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Yamaoka et al.

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(54) SERVER FOR NETWORK GAME, NETWORK GAME PROCESS CONTROL METHOD, NETWORK GAME PROGRESS CONTROL PROGRAM AND RECORDING MEDIUM STORING NETWORK GAME PROGRESS CONTROL PROGRAM	5,588,649 A 12/1996 Blumberg et al. 5,749,785 A 5/1998 Rossides 5,782,470 A * 7/1998 Langan 273/139 5,810,359 A * 9/1998 Wilkins et al. 273/256 5,816,918 A * 10/1998 Kelly et al. 463/16 5,984,780 A * 11/1999 Takemoto et al. 463/20 6,015,345 A 1/2000 Kail
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(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 604 days.

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This patent is subject to a terminal disclaimer.

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(21) Appl. No.: **10/188,400**

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ABSTRACT

Foreign Application Priority Data

Jul. 5, 2001 (JP) 2001-205226

In order to enable a user to play a game continuously and to facilitate acquisition of valuable data by the user, the present invention provides a network game server device 1 that conducts a game in which a user is enabled to acquire valuable data having a prescribed value while performing transmission/reception of data with a terminal device employed by the user through a network 2 enables the user to play a single game of a plurality of games; awards prescribed points to this user in accordance with the results of the game played by the user; and provides to this user valuable data having a prescribed value in accordance with the points awarded to the user.

Int. Cl.

G09G 5/00 (2006.01)

(52) **U.S. Cl.** **463/41**

(58) **Field of Classification Search** 463/43,
463/16, 25, 40-42; 700/91-92

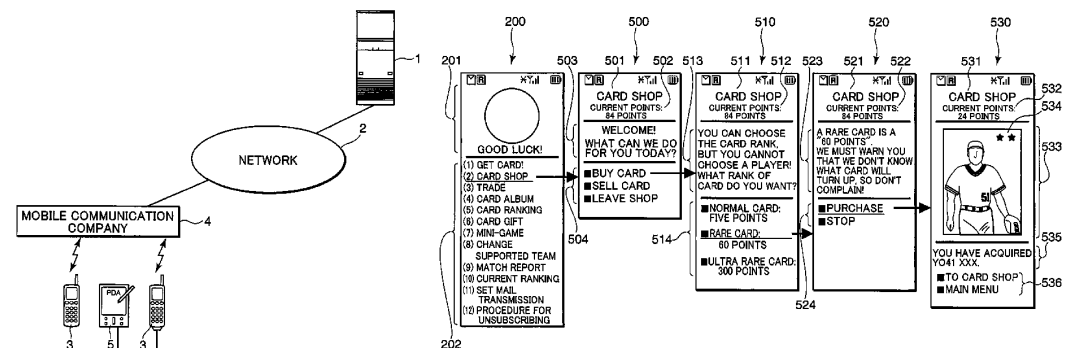
See application file for complete search history.

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19 Claims, 16 Drawing Sheets



