GAME SYSTEM

TECHNICAL FIELD

[0001]

The present invention relates to a game system that provides a game in which a plurality of players participates.

BACKGROUND

[0002]

In a conventional a game system that provides a game, such as a horse-racing game, in which a plurality of players participates by inserting a game medium such as coins, medals and tokens, each of the players makes a prediction on a result of the game and inserts a game medium to perform a bet. According to result of the game, a game medium is paid out to the players who won on the basis of a predetermined award table and the number of inserted game mediums.

[0003]

A document JP-A-2004-041714 describes an example of such game system that provides a game in which, when a horse (or a similar movable object) that is defined to be owned by a player achieves a predetermined result (for example, winning a horse race), a special award is paid out to the player.

[0004]

However, the game played for paying awards in the game

system is performed only according to a predetermined program without regard to a result of prediction of a game made by players and a result of insertion of the game mediums performed by the players. It is comparatively easy for the players to predict a game result. Accordingly, there has been awaited a game system that provides a game in which requires a complicated decision in predicting the result of the game, thereby causing the players to enjoy the game to a much greater extent.

SUMMARY

[0005]

One of objects of the present invention is to provide a game system that provides a game that requires a complicated decision in predicting the result of the game, thereby causing the players to enjoy a game further.

According to a first aspect of the invention, there is provided a game system that provides a game in which a plurality of players participates, the game system including: a main display; a plurality of player terminals that are provided for each of the players, each of the player terminals being provided with a prediction input unit that allows the respective players to input a prediction on a result of the game; and a main controller that is connected to the main display and the player terminals. The main controller operates to: control the main display to display an image for providing the game; store

prediction data in accordance with the predictions input through the prediction input unit provided in the player terminals; store a plurality of game conditions that define different conditions for playing the game; select one from among the stored game conditions in accordance with the stored prediction data; provide the game to the players under the selected game condition; and provide an award to a player who wins the game.

According to a second aspect of the invention, there is provided a game system that provides a common game in which a plurality of players participate; the common game in which the respective players predict game results and insert game medium; and in which game medium are paid out according to awards corresponding to a result of the game. The game system includes: a prediction input unit that allows the respective players to input predictions about the result of the game; a prediction storage unit that stores prediction data corresponding to the predictions input through the prediction input unit; a game condition storage unit that stores a plurality of game conditions for the common game; a game condition selection unit that selects one from among the game conditions stored in the game condition storage unit according to the prediction data stored in the prediction storage unit; and a game execution controller that controls execution of the common game according to the game condition selected by the game condition selection unit.

BRIEF DESCRIPTION OF THE DRAWINGS

In the accompanying drawings:

Fig. 1 is a perspective view showing an appearance of a game system according to an embodiment of the present invention;

Fig. 2 is a perspective view showing an appearance of a player terminal of the embodiment;

Fig. 3 is a block diagram showing an electrical configuration of the game system of the embodiment;

Fig. 4 is a descriptive view for describing a table of the embodiment;

Fig. 5 is a descriptive view for describing a table of the embodiment;

Fig. 6 is a descriptive view for describing a table of the embodiment;

Fig. 7 is a descriptive view for describing a table of the embodiment;

Fig. 8 is a descriptive view for describing a table of the embodiment;

Fig. 9 is a descriptive view for describing a table of the embodiment;

Fig. 10 is a descriptive view for describing a table of the embodiment;

Fig. 11 is a descriptive view for describing a table of the embodiment;

Fig. 12 is a descriptive view for describing a table of

the embodiment;

Fig. 13 is a flowchart for describing control operation of the embodiment;

Fig. 14 is a flowchart for describing control operation of the embodiment;

Fig. 15 is a flowchart for describing control operation of the embodiment;

Fig. 16 is a flowchart for describing control operation of the embodiment;

Fig. 17 is a descriptive view for describing a display screen of the player terminal of the embodiment;

Fig. 18 is a descriptive view for describing a main display device of the embodiment;

Fig. 19 is a descriptive view for describing the main display device of the embodiment;

Fig. 20 is a descriptive view for describing the main display device of the embodiment;

Fig. 21 is a descriptive view for describing the main display device of the embodiment;

Fig. 22 is a descriptive view for describing the main display device of the embodiment; and

Fig. 23 is a descriptive view for describing the main display device of the embodiment.

DETAILED DESCRIPTION

[0011]

A game system will be described hereunder by reference to the drawings.

[0012]

Fig. 1 is a perspective view showing an appearance of a game system 1 according to an embodiment of the present invention. The game system 1 is a so-called large-scaled gaming machine that provides a game in which a plurality of players participate. The game system 1 is provided with a main unit 20 defining a game area having substantially rectangular shape, and a plurality of player terminals 30 arranged in the game area 21.

[0013]

The main unit 20 includes: a main display device 22 arranged along one side of the game area 21; four speakers 23 arranged at corners of the game area 21; and a main controller 80 that controls the main display device 22 and the speakers 23.

[0014]

The main display device 22 displays an image in accordance with image data output from the main controller 80. The main display device 22 may preferably be a large-sized display device, such as a large-sized monitor device or a large-sized projection display device.

[0015]

Each of the player terminals 30 is placed in the game area

21 to orient toward the main display device 22. The main controller 80 establishes interactive communication with each of the player terminals 30 via a wireless LAN. The controller executes a predetermined game program and establishes interactive communication with the respective player terminals 30, thereby providing a game, such as a horse-racing game, in which a plurality of players participate. The game system 1 is configured as an example of a game system that provides game common to a plurality of players, the game in which the players make predictions on results of the game (game results) and insert game medium, such as coins, medals and tokens; and in which game medium is paid out to the players in accordance with awards determined based on the game results.

[0016]

Fig. 2 is a perspective view showing the appearance of each of the player terminals 30. Each of the player terminals 30 has a seat 31 and a terminal display 61.

[0017]

The terminal display 61 is provided with: a first support arm 611 supported by a side unit 60; a second support arm 612 attached to an leading end of the first support arm 611; and a sub-monitor 613 attached to a leading end of the second support arm 612 and displays images related to the game thereon.

