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Suzuki

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(54) **CHANGING BATTLE CARD GAME CONDITIONS DURING DIFFERENT TERMS**

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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 0 days.

This patent is subject to a terminal disclaimer.

- (21) Appl. No.: **16/445,642**
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- (63) Continuation of application No. 14/631,221, filed on Feb. 25, 2015, now Pat. No. 10,518,177.

(30) **Foreign Application Priority Data**

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- (51) **Int. Cl.**
A63F 13/822 (2014.01)
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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**
None
See application file for complete search history.

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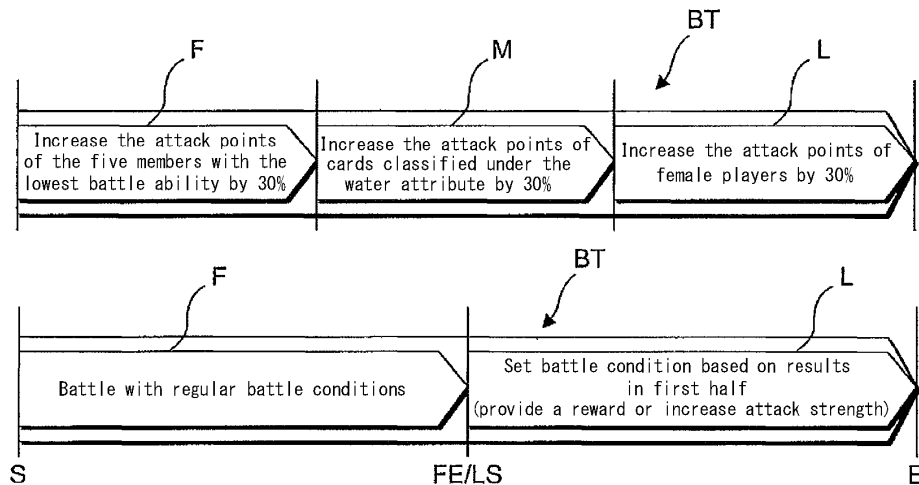
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(57) **ABSTRACT**

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 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.

