

Title (en)

Device, method and program storage medium for a game

Title (de)

Verfahren, Vorrichtung und Programmspeicher für ein Spiel

Title (fr)

Procédé, dispositif et moyen de stockage de programme pour un jeu

Publication

EP 1304150 A1 20030423 (EN)

Application

EP 02023022 A 20021015

Priority

- JP 2001319866 A 20011017
- JP 2001321250 A 20011018
- JP 2001367596 A 20011130
- JP 2001401845 A 20011228

Abstract (en)

The present invention enables selection of appropriate opponent players for a player of a game. The CPU 361 of the controller of the center server device comprises a receiving unit 361 a that receives a request for game participation from each player when a game begins on each respective client terminal device 1, a selection unit 361b that selects according to prescribed rules a number of players to play in a shared game space from among the players from whom game participation requests have been received by the receiving unit 361 a, the number being no more than a prescribed maximum number and no less than a prescribed minimum number, and a first execution unit 161d that allows players selected by the selection unit 361b to play a game against one another in a shared game space. <IMAGE>

IPC 1-7

A63F 13/12; **G07F 17/32**

IPC 8 full level

G07F 17/32 (2006.01)

CPC (source: EP)

G07F 17/32 (2013.01); **G07F 17/3276** (2013.01); **G07F 17/3283** (2013.01); **A63F 2300/50** (2013.01); **A63F 2300/5546** (2013.01); **A63F 2300/5566** (2013.01)

Citation (search report)

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DOCDB simple family (publication)

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