[0018]

The first support arm 611 is extendable along the vertical

direction with respect to the side unit 60. The second support arm 612 is extendable and can be maintained at an arbitrary angle with respect to the axial direction of the first support arm 611. The sub-monitor 13 can be maintained at an arbitrary angle with respect to the axial direction of the second support arm 612.

[0019]

The side unit 60 is equipped with a sub-monitor storage slot 62 that extends in the vertical direction. The sub-monitor storage slot 62 retractably stores the first support arm 611, the second support arm 612, and the sub-monitor 613.

[0020]

A terminal controller 150 is installed in the side unit 60. The terminal controller 150 is connected to the main controller 80 via the wireless LAN and a plurality of slots 97 that stores circuit boards on which circuits that serves part of the terminal controller 150 is provided.

[0021]

In accordance with a command received from the main controller 80, the terminal controller 150 controls the terminal display 61 and transmits a signal input through a operation unit 72 (which will be described later) to the main controller 80.

[0022]

A cover 971 is reclosably attached to an upper portion of the slots 97. As shown in Fig. 2, a terminal control board 972 is insertable from the above into the slots 97 by opening the

cover 971.

[0023]

A rear portion of a seat shell 70 extends upward and supports a backrest and a headrest. Speakers 70 are provided at both left and right sides of the headrest.

[0024]

A rear side portion of the seat shell 70 also extends upward to prevent other players from viewing a player who seats in a seat main body 50.

[0025]

An operation unit 72, which is provided with a keyboard, a jog dial, and other input devices, is provided in the vicinity of a sidearm on a table 71 at a position where the player who seats in the seat main body 50 can easily operate the operation unit 72. The operation unit 72 is also provided with a coin insertion slot 732, a start button, and a card slot that allows the player to insert a credit card or a membership card.

[0026]

In the embodiment, the operation unit 72 is provided on the table 71. However, the location of the operation unit is not limited on the table but may also be provided as a touch panel on the sub-monitor 613.

[0027]

A coin payout opening 731, through which coins are paid out from a coin storage provided in the side unit 60, and a coin

receiving section, which receives the paid coins, are provided at positions beneath the table 71 and in front of the sidearm. The coin receiving section is provided with an unillustrated holder that retains a coin container.

[0028]

Fig. 3 is a block diagram showing a circuit configuration of the game system 1. As shown in Fig. 3, eight player terminals 30a-30h and a sever 200 are connected together by a network 300 (e.g., a wireless LAN, or the like). The player terminals 30b-30h, shown in Fig. 3, are substantially equal in configuration to the player terminal 30a. Accordingly, the details of the player terminals 30b-30h are omitted in Fig. 3.

[0029]

The player terminal 30a includes the terminal controller 150, the operation unit 72 connected to the terminal controller 150; the coin receiving section; and the coin payout opening 731. The terminal controller 150 includes a terminal CPU 152 that serves as a processor capable of executing various computer programs; a terminal RAM 154 connected to the terminal CPU 152; a terminal ROM 156 connected to the terminal CPU 152; a terminal video controller 158 connected to the terminal CPU 152; a terminal audio controller 160 connected to the terminal CPU 152; and a terminal communication interface 162 connected to the terminal CPU 152.

[0030]

The terminal CPU 152 performs various types of process in accordance with a program stored in the terminal ROM 156 and data stored in the terminal RAM 154. Accordingly, the terminal CPU 152 serves as various types of means to be described later.

[0031]

The terminal RAM 154 stores various flags and values of variables and serves as a temporal storage area for the terminal CPU 152. For instance, information about the side unit 60 to be operated by the player, information about an area owned by the player, and the like (terminal game information), are stored in the terminal RAM 154.

[0032]

The terminal ROM 156 stores programs to be used for controlling the terminal 30 by the terminal CPU 152, and various tables are also stored in the terminal ROM 156.

[0033]

The terminal video controller 158 includes a video data processor (hereinafter abbreviated as a "VDP"); an image data ROM that stores various types of image data; a digital-to-analogue (D/A) converter for converting image data into an analogue image signal; and an initial reset circuit for generating a reset signal on power-up. The VDP is a device that includes circuits, such as a so-called sprite circuit, a screen circuit, and a palette circuit and which can perform various process operations for causing the terminal display 61 to display

an image. In short, the VDP performs display control of the terminal display 61. The VDP is also equipped with a storage medium (e.g., video RAM) serving as a buffer for displaying an image in a display area of the terminal display 61. Image data are stored in a predetermined storage area of the storage medium, whereupon an image is displayed in the display area of the terminal display 61 at predetermined timing.

[0034]

Various image data, such as character image data, background image data, and presentation image data are separately stored in the image data ROM. As a matter of course, relevant image data showing relevant images are also stored in the image data ROM.

[0035]

In accordance with an image display command supplied from the terminal CPU 152, the VDP reads, from the image data ROM, various types of image data, such as identification information image data for presentation purpose, background image data, and presentation image data; and generates image data to be displayed on the terminal display 61. The VDP stores the thus-generated image data into a buffer such that image data are sequentially superimposed on the image data located in a rearward position, and supplies the image data to the D/A converter at predetermined timing. The D/A converter converts image data into an image signal and supplies this image signal to the terminal display

61, thereby causing the terminal display 61 to display an image.

[0036]

The terminal audio controller 160 includes a sound source IC for controlling sound; sound data ROM which stores various pieces of sound data; and an amplifier (hereinafter abbreviated as "AMP") for amplifying a sound signal.

[0037]

The sound source IC is connected to the terminal CPU 152, the initial reset circuit, the sound data ROM, and the AMP. The sound source IC controls sound emitted from the speakers 75.

[0038]

The terminal communication interface 162 is connected to the server 200 through the network 300. The interface transmits a signal from the terminal CPU 152 to the server 200 and receives a signal transmitted from the server 200, and transfers the thus-received signal to the terminal CPU 152.

[0039]

The operation unit 72 is provided along a frame of the main body of the player terminal. When operated by the player, the operation unit 72 supplies the terminal controller 150 with a predetermined detection signal.