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FIG. 1

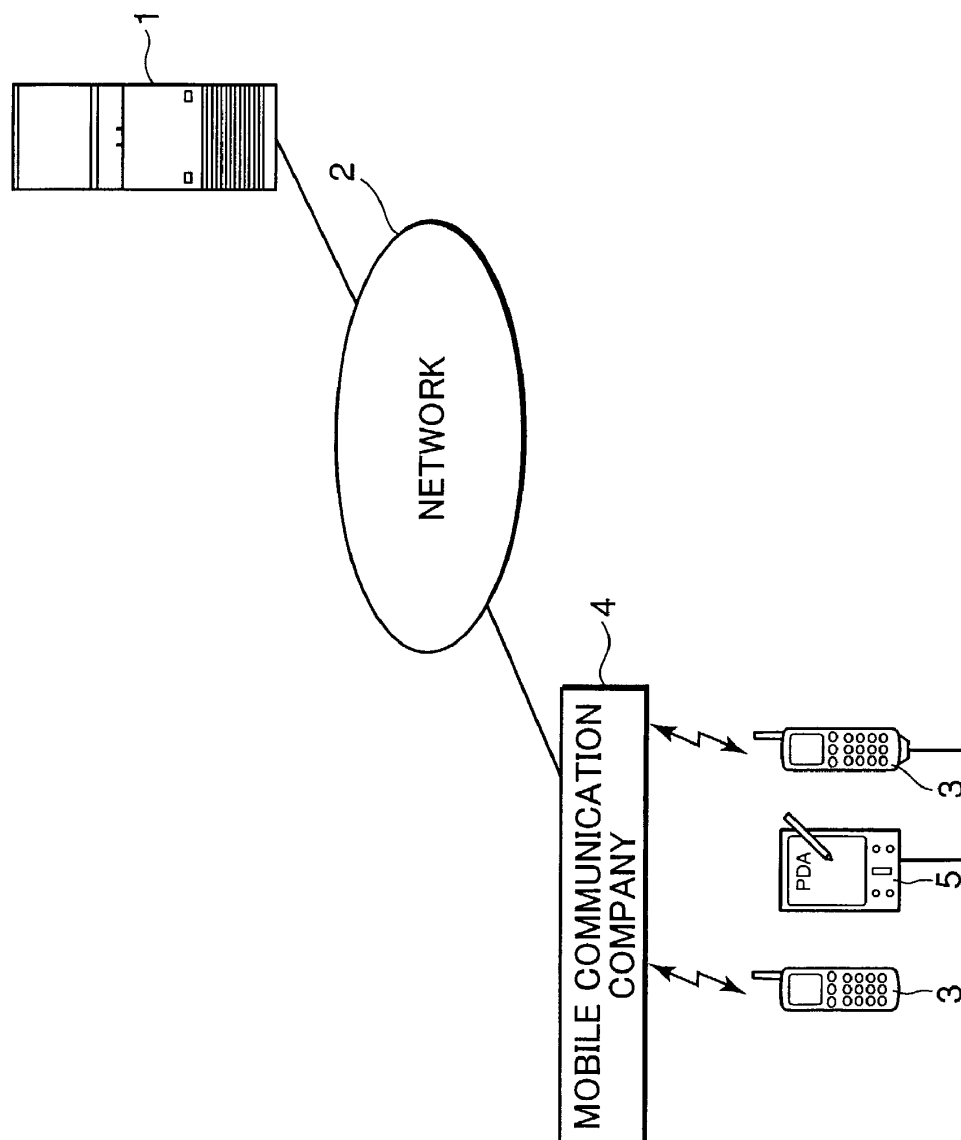


FIG. 2

