



US010583362B2

(12) **United States Patent**  
**Suzuki**

(10) **Patent No.:** **US 10,583,362 B2**  
(45) **Date of Patent:** **\*Mar. 10, 2020**

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

- (71) Applicant: **GREE, Inc.**, Tokyo (JP)
- (72) Inventor: **Koichi Suzuki**, Tokyo (JP)
- (73) Assignee: **GREE, Inc.**, Tokyo (JP)
- (\* ) 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**
- (22) Filed: **Jun. 19, 2019**

- (65) **Prior Publication Data**  
US 2019/0299096 A1 Oct. 3, 2019

**Related U.S. Application Data**

- (63) Continuation of application No. 14/631,221, filed on Feb. 25, 2015, now Pat. No. 10,518,177.

(30) **Foreign Application Priority Data**

Feb. 25, 2014 (JP) ..... 2014-034003

- (51) **Int. Cl.**  
*A63F 13/822* (2014.01)  
*A63F 13/44* (2014.01)  
*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.

(56) **References Cited**

U.S. PATENT DOCUMENTS

- 2004/0143852 A1 7/2004 Meyers
- 2005/0054402 A1 3/2005 Noguchi et al.
- (Continued)

FOREIGN PATENT DOCUMENTS

- JP 2001-129254 A 5/2001
- JP 2002-301264 A 10/2002
- (Continued)

OTHER PUBLICATIONS

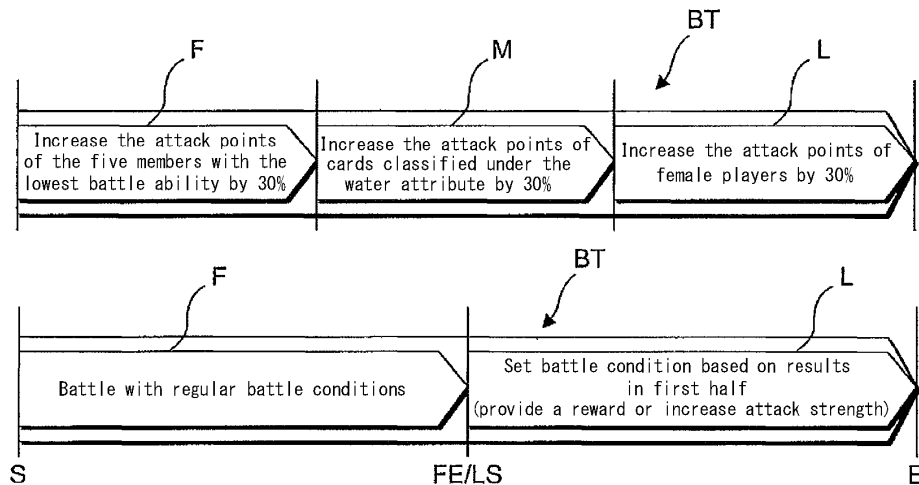
- Japanese Office Action dated Apr. 21, 2015, in connection with JP Application No. 2014-034003 (7 pgs).
- (Continued)

*Primary Examiner* — Damon J Pierce  
(74) *Attorney, Agent, or Firm* — Maier & Maier, PLLC

(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**



(56)

References Cited

U.S. PATENT DOCUMENTS

2007/0066403 A1 3/2007 Conkwright  
 2007/0265046 A1 11/2007 Sato  
 2008/0254849 A1 10/2008 Nomura et al.  
 2013/0288794 A1\* 10/2013 Ando ..... A63F 13/69  
 463/31  
 2013/0344940 A1 12/2013 Kurabayashi et al.  
 2014/0213356 A1 7/2014 Iwano et al.  
 2014/0295973 A1 10/2014 Inagawa et al.