[0040]

The coin receiving section is provided along the frame of the main body of the terminal 30. The coin receiving section has a coin detector. A game medium such as coins inserted into

the coin receiving section is detected when passing by the coin detector. The coin receiving section transmits a detection signal responsive to the detected game medium to the terminal controller 150. The coin detector may also be any detection device, such as an optical sensor and a proximity sensor.

[0041]

The coin payout opening 731 is provided along the main body of the terminal 30. The coin payout opening 731 pays a game medium in accordance with a payout signal transmitted from the terminal controller 150.

[0042]

The server 200 has a main controller 80. The main controller 80 includes a server CPU 252 that serves as various execution means; a server RAM 254 connected to the server CPU 252; a server ROM 256 connected to the server CPU 252; a server image output circuit 268 connected to the server CPU 252; a server audio output circuit 260 connected to the server CPU 252; and a server communication interface 262 connected to the server CPU 252.

[0043]

The server CPU 252 executes various process operations in accordance with a game program stored in this server ROM 256. Thus, the server CPU 252 serves as various means to be described later.

[0044]

Various flags and values of variables are stored in the server RAM 254 that serves as a temporal storage area for the server CPU 252.

[0045]

The server ROM 256 stores a game program for controlling the operation of the server 200 by the server CPU 252; for example a program for providing a horse-racing game.

[0046]

The server image output circuit 268 includes an image data processor (hereinafter abbreviated as a "VDP"); an image data ROM which stores various types of image data; a digital-to-analogue (D/A) converter for converting image data into an image signal; and an initial reset circuit for generating a reset signal on power-up. The VDP is a device which includes circuits, such as a so-called sprite circuit, a screen circuit, and a palette circuit and which can perform various process operations for causing the main display device 22 to display an image. In short, the VDP performs display control of the main display device 22. The VDP is also equipped with a storage medium (e.g., video RAM) serving as a buffer for displaying an image in a display area of the main display device 22. Image data are stored in a predetermined storage area of the storage medium, whereupon an image is displayed in the display area of the main display device 22 at predetermined timing.

[0047]

Various image data, such as character image data, background image data, and presentation image data are separately stored in the image data ROM. As a matter of course, relevant image data showing relevant images are also stored in the image data ROM.

[0048]

In accordance with an image display command supplied from the server CPU 252, the VDP reads, from the image data ROM, various types of image data, such as identification information image data for presentation purpose, background image data, and presentation image data; and generates image data to be displayed on the main display device 22. The VDP stores the thus-generated image data into a buffer such that image data are sequentially superimposed on the image data located in a rearward position, and supplies the image data to the D/A converter at predetermined timing. This D/A converter converts image data into an image signal and supplies this image signal to the main display device 22, thereby causing the main display device 22 to display an image.

[0049]

The server audio output circuit 260 includes a sound source IC for controlling sound; a sound data ROM which stores various pieces of sound data; and an amplifier (hereinafter abbreviated as "AMP") for amplifying a sound signal.

[0050]

The sound source IC is connected to the server CPU 252, the initial reset circuit, the sound data ROM, and the AMP. The sound source IC controls sound emitted from the speakers 23.

[0051]

The server communication interface 262 is connected to the player terminals 30 through the network 300. The interface transmits a signal from the server CPU 252 to the plurality of player terminals 30a-30h, and receives signals transmitted from the plurality of player terminals 30a-30h, and transfers the thus-received signals to the terminal CPU 152.

[0052]

In the game system 1, the player terminals 30a-30h are connected to the server 200 through the network 300. However, the player terminals 30a-30h may also be connected together through the network 300 without use of the server 200.

[0053]

Figs. 4 and 5 show an entry table stored in the server ROM 256, in which the name, sex, and nation of each of horses entered in a race are described. Six to twenty horses are randomly selected from the entry table, and the thus-selected horses show up in the game. As shown in Fig. 4, for example, horse number 1 named "Isinglass" is a horse from England. Further, horse number 2 named "Alycidon" is a horse from England. Horse number 3 named "Val de Loir" is from France. Horse number 4 named "Vaguely Noble" is a horse from Ireland. Horse number 5 named

"War Admiral" is a horse from US. Although unillustrated, a plurality of parameters indicating various capabilities for each of the respective horses are also described in the entry table. Example parameters include a pedigree, stamina, speed, a tactics (a face-to-face tactics, a runaway tactics, or the like), a favorite race (e.g., a sprint, a long-distance race, a steeplechase, and the like), and others. However, the parameters are not limited to these examples.

[0054]

Fig. 6 shows a Japan-hosted race table which describes races held in Japan and which is stored in the server ROM 256. The race table stores data pertaining to races, such as the names of races, courses of the races, stakes for the first-to-third-place finishers, entry conditions, and the number of entries. Moreover, in relation to the races held in Japan, the amounts of stakes are expressed in Yen. As shown in Fig. 6, for example, the course of the Tenno-Sho (spring) is located in Kyoto, and the distance of the course is 3200 meters. Stakes for the first are 13200 yen; stakes for the second are 5300 yen; and stakes for the third are 3300 yen. An entry condition is an old horse, and the number of entries is; for example, 17. The course of the Shuka-Sho is located in Kyoto, and the distance of the course is 2000 meters. Stakes for the first are 8900 yen; stakes for the second are 3600 yen; and stakes for the third are 2200 yen. An entry condition is a

three-year-old mare, and the number of entries is; for example, 18. The course of the Kikuka-sho is located in Kyoto, and the distance of the course is 3000 meters. Stakes for the first are 11200 yen; stakes for the second are 4500 yen; and stakes for the third are 2800 yen. An entry condition is a three-year-old horse, and the number of entries is; for example, 16. The course of the Queen Elizabeth Cup is located in Kyoto, and the distance of the course is 2200 meters. Stakes for the first are 10000 yen; stakes for the second are 4000 yen; and stakes for the third are 2500 yen. An entry condition is a three-year-old mare, and the number of entries is; for example, 18. Thus, various pieces of information about races held in Japan are stored.