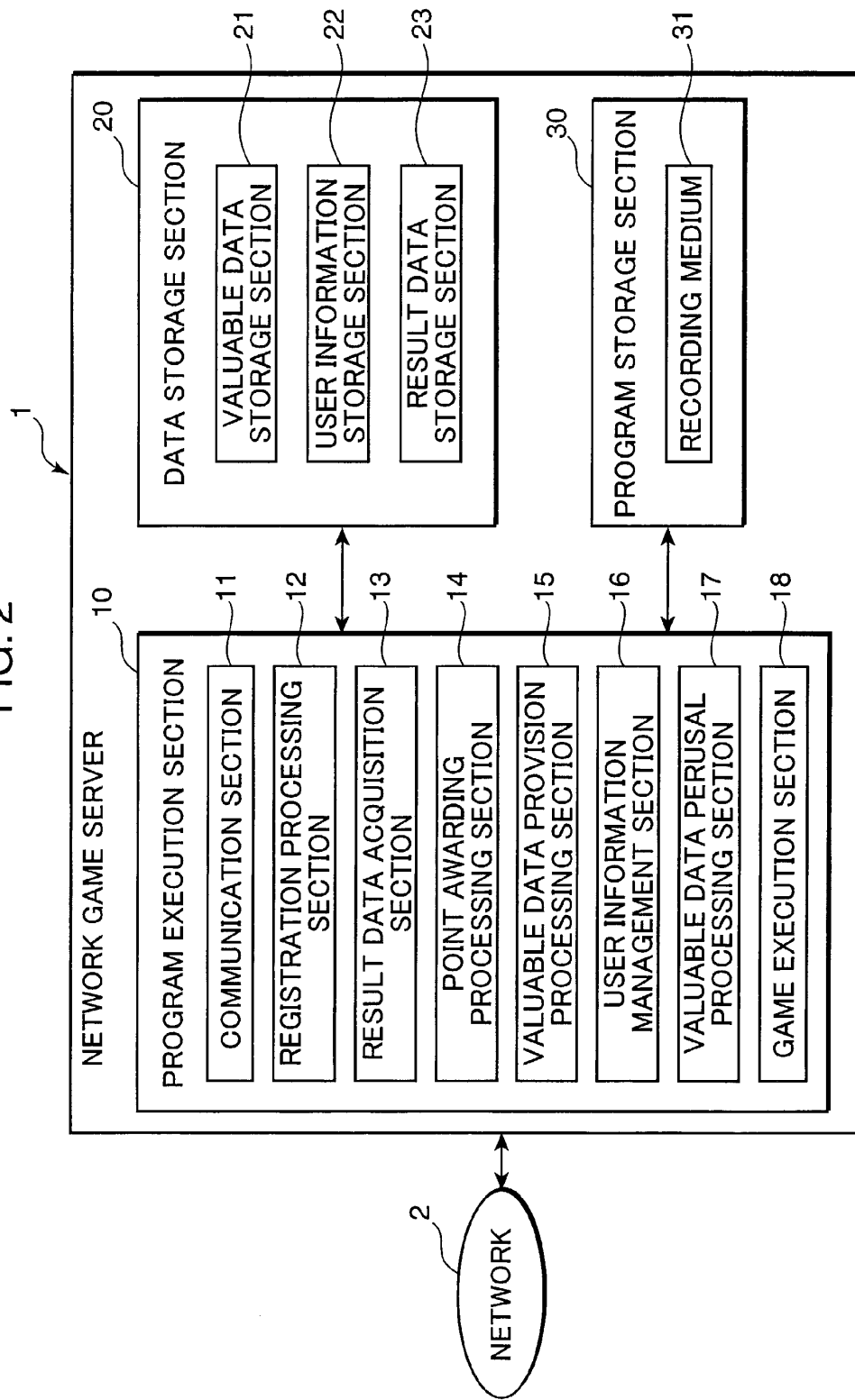
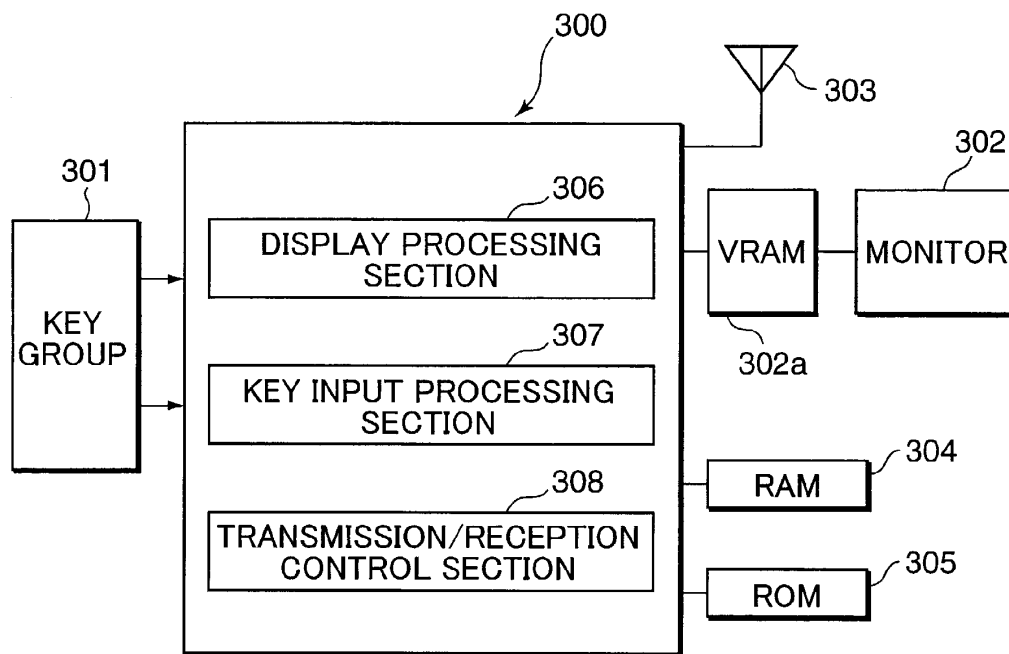


FIG. 3



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