FOREIGN PATENT DOCUMENTS

JP 2003-123089 A 4/2003  
 JP 2005-034276 A 2/2005  
 JP 2006-014956 A 1/2006  
 JP 2008-113858 A 5/2008  
 JP 2011-098013 A 5/2011  
 JP 2013-034828 A 2/2013  
 JP 2013244126 A 12/2013  
 JP 5382896 B1 1/2014  
 JP 2014-226408 A 12/2014  
 JP 2015-157002 A 9/2015

OTHER PUBLICATIONS

Japanese Office Action dated Sep. 8, 2015, in connection with corresponding JP Application No. 2015-158515 (7 pgs, including English translation).  
 Official Decision of Refusal of corresponding JP2015-158515 dated Jan. 19, 2016. 5 pgs.  
 Japanese Office Action dated Apr. 4, 2017, in connection with corresponding JP Application No. 2016-054177 (10 pgs., including English translation).  
 Qbist Inc., The PlayStation2 Books Iron Fist 5 Perfect Guide, Sofibank Publishing Inc., Jun. 30, 2005, Second Edition, p. 27 (4 pgs.).  
 Studio BentStuff Co., Ltd., Seiken Densetsu 4 Dissolution Book, Koichi Hamamura, Mar. 6, 2007, First Edition, p. 426 (3 pgs.).  
 Japanese Office Action dated Aug. 15, 2017, in connection with corresponding JP Application No. 2016-054177 (8 pgs., including English translation).  
 Office Action dated May 22, 2018 in corresponding Japanese Application No. 2018-025731; 13 pages.  
 Ayu; Dragon's Shadow; BoomApp Games; [online] URL; <http://boom-app.com/etry/dragons-shadow-event02>; Jun. 3, 2013; search on May 7, 2018; 7 pages.  
 gpara.com; Gree "Tanken Driland", The 2nd Guilde Battle Event "Guild League"; [online] URL; <http://www.gpara.com/infos/view/3235>; Jun. 27, 2013; search on May 7, 2018; 4 pages.  
 Japanese Notice of Reasons for Revocation of a Patent dated Oct. 4, 2017, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (4 pgs., including English translation).

Japanese Notice of Reasons for Revocation of a Patent dated Jan. 15, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (22 pgs., including English translation).  
 Japanese Decision on Patent Opposition dated Jun. 19, 2018, received on Jul. 3, 2018, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (26 pgs., including English translation).  
 Japanese Omihara watersweight fight—fighting cap (web page) dated Oct. 24, 2013 (search on May 11, 2017), in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (108 pgs., including a partial English translation). <http://seesaawiki.jp/fantasia/d/%C2%E7%B3%A4%B8%B6%BF%E5%BE%E5%C0%EF>.  
 Japanese [Exclusive Information] Finally "Dolly" to Famitsu App (web page) dated Aug. 22, 2012 (saved on Aug. 27, 2012, search on May 11, 2017), in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (11 pgs., including partial English translation). [http://web.archive.org/web/20120827001459/http://app.famitsu.com:80/20120822\\_84305/](http://web.archive.org/web/20120827001459/http://app.famitsu.com:80/20120822_84305/).  
 Japanese (Dr. X Department) Dedicated to beginners! Explanation about "Drago Leagues" (Capture 4th Baron Masarl Hen) (web page) dated Mar. 25, 2013 (saved on Mar. 27, 2013, search on May 11, 2017), in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (19 pgs., including partial English translation). [http://web.archive.org/web/20130327024836/https://app.famitsu.com/20130325\\_143480/](http://web.archive.org/web/20130327024836/https://app.famitsu.com/20130325_143480/).  
 Enterbrain Inc., "Great collision guardian break", Weekly Famitsu (Famitsu mobage) (web page) dated Jan. 10, 2013, in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (5 pgs., including partial English translation).  
 Great clash! Guardian Break Characteristic Event Bonus Game Strategy Information (GREE Mobage—Other), dated Oct. 21, 2012 (search on May 11, 2017), in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (7 pgs., including partial English translation). <http://barbarossa7.doorblog.jp/archives/19185151.html>.  
 "Ixon Saaga" Posted a Tactical Battle Test play report. What is the evaluation of the newly added online matchup "base battle" (Crush or Build)? (web page) dated Jun. 6, 2012 (saved on Jun. 5, 2012, search on May 31, 2017), in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (23 pgs., including partial English translation.). <https://web.archive.org/web/20120605172904/http://www.4gamer.net:80/games/136/G013604/20120601030/>.  
 State-of-the-art online action RPG C9 (Continent of the Ninth) Pmang Official Site Game Guide (web page) dated Sep. 1, 2013 (saved on Sep. 1, 2013, search on May 31, 2017), in connection with JP Opposition Case No. 2017-700609 of JP Patent No. 6043844 (25 pgs., including partial English translation). [https://web.archive.org/web/20130901235716/http://c9.pmang.jp/game\\_guides/266](https://web.archive.org/web/20130901235716/http://c9.pmang.jp/game_guides/266).  
 Japanese Office Action dated Jan. 7, 2020, in connection with counterpart JP Application No. 2018-236124 (5 pgs., including machine-generated English translation).