[0055]

Fig. 7 shows a France-hosted race table that describes races held in France and is stored in the server ROM 256. The France-hosted race table stores data pertaining to races, such as the names of races, courses of the races, stakes for the first-to-third-place finishers, entry conditions, and the number of entries. The amounts of stakes are expressed in Euro in connection with the races held in France. As shown in Fig. 7, for example, the course of the Prix Renaud du Vivier is located in Auteuil, and the distance of the course is 4100-meter hurdles. Stakes for the first are 112,500 Euro; stakes for the second are 55,000 Euro; and stakes for the third are 32,500 Euro. An entry condition is a four-year-old thoroughbred, and the number of

entries is; for example, 10. The course of Critérium de Saint-Cloud is located in Saint Cloud, and the distance of the course is 2000 meters. Stakes for the first are 114,280 Euro; stakes for the second are 45,720 Euro; and stakes for the third are 22,860 Euro. An entry condition is a two-year-old thoroughbred, and the number of entries is; for example, 5. The course of Prix Cambacérè is located in Auteuil, and the distance of the course is 3600-meter hurdles. Stakes for the first are 112,500 Euro; stakes for the second are 55,000 Euro; and stakes for the third are 32,500 Euro. An entry condition is a three-year-old thoroughbred, and the number of entries is; for example, 10. The course of Prix Maurice Caillault is located in Auteuil, and the distance of the course is a 4400-meter steeplechase. Stakes for the first are 135,000 Euro; stakes for the second are 66,000 Euro; and stakes for the third are 39,000 Euro. An entry condition is a four-year-old thoroughbred, and the number of entries is; for example, 11. Thus, various pieces of information about races held in France are stored.

[0056]

Fig. 8 shows a Dubai-hosted race table that describes races held in the UAE (Dubai) and which is stored in the server ROM 256. The Dubai-hosted race table stores data pertaining to races, such as the names of races, courses of the races, stakes for the first-to-third-place finishers, entry conditions, and the number of entries. The amounts of stakes are expressed in

dollars in connection with the races held in Dubai. As shown in Fig. 8, for example, the course of Dubai World Cup is located in Nad Al Sheba, and the distance of the course is 2000 meters. Stakes for the first are 3,600,000 dollars; stakes for the second are 1,200,000 dollars; and stakes for the third are 600,000 dollars. An entry condition is a thoroughbred of four years old or more (a thoroughbred which is three years old or more and which was bread in the Southern Hemisphere), and the number of entries is; for example, 12. The course of Dubai Duty Free is located in Nad Al Sheba, and the distance of the course is 1777 meters. Stakes for the first are 3,000,000 dollars; stakes for the second are 1,000,000 dollars; and stakes for the third are 500,000 dollars. An entry condition is a thoroughbred of four years old or more and which was bread in the Northern Hemisphere (a thoroughbred which is three years old or more and which was bread in the Southern Hemisphere), and the number of entries is; for example, 14. The course of Dubai Sheema Classic is located in Nad Al Sheba, and the distance of the course is 2400 meters. Stakes for the first are 3,000,000 dollars; stakes for the second are 1,000,000 dollars; and stakes for the third are 500,000 dollars. An entry condition is a thoroughbred of four years old or more, and the number of entries is; for example, 11. The course of Dubai Golden Shaheen is located in Nad Al Sheba, and the distance of the course is 1200 meters. Stakes for the first are 1,200,000 dollars; stakes for the second are 400,000 dollars;

and stakes for the third are 200,000 dollars. An entry condition is a three-year-old thoroughbred, and the number of entries is; for example, 11. Thus, various pieces of information about races held in Dubai are stored.

[0057]

Fig. 9 shows an UK-hosted race table which shows races held in United Kingdom and which is stored in the server ROM 256. The UK-hosted race table stores data pertaining to races, such as the names of races, courses of the races, stakes for the first-to-third-place finishers, entry conditions, and the number of entries. In connection with the races held in England, the amounts of stakes are expressed in pounds, and a distance is expressed in miles. As shown in Fig. 9, for example, the course of Racing Post Trophy is located in Doncaster, and the distance of the course is one mile. Stakes for the first are 120,000 pounds; stakes for the second are 46,000 pounds; and stakes for the third are 23,000 pounds. An entry condition is a two-year-old thoroughbred mare, and the number of entries is; for example, 8. The course of Champion stakes is located in Newmarket, and the distance of the course is 10 furlongs. Stakes for the first are 215,064 pounds; stakes for the second are 81,576 pounds; and stakes for the third are 40,788 pounds. An entry condition is a thoroughbred of three years old or more, and the number of entries is; for example, 11. The course of Dewhurst Stakes is located in Newmarket, and the distance of the course

is seven furlongs. Stakes for the first are 152,772 pounds; stakes for the second are 57,948 pounds; and stakes for the third are 28,974 pounds. An entry condition is a two-year-old thoroughbred, and the number of entries is; for example, 9. The course of Sun Chariot Stakes is located in Newmarket, and the distance of the course is one mile. Stakes for the first are 116,000 pounds; stakes for the second are 44,000 pounds; and stakes for the third are 22,000 pounds. An entry condition is a thoroughbred mare of three years old or more, and the number of entries is; for example, 5. Thus, various pieces of information about races held in England are stored.

Herein, the race tables pertaining to the races held in Japan, France, Dubai, and United Kingdom are described. However, the game system 1 may be configured to store race tables pertaining to races held in other countries, such as Hong Kong, Italy, or the like.

[0058]

Fig. 10 shows an example of an exchange rate table. As shown in Fig. 10, one yen is converted into; for example, 0.00848 dollars, 0.00668 Euro, and 0.00453 pounds. One dollar converted into 117.88 yen, 0.7877 Euro, and 0.5335 pounds. One Euro is converted into 149.6889 yen, 1.26952 dollars, and 0.67729 pounds. One pound is converted into 220.9146 yen, 1.87441 dollars, and 1.47648 Euro. For instance, when a Japanese player enters any of the races held in Dubai, the player acquires stakes in dollars

and hence receives the stakes according to this exchange rate table. When the player bets on any of the races held in Dubai, an award is determined in dollars. The award that is actually paid out changes according to this exchange rate.

