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(54) Title (EN): GAME SYSTEM, CONTROL METHOD THEREOF, GAME DEVICE, AND PROGRAM

(54) Title (FR): SYSTÈME DE JEU ET SON PROCÉDÉ DE COMMANDE, DISPOSITIF DE JEU ET PROGRAMME

(54) Title (JA): ゲームシステム及びその制御方法、ゲーム装置、並びにプログラム

(57) Abstract:

(EN): When a player operates a gun unit (56) and emits a bullet toward an enemy character, a CPU (511) of a game device (50) generates trajectory information and transmits it to an echo server. Upon reception of the trajectory information from the echo server, the CPU (511) generates information indicating whether the bullet successfully hits the enemy or not according to the position information on the player character and the received trajectory information. When the game device (50) is specified as an echo server, the game information generated by the game device (50) and the game information received from the enemy game device are transmitted in this order to the enemy game device (5).

(FR): La présente invention concerne un dispositif de jeu (50) comprenant une unité centrale (511) qui permet, lorsqu'un joueur actionne une unité de pistolet (56) et tire une balle vers un personnage ennemi, de générer des données de trajectoire et de les transmettre à un serveur écho. Lors de la réception des données de trajectoire provenant du serveur écho, l'unité centrale (511) génère des données indiquant si la balle a bien touché l'ennemi en fonction des informations sur la position du personnage du

joueur et des données de trajectoire reçues. Si le dispositif de jeu (50) est configuré en tant que serveur écho, les données de jeu générées par le dispositif (50) et celles reçues du dispositif de jeu de l'ennemi (5) sont transmises dans cet ordre à ce dernier.

(JA): ゲーム装置(50)のCPU(511)は、プレイヤーがガンユニット(56)を操作して相手方キャラクターに向けて弾を発射すると弾道情報を生成し、エコーサーバに送信する。エコーサーバから弾道情報を受信すると、CPU(511)はプレイヤーキャラクターの位置情報と受信した弾道情報に基づいて命中か否かの判定結果を示す情報を生成する。ゲーム装置(50)がエコーサーバに指定されている場合、ゲーム装置(50)で生成したゲーム情報と相手方ゲーム装置から受信したゲーム情報を受信した順序で相手方ゲーム装置(5)に送信する。

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