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(12) **United States Patent**  
**Suzuki**

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(54) **GAME CONTROL METHOD, SYSTEM, AND NON-TRANSITORY COMPUTER-READABLE RECORDING MEDIUM**

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*A63F 13/44* (2014.01)  
*A63F 13/58* (2014.01)

(52) **U.S. Cl.**  
CPC ..... *A63F 13/44* (2014.09); *A63F 13/58* (2014.09); *A63F 13/822* (2014.09)

(58) **Field of Classification Search**  
CPC ..... *A63F 13/44*; *A63F 13/58*; *A63F 13/822*  
See application file for complete search history.

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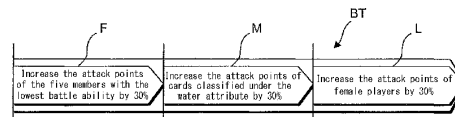
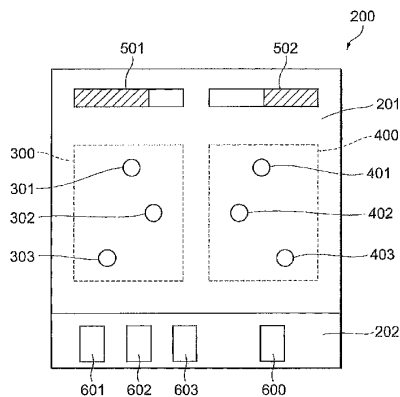
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(57) **ABSTRACT**

Players with a wide range of levels or attack strength can enjoy a time-limited group battle, and the participation rate can be expected to improve throughout the set time slot. A battle time managing unit refers to a timer and a memory resource to manage the time of a battle between groups. A battle condition extraction unit refers to the memory resource and checks whether to change a battle condition during the time of the battle. A target changing unit refers to the memory resource to set a target of change based on the battle condition. A battle condition changing unit changes

(Continued)



the battle condition for the target of change that was selected by the target changing unit. Based on the changed battle condition, a battle rendering unit executes rendition processing for the game related to the battle.

### 17 Claims, 7 Drawing Sheets

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*FIG. 1*

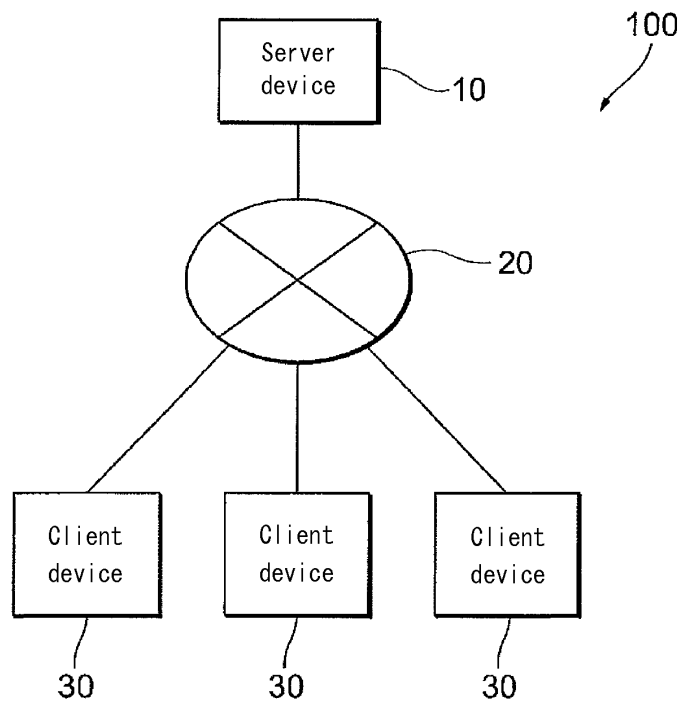


FIG. 2

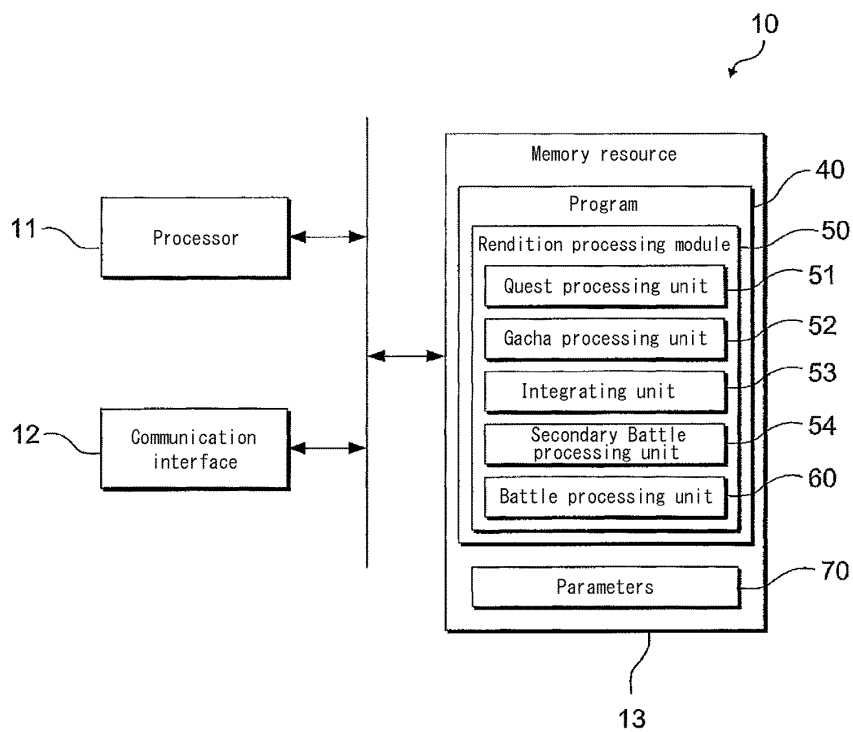
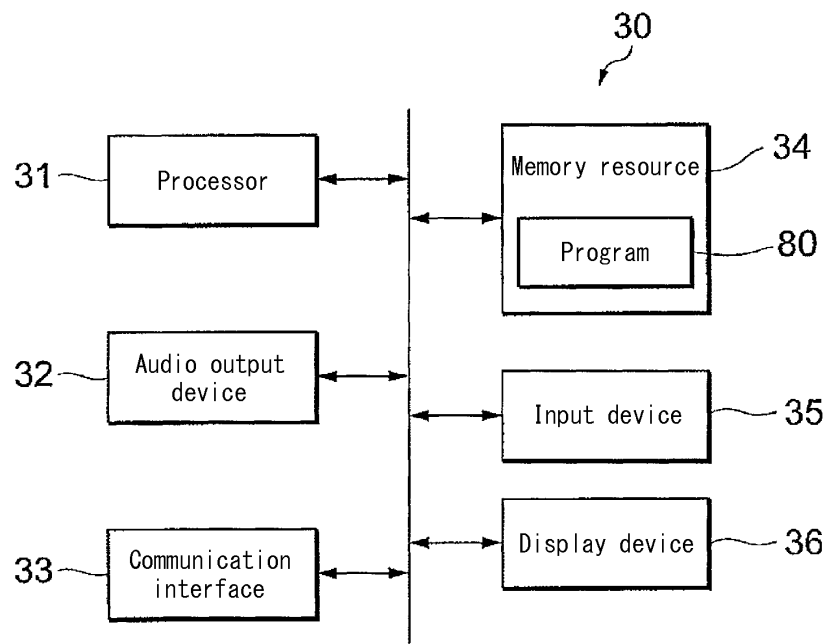


FIG. 3



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