[0059]

Fig. 11 shows an example of a popularity table stored in the server ROM 256. As shown in Fig. 11, when the percentage of popularity based on all of predictions input respectively by each of the players who participate in the game falls within a range from 0% to 20%, a game condition A (e.g., a racetrack which poses difficult to the horse) is selected. When the percentage of popularity falls within a range from 21% to 50%, a game condition B (e.g., a weather which poses difficulty to the horse) is selected. When the percentage of popularity falls within a range from 51% to 74%, a game condition C (e.g., the horse gains weight) is selected. When the percentage of popularity falls within a range from 75% to 100%, a game condition D (e.g., an increase in the number of jockeys) is selected.

[0060]

Fig. 12 is a descriptive view showing an example of a payout ratio table stored in the server ROM 256. The ratio of amount to be paid out changes according to a game result. When a game result is achievement of a win by ten lengths, the ratio of payout comes to 100%. When the game result is achievement of a win by five lengths, the ratio of payout comes to 50%. When the game

result is achievement of a win by three lengths, the ratio of payout comes to 20%. When the game result is achievement of a win by two lengths, the ratio of payout comes to 10%. As mentioned above, the server ROM 256 is an example of game condition storage unit which stores game conditions including award data and game result influence data affecting a game result. Although the embodiment has described example game results and example ratios of awards, the present invention is not limited to these examples. Other game results and ratios of awards may also be adopted.

[0061]

Fig. 13 is a flowchart showing a main process of the game provided by the game system 1.

[0062]

When the main process is started, a player seating process is performed in step S1. In step S1, the server CPU 252 performs the player seating process for initializing a variety of variables and flags in response to seating of the player in the terminal 30. When the process in step S1 is completed, the process proceeds to step S2.

[0063]

In step S2, the server CPU 252 performs an insertion process in response to the player having inserted a coin into the coin insertion slot 732. The insertion process will be described later. When the process in step S2 is completed, the process proceeds to step S3. As mentioned above, the coin insertion slot

732 is an example of game medium input unit by way of which each of the players inserts a game medium by means of making predictions.

[0064]

In step S3, the server CPU 252 performs a process for unlocking a monitor and a seat. When the process in step S3 is completed, the process proceeds to step S4.

[0065]

In step S4, the server CPU 252 performs process for adjusting the monitor and the seat. When the process in step S4 is completed, the process proceeds to step S5.

[0066]

In step S5 the server CPU 252 performs a game execution process. The game execution process will be described later. When the process in step S5 is completed, the process proceeds to step S6. As mentioned above, the CPU 252 serves as a game execution controller for controlling execution of a common game.

[0067]

In step S6, the server CPU 252 performs a payout process for paying out a game medium, such as coins, from a coin payout opening 731. The payout process will be described later. When the process in step S6 is completed, the process proceeds to step S7. As mentioned above, the coin payout opening 731 serves as a payout unit for paying out a game medium according to an award for a game result.

[0068]

In step S7, the server CPU 252 performs process for retracting a monitor and initializing a seat. When the process in step S7 is completed, the main game process is terminated.

[0069]

A subroutine executed in step S3 shown in Fig. 13 will be described by reference to Fig. 14.

[0070]

In step S210, a game medium count determination process is performed. During this process, the server CPU 252 receives a signal transmitted from the terminal 30 in response to detection of a game medium, such as a coin, inserted into the coin insertion opening 732 of each of the game player terminals 30. In accordance with the received signal, the server CPU 252 performs process for determining which one of the player terminals 30 has received inserted game mediums and for determining the amounts (number) of inserted game medium; namely, game medium count determination process. When the process is completed, the process proceeds to step S212. The coin insertion slot 732 serves as a game medium input unit that allows the player to input a game medium.

[0071]

In step S212, the server CPU 252 performs a deposit game medium count storage process. In this process, the server CPU 252 stores into the server RAM 254 the number of game mediums

inserted in each of the player terminals 30 determined in step S210. The server CPU 252 also stores into the server RAM 254, as a deposit game medium count, a predetermined proportion (e.g., 10% or the like) of total number of game mediums inserted in all of the player terminals 30. When the process is completed, the process proceeds to step S214. The server RAM 254 is an example of deposit game medium count storage unit that stores the deposit game medium count that describes the predetermined proportion of total number of game mediums inserted into the game medium input unit (all of the player terminals 30). In the embodiment, 10% is described by way of example of a predetermined proportion. However, the predetermined proportion is not limited to this value. Other proportion; for example, 5%, 15%, 20%, 25%, and 30%, may also be adopted.

[0072]

In step S214, the server CPU 252 performs a process for determining whether or not the deposit game medium count is equal to or greater than a predetermined number (predetermined count). After this process, the server CPU 252 proceeds the process to S218 when determined that the deposit game medium count stored in step S212 is equal to or greater than a predetermined number. The server CPU 252 proceeds the process to step S216 when determined that the game medium is less than the predetermined number. As described herein, the server CPU 252 serves as an example of a deposit game medium count determination unit that

determines whether or not the deposit game medium count stored in the deposit game medium count storage unit is equal to or greater than a predetermined number.

[0073]

In step S216, process for setting 0 on a predetermined condition flag is performed. During this process, the server CPU 252 performs process for setting 0 on the predetermined condition flag stored in the server RAM 254. When process is completed, this subroutine is terminated.

[0074]

In step S218, process for setting one on a predetermined condition flag is performed. During process, the server CPU 252 performs process for setting one on a predetermined condition flag stored in the server RAM 254. When the process is completed, this subroutine is terminated.

[0075]

The subroutine executed in step S5 shown in Fig. 13 is described by reference to Fig. 15.

[0076]

In step S510, the server CPU 252 performs a process for preliminarily selecting a game condition used for a current game from a plurality of game conditions stored in the server ROM 256, in accordance with the result of a previous game stored in the server RAM 254. More specifically, when the Arab horse, such as a Godolphin Arabian, has won a previous race of the horseracing

game, there is performed process for: selecting the Dubai-hosted race table (see Fig. 8) as a game condition; selecting a race used for the current game from the Dubai-hosted race table; and storing the selected race into the server RAM 254. Moreover, the server CPU 252 selects horses to be employed in the current game from an entry table of horses (see Figs. 4 and 5). For instance, when the Dubai World Cup has been selected, 12 horses are selected. Moreover, when an oversea race table [e.g., Dubai-hosted race table (see Fig. 8) or the like] has been selected, the server CPU 252 sets one on an exchange flag and stores the flag into the server RAM 254. When the process is completed, process proceeds to step S512. As mentioned above, the server CPU 252 is an example of game condition selection unit which selects a game condition for the next common game from the plurality of game conditions, in accordance with a result of a game executed by the game execution controller.