27 Claims, 8 Drawing Sheets



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FIG. 1

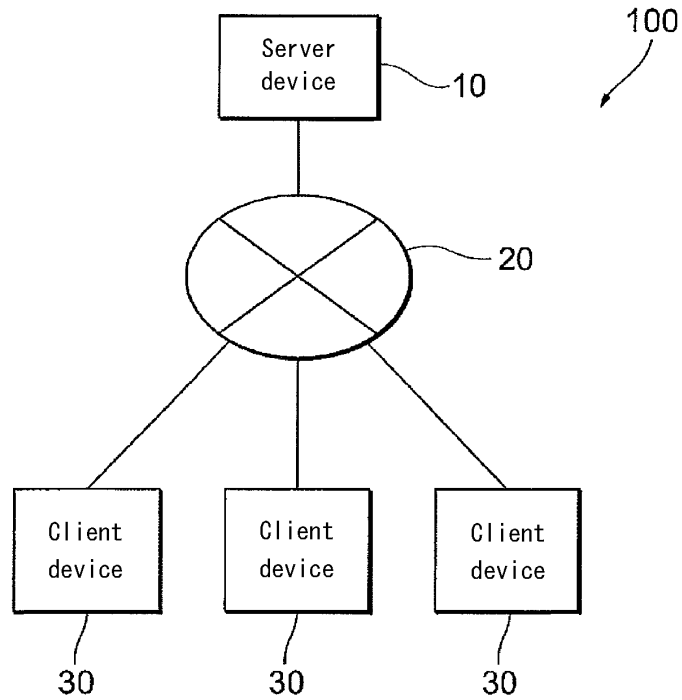


FIG. 2

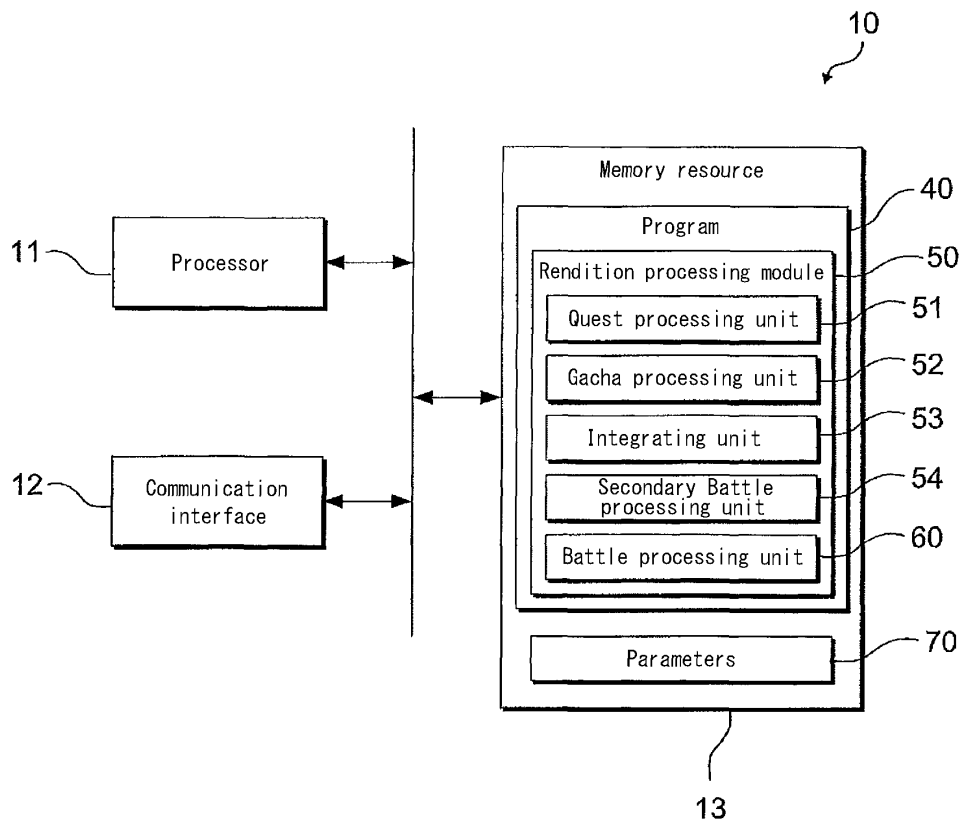
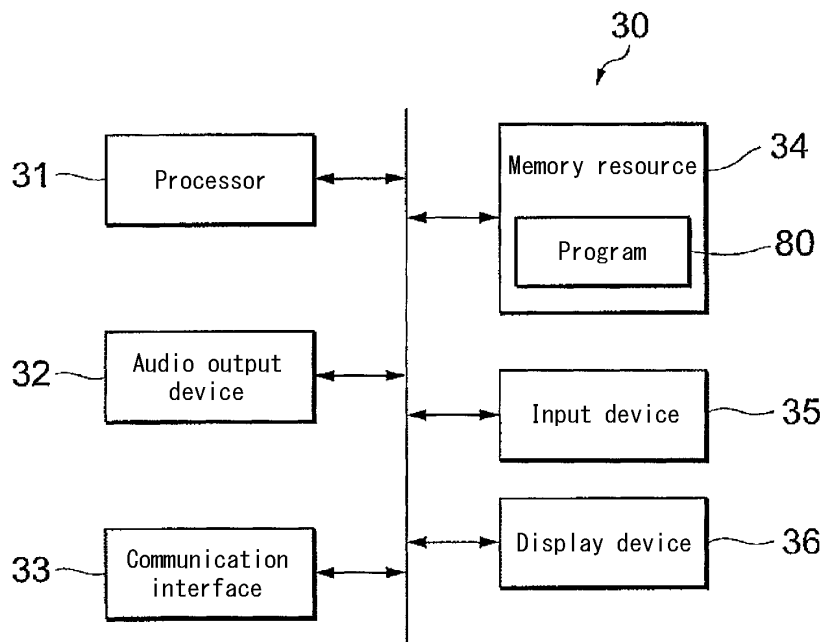


FIG. 3



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