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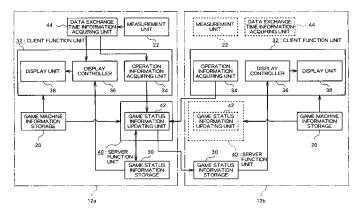
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(54) NETWORK GAME SYSTEM, GAME MACHINE, GAME MACHINE CONTROL METHOD, AND INFORMATION STORAGE MEDIUM

(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 fist 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



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