In the embodiment, the race sites and the horses are described by way of example of the game condition to be selected. However, other types of game conditions may also be adopted in the game system 1.

[0077]

In step S512, a game condition presentation image display process is performed. During this process, the server CPU 252 selects from the server ROM 256 data for use in displaying a game condition presentation image in accordance with the game

condition selected in step S514; stores the thus-selected data into the server RAM 254; and transmits the selected data to the server image output circuit 268. In accordance with the data sent from the server CPU 252 for use in displaying the game condition presentation image, the VDP in the server image output circuit 268 reads from the image data ROM various pieces of image data, such as background image data and presentation image data; superimposes the thus-read pieces of image data one on top of the other; and displays the resultant image in a display area 22A of the main display device 22. More specifically, an image of the race site and images of horses participating in the race are displayed. When the process is completed, process proceeds to step S514. As mentioned above, the server image output circuit 268 serves as a display controller which controls displaying of a presentation image compliant with the game condition selected by the game condition selection unit.

[0078]

In step S514, the server CPU 252 performs a prediction input process for receiving a prediction input by means of a prediction data signal transmitted from the terminal 30 in accordance with a prediction input by the player through the operation unit 72. When the process is completed, the process proceeds to step S516. The operation unit 72 serves as a prediction input unit by way which each of the players inputs a prediction about a game result.

In the game system 1 according to the embodiment, when the

player inputs the prediction, at least a part of the game medium (coins, tokens, or credits) input to the game player terminal 30 in which the player is seated, is consumed.

[0079]

In step S516, the server CPU 252 performs a prediction data storage process for storing, into the server RAM 254, the prediction data determined from the prediction data signal received in step S516. When the process is completed, process proceeds to step S518. The server RAM 254 serves as a prediction storage unit which stores prediction data compliance with a prediction input by the prediction input unit.

[0080]

In step S518, the server CPU 252 performs a prediction data percentage determination process for determining the percentage of prediction data stored in the server RAM 254. More specifically, the server CPU 252 performs process for determining whether or not the popularity of a certain horse has exceeded a predetermined percentage in accordance with prediction data, by reference to a popularity table (see Fig. 11) stored in the server ROM 256. When the process is completed, process proceeds to step S520. The server CPU 252 serves as a determination unit which determines whether or not specific prediction data among a plurality of pieces of prediction data stored in the prediction storage unit are stored in a predetermined percentage or more. The server CPU 252 serves as

a determination unit which determines the prediction data stored in the prediction storage unit.

[0081]

In step S520, a game condition selection process is performed. During process, the server CPU 252 performs process for selecting a game condition in accordance with a determination rendered in step S518. More specifically, the server CPU 252 refers to the popularity table (see Fig. 11) stored in the server ROM 256. When the percentage of popularity falls within a range from 75% to 100%, the CPU selects a game condition D (e.g., an increase in the number of jockeys). When the process is completed, process proceeds to step S522.

As mentioned above, the server CPU 252 is an example game condition selection unit which selects one game condition from a plurality of game conditions stored in the game condition storage unit in accordance with the prediction data stored in the prediction storage unit. As mentioned above, the server CPU 252 is an example of game condition selection unit which selects a game condition from a plurality of game conditions stored in the game condition storage unit. As mentioned above, the server CPU 252 is an example of game condition selection which selects a predetermined game condition from a plurality of game conditions in accordance with a result of determination rendered by the deposit game medium count determination unit. As mentioned above, the server CPU 252 is an example of game

condition selection unit which selects a predetermined game condition from the plurality of game conditions, in accordance with a result of determination rendered by the deposit game medium count determination unit. As mentioned above, the server CPU 252 is an example of game condition selection unit for selecting a special game status having game result influence data which make a game result achieved from specific prediction data more disadvantageous than game results achieved from the other prediction data, in accordance with a determination result of the determination unit. As mentioned above, the server ROM 256 is an example of game condition storage unit which stores a plurality of game conditions for the common game.

In the embodiment, game conditions are selected such that a certain horse becomes disadvantageous. However, the game system 1 may be configured that the game conditions is selected such that a certain horse becomes advantageous. In this case, getting on the bandwagon becomes more definite, and the betting rate of an unpopular horse is increased, thereby enabling enhancement of the players' pleasure to aim at the jackpot.

[0082]

In step S522, game condition setting process is performed. During process, the server CPU 252 performs process for setting a game condition selected in step S520 and storing the thus-set game condition into the server RAM 254. When the process is completed, process proceeds to step S524. Thus, the server CPU

252 is an example of game execution controller which executes a game compliant with the predetermined game condition selected by the game condition selection unit. The server CPU 252 is an example of game execution controller which controls execution of a common game in accordance with the game condition selected by the game condition selection unit. Moreover, the server ROM 256 is an example of a game condition storage unit which stores game conditions including award data and game result influence data affecting game results.

[0083]

In step S524, there is performed process for determining whether or not input of prediction data is completed. During process, when the server CPU 252 has determined completion of a predetermined input period (e.g., 60 seconds) and the input of prediction data, process proceeds to step S526. When the input of prediction data is determined not to be completed, process proceeds to step S514.

[0084]

In step S526, the server CPU 252 performs process for generating random numbers for use in a game (e.g., numbers from 0 to 65535). The CPU 252 proceeds the process to step S528 when step S526 is completed.

