ「Ｅ」は敵キャラクタ画像である。
従って、この端末装置１の第１ディスプレイ１１又はプレーフィールドには、“Ｂ０００１”～“Ｂ０００６”に対応した６つのボタン画像と、”Ｃ０１２０”～“Ｃ０１２２”、”Ｃ１０１０”、“Ｃ１０２０”に対応した５つのカード画像と、“Ｐ０１０１”～“Ｐ０１０７”に対応した７つの味方キャラクタ画像と、“Ｅ０１１０”～“Ｅ０１１６”に対応した７つの敵キャラクタ画像とが存在する。なお、千の位が“０”のコードに対応したカード画像がキャラクタカード画像であり、千の位が”１”のコードに対応したカード画像が支援カード画像である。
【００８０】
表示位置座標は、第１ディスプレイ１１における座標であり、端末装置１ごとに個別に設定され、ＸＹ座標により表される。
プレーフィールド座標は、仮想ゲーム空間に広がるプレーフィールドにおける座標であり、同一のプレーフィールドでゲームを行う端末装置１内で共通して設定され、ｘｙ座標により表される。
【００８１】
“Ｐ０１０６”、“Ｐ０１０７”に対応するキャラクタ画像のように、プレーフィールド座標が設定されているが、表示位置座標が設定されてないものは、プレーフィールド上には存在するが、第１ディスプレイ１１には表示されていない画像である。
また、タイプ「Ｂ」に対応するボタン画像、又は、タイプ「Ｃ」に対応するカード画像のように、プレーフィールド座標が設定されているが、表示位置座標が設定されていないものは、第１ディスプレイ１１には表示されているが、プレーフィールド上には存在しない画像である。
【００８２】
操作受付の可否（図中では可を“○”否を“×”により示す。）は、後述する図２２のサブルーチンのステップＳ２３７においてオブジェクトごとに設定される。
プレーヤは、操作受付が“○”のオブジェクトにタッチパネル１４を介して触れることにより、指示の入力が可能である。一方、操作受付が“×”のオブジェクトにタッチパネル１４を介して触れても指示の入力をすることはできない。操作可能なキャラクタ（操作受付が“○”のキャラクタ画像）と、操作不可能なキャラクタ（操作受付が“×”のキャラクタ画像）と、それぞれ異なる態様で第１ディスプレイ１１に表示されるため（例えば、図２４参照）、プレーヤはその両者を容易に識別することができ、各キャラクタに適宜、