



(12) **CORRECTED EUROPEAN PATENT APPLICATION**
published in accordance with Art. 153(4) EPC

(15) Correction information:
Corrected version no 1 (W1 A1)
Bibliography INID code(s) 84

(51) Int Cl.:
A63F 13/12 (2006.01) **A63F 13/00** (2006.01)
A63F 13/10 (2006.01)

(48) Corrigendum issued on:
29.10.2008 Bulletin 2008/44

(86) International application number:
PCT/JP2006/320065

(43) Date of publication:
30.07.2008 Bulletin 2008/31

(87) International publication number:
WO 2007/052439 (10.05.2007 Gazette 2007/19)

(21) Application number: **06811392.7**

(22) Date of filing: **06.10.2006**

(84) Designated Contracting States:
DE FR GB

(72) Inventor: **MORI, Shoji**
Minato-ku, Tokyo 1078324 (JP)

(30) Priority: **04.11.2005 JP 2005321618**

(74) Representative: **Winter, Brandl, Fűrniß, Hübner**
Röss, Kaiser,
Polte Partnerschaft Patent- und
Rechtsanwaltskanzlei
Alois-Steinecker-Strasse 22
85354 Freising (DE)

(71) Applicant: **Konami Digital Entertainment Co., Ltd.**
Tokyo 107-8324 (JP)

(54) **NETWORK GAME SYSTEM, GAME MACHINE, GAME MACHINE CONTROL METHOD, AND INFORMATION STORAGE MEDIUM**

(57) A network game system is provided in which unfairness between players playing on first and second game machines can be corrected in a network game system in which the first game machine displays a game screen of a content corresponding to an operation executed in the first game machine and makes the second game machine display a game screen of a content corresponding to an operation executed in the second game machine by exchanging data with the second game machine through a communication network.

A controlling unit (an operation information acquiring unit (34) and a display controller (36)) controls a length of a time period from a time when an operation is executed in the first game machine (game machine (12a)) to a time when a game screen of a content corresponding to the operation is displayed in the first game machine, based on data exchange time information related to a time period required for exchange of data between the first game machine and the second game machine (game machine (12b)).

FIG.4