[0085]

In step S528, a game result table reference process is performed. During process, the server CPU 252 performs process

referring to the game result table stored in the server ROM 256 by use of the random number generated in step S526. More specifically, the server CPU 252 refers to the game result table by means of taking, as a variable, the game condition selected in step S510 or S520 and set in step S522, thereby determining game results (e.g., the ranks of the horses, development of a race, and the like). When the process is completed, process proceeds to step S530. Thus, the server CPU 252 is an example of game execution controller which executes a common game compliant with the game condition selected by the game condition selection unit.

[0086]

In step S530, a presentation image display process is performed. During this process, the server CPU 252 selects, from the server ROM 256, data for use in displaying a presentation image; stores the thus-selected data into the server RAM 254; and transmits the data to the server image output circuit 268. In accordance with the data sent from the server CPU 252 for use in displaying the presentation image, the VDP in the server image output circuit 268 reads from the image data ROM various pieces of image data, such as background image data and presentation image data; superimposes the thus-read pieces of image data one on top of the other; and displays the resultant image in the display area 22A of the main display device 22. When process is completed, this subroutine is terminated. As mentioned above,

the main display device 22 is an example of display unit for displaying a common game in the form of a presentation image. Thus, the server image output circuit 268 is an example of display controller which controls displaying of a presentation image performed by the display unit.

[0087]

The sub-routine executed in step S6 shown in Fig. 13 is described in detail by reference to Fig. 16.

[0088]

In step S610, a process for determining whether or not the exchange rate flag assumes a value of one. During this process, when determining that the exchange rte flag stored in the server RAM 254 assumes a value of one, the server CPU 252 proceeds the process to step S612. When not determining that the exchange rate flag assumes a value of one, the server CPU 252 proceeds the process to step S614. Thus, the server CPU 252 is an example of payout controller which controls payment of a game medium conforming to the exchange rate of the game condition selected by the game condition selection unit in connection with the award corresponding to the game result.

[0089]

In step S612, exchange rate reference process is performed. During process, the server CPU 252 stores an exchange rate (e.g., a rate of exchange of a dollar to a yen in the case of the Dubai World Cup) into the server RAM 254, by reference to the exchange

rate table (see Fig. 10) stored in the server ROM 256. When the process is completed, process proceeds to step S614. As mentioned above, the server ROM 256 is an example of game condition storage unit which stores a game condition having exchange rates for respective game conditions. The server CPU 252 is an example of payout controller which performs control operation for paying game mediums conforming to the exchange rate of the game condition selected by the game condition selection unit in connection with the award corresponding to the game result. Although the embodiment has described that the exchange rates are stored in the ROM, the present invention is not limited to the embodiment. The exchange rates may also be stored in RAM, and the exchange rates may also be updated. For instance, a game closer to an actual environment can be provided as a result of exchange rates being changed day by day.

[0090]

In step S614, there is performed process for determining whether or not a special game status flag is "1". When the server CPU 252 determines that the special game status flag stored in the server RAM 254 is "1", the process proceeds to step S616. When the CPU 252 determines that the special game status flag is not "1", the process proceeds to step S618.

[0091]

In step S616, a special game result determination process is performed. During this process, the server CPU 252 performs

process for determining a result of a special game in accordance with a random number generated in step S526. More specifically, the server CPU 252 determines the result of a special game in accordance with the random number generated in step S526; determines a payout ratio from the result of this special game by reference to the payout ratio table (see Fig. 12); and stores the thus-determined payout ratio into the server RAM 254. When the process is completed, process proceeds to step S618. As mentioned above, the server CPU 252 is an example of payout controller which, when the game execution controller has executed a game compliant with the predetermined game condition and when a special game result is obtained in the game, performs control operation for paying out a predetermined number of game mediums from the deposit game medium count stored in the deposit game medium count storage unit. Thus, the server CPU 252 serves as an example of a payout controller that, when the game execution controller provides a game compliant with the predetermined game condition, performs control operation for paying out the number of game mediums corresponding to the result of the game from the deposit game medium count stored in the deposit game medium count storage unit. Although the embodiment is described that a reference is made to the random number generated in step S526, the game system 1 may be configured that other random number may also be generated.

[0092]

In step S618, an award data reference process is performed. During this process, the server CPU 252 performs process for storing an award by reference to the award table in accordance with the random number generated in step S526. When the process is completed, process proceeds to step S620. The server CPU 252 is an example of payout controller which performs control operation for paying a game medium corresponding to the game result, by reference to the award data compliant with the game condition selected by the game condition selection unit. Further, the server ROM 256 is an example of game condition storage unit which stores a plurality of game conditions having award data corresponding to a game result for each of the game conditions. The server ROM 256 is an example of game condition storage unit which stores a game condition including award data and game result influence data affecting game results.

[0093]

In step S620, the server CPU 252 performs a payout count determination process. The server CPU 252 performs process for determining payout data corresponding to the amount of a payout for each of the player terminals by means of taking, as a variable, a payout ratio determined from a result of a special game or an award determined in step S618; and for storing the thus-determined ward in the server RAM 254. When the process is completed, process proceeds to step S622. The server CPU 252 serves as an example of a payout controller that performs control

operation for paying out a game medium corresponding to an exchange rate of the game condition selected by the game condition selection unit in connection with the award corresponding to the game result. The server CPU 252 serves as an example of a payout controller that, when the game execution controller executes a game compliant with the predetermined game condition and when a special game result is obtained in the game, performs control operation for paying out a predetermined number of game mediums from the deposit game medium count stored in the deposit game medium count storage unit. The server CPU 252 serves as an example of a payout controller that, when the game execution controller provides a game compliant with the predetermined game condition, performs control operation for paying the number of game mediums corresponding to the result of the game from the deposit game medium count stored in the deposit game medium count storage unit.

[0094]

In step S622, a payout device drive process is performed. During process, the server CPU 252 transmits, to each of the player terminals 30, a payout signal originating from the payout data stored in each of the player terminals 30 in step S620. In accordance with the received payout signal, the terminal CPU 152 of each of the player terminals 30 pays the game medium (e.g., coins) from the coin payout opening 731. When process is completed, the subroutine is terminated. Thus, the server CPU

252 is an example of payout controller which control payment of a game medium compliant with an award corresponding to the game result.