\* cited by examiner

FIG. 1

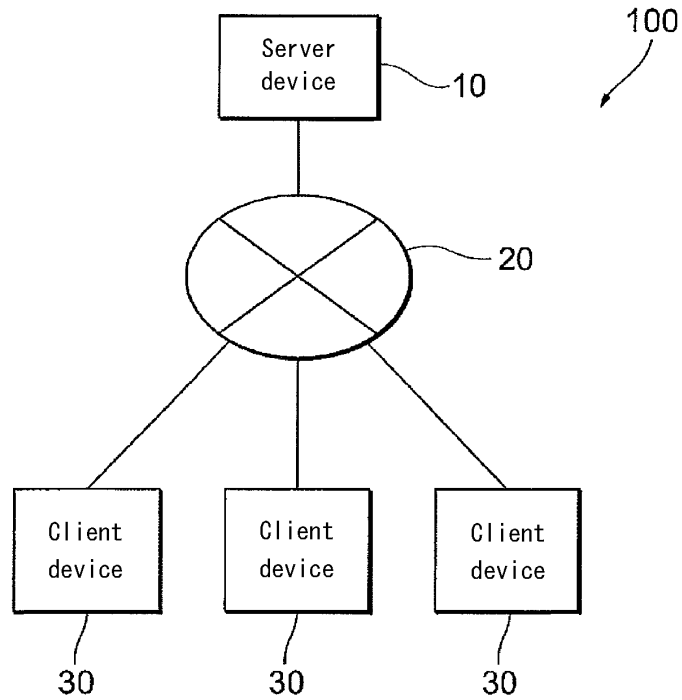


FIG. 2

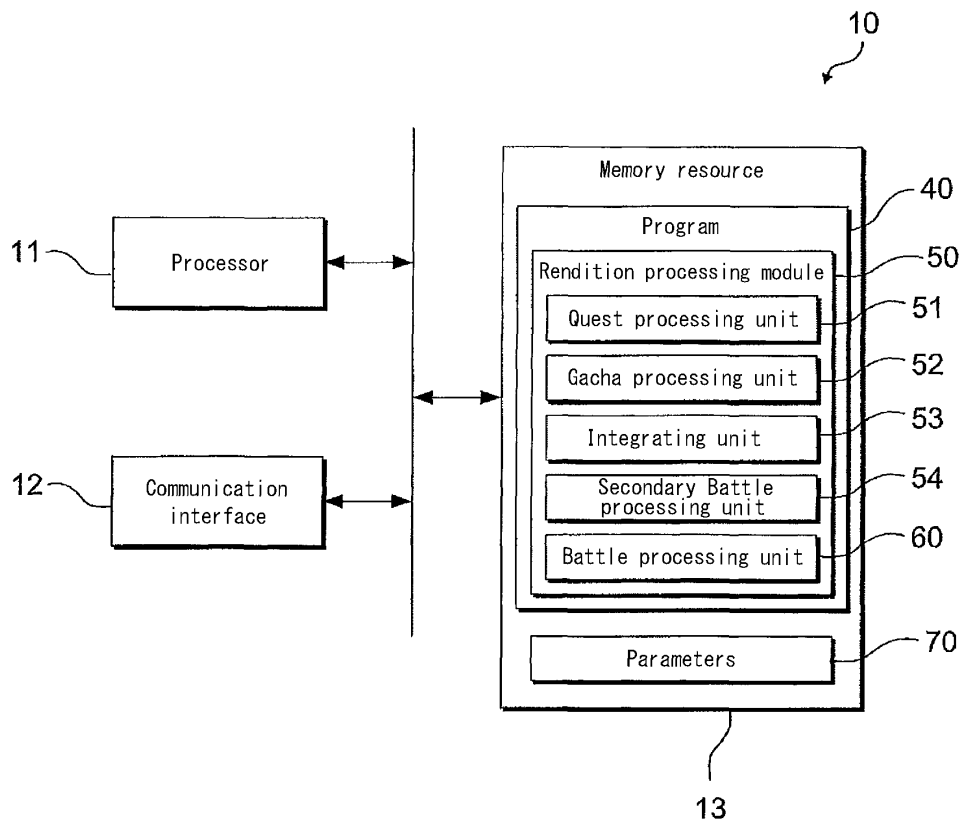
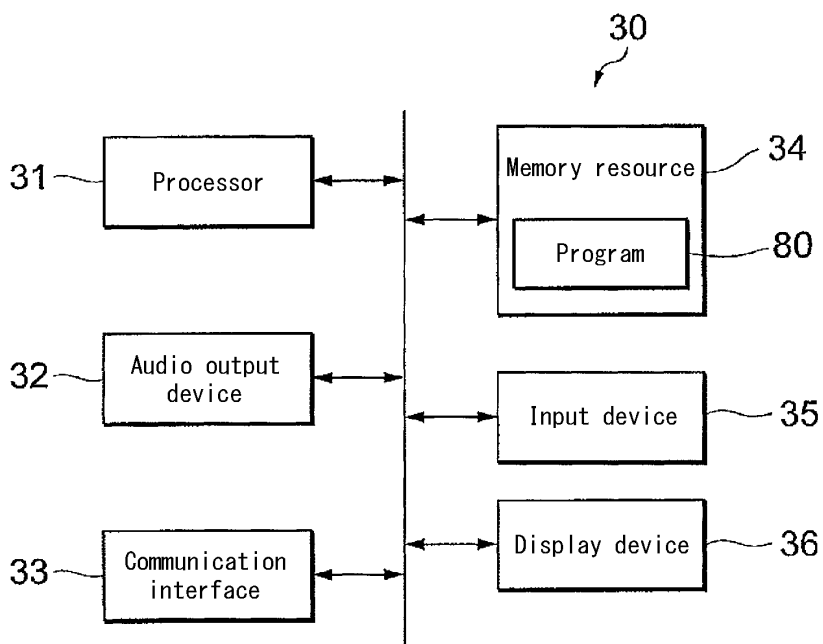


FIG. 3



# Explore Litigation Insights

Docket Alarm provides insights to develop a more informed litigation strategy and the peace of mind of knowing you're on top of things.

## Real-Time Litigation Alerts



Keep your litigation team up-to-date with **real-time alerts** and advanced team management tools built for the enterprise, all while greatly reducing PACER spend.

Our comprehensive service means we can handle Federal, State, and Administrative courts across the country.

## Advanced Docket Research



With over 230 million records, Docket Alarm's cloud-native docket research platform finds what other services can't. Coverage includes Federal, State, plus PTAB, TTAB, ITC and NLRB decisions, all in one place.

Identify arguments that have been successful in the past with full text, pinpoint searching. Link to case law cited within any court document via Fastcase.

## Analytics At Your Fingertips



Learn what happened the last time a particular judge, opposing counsel or company faced cases similar to yours.

Advanced out-of-the-box PTAB and TTAB analytics are always at your fingertips.

## API

Docket Alarm offers a powerful API (application programming interface) to developers that want to integrate case filings into their apps.

## LAW FIRMS

Build custom dashboards for your attorneys and clients with live data direct from the court.

Automate many repetitive legal tasks like conflict checks, document management, and marketing.

## FINANCIAL INSTITUTIONS

Litigation and bankruptcy checks for companies and debtors.

## E-DISCOVERY AND LEGAL VENDORS

Sync your system to PACER to automate legal marketing.