[0095]

An example of a help screen displayed on the terminal display 61 is shown in Fig. 17. As shown in Fig. 17, WIN is a ticket for betting on a horse which will come first in a race. SHOW is a ticket for betting on horses which will come first to third in a race. BRACKET-QUINELLA is a ticket for betting on combination of bracket numbers assigned to horses which will come first and second in a race. QUINELLA is a ticket for betting on a combination of horses which will come first and second or second and first. EXACTA is a ticket for betting on numbers assigned to horses which will come first and second in exact order. QUINELLA-PLACE is a ticket for betting on a combination of horses which will come first and second (or second and first), a combination of horses which will come first and third (or third and first), and a combination of horses which will come second and third (or third and second). TRIO is a ticket for betting on numbers assigned to horses which will come first, second, and third without specifying their order of finishing. Displaying these help screens enables provision of a game system by means of which even a beginner player can enjoy a game. Thus, the terminal display 61 is an example of auxiliary display unit for displaying a player assist screen.

[0096]

Fig. 18 is an example of a display screen showing that horseracing is being performed. Horseracing is being performed in the display area 22A. Character images 90A to 90D (e.g., racehorses respectively assigned numbers) are displayed in the display area 22A.

[0097]

Fig. 19 is an example of a display screen showing the area near a goal. Horseracing is being performed in the display area 22A. The display area 22A displays a character image 90A (e.g., a racehorse assigned No. 8). The character image 90A has arrived at the goal and won a prize. Further, a character image 90B (e.g., a character image of a racehorse) is displayed behind the character image 90A in the display area 22A. In the display area 22A, a character image 90C (e.g., a character image of a racehorse assigned No. 2) is displayed behind the character image 90A in the display area 22A. A character image 90D (e.g., a character image of a racehorse assigned No. 5) is displayed behind the character image 90A in the display area 22A. In this case, the character image 90A has won a prize. For instance, the player who has made a bet on the character image 90A can acquire a predetermined payout.

[0098]

Fig. 20 is a display screen showing that a race is being performed while a game status is selected according to the result

of the previous game. For instance, a display screen achieved when an Arab horse won a prize in the previous game is provided. A background image 90F (a character image of; e.g., a desert) showing that the race is held in the game status Dubai according to the result of the previous game. Further, the character images 90A to 90D (e.g., the racehorses assigned numbers) are displayed in the display area 22A.

[0099]

Fig. 21 is a display screen showing the area around the goal achieved when a game is being performed under a predetermined game condition and when a specified game result is achieved in the game. Horseracing is being performed in the display area 22A. The character image 90A (e.g., a racehorse assigned No. 8) is displayed in the display area 22A. The character image 90A has won a prize by three lengths over the character image B running behind the character image 90A. Moreover, the character image 90B (e.g., a character image of a racehorse assigned No. 7) is displayed behind the character image 90A in the display area 22A. A character image 90C (e.g., a character image of a racehorse assigned No. 2) is displayed behind the character image 90A in the display area 22A. Further, a character image 90D (e.g., a character image of a racehorse assigned No. 5) is displayed behind the character image 90A in the display area 22a. In the display area 22A, a character image E (e.g., a character image of a goal) is displayed. As mentioned

above, when the horse has won a prize by three lengths in a special game, a predetermined award (see Fig. 12) is paid.

[0100]

Fig. 22 is a display screen showing that a race in which a game status has changed according to a prediction is being performed. Horseracing is being performed in the display area 22A. The character images 90A to 90D (e.g., racehorses respectively assigned numbers) are displayed in the display area 22A. The display area 22A shows the character image 90G (e.g., a character image of rain). Appearance of the character image 90G shows worsening of the game condition for the horses that are weak in rain.

[0101]

Fig. 23 is an example of a display screen showing that the race in which game status has changed according to a prediction is being performed. Horseracing is being performed in the display area 22A. The character image 90A (e.g., a racehorse which is running while carrying three jockeys and which is assigned No. 8) is displayed in the display area 22A. The racehorse carrying a plurality of jockeys shows worsening of the game condition for the character image 90A. The character image 90B (e.g., a character image of a racehorse assigned No. 7) is displayed behind the character image 90A in the display area 22A. The character image 90C (e.g., a character image of a racehorse assigned No. 2) is displayed behind the character image 90A in

the display area 22A. The character image 90D (e.g., a character image of a racehorse assigned No. 5) is displayed behind the character image 90A in the display area 22A.

[0102]

As described above with reference to the game system 1 according to the embodiment, one of game condition is selected from among a plurality of game conditions in accordance with prediction data corresponding to predictions input by respective players, as shown in Fig. 11, and a common game is performed according to a selected game condition. As mentioned above, game conditions for a game which is played for paying out awards change according to the prediction data predicted by the players. For instance, in a horseracing game system, when players make predictions on the game result and bets, the number of jockeys mounted on a popular horse is increased, and the weight carried by the horse becomes heavier. The game of horseracing is performed in such a handicapped state. Thus, a game condition for a game changes. Since a game status varies according to predictions made by the players, it becomes more complicated for the players to make predictions, which in turn causes the players to enjoy the game further. Therefore, there can be provided a game system which makes players enjoy a game further by means of making it complicated for the players to make predictions.

[0103]

Moreover, according to the game system 1, when a piece of specific prediction data is stored, in a predetermined proportion, in the plurality of pieces of prediction data, there is selected a special game status having game result influence data which make a game result acquired from specific prediction data more disadvantageous than game results acquired from pieces of the other prediction data. Thus, when an unbalance has arisen in the predictions made by the players, a special game status which is disadvantageous for a game result is selected aside from awards. For instance, in a horseracing game system, when prediction data pertaining to prediction of winning of a certain horse (e.g., Haru-urara, Oguricap, Hiseiko, or the like) are popular, a change is made to achieve a special game status which is disadvantageous to game results; for example, changes in various factors, such as the parameters of the horse (e.g., an increase in the weight of the horse), the status of a racecourse where respective characters (horses) run a race, and others. Thus, a game status changes according to predictions, which makes it complicated for the players to make predictions and which makes players enjoy the game to a much greater extent. Therefore, there can be provided a game system which makes players enjoy a game further by means of making it complicated for the players to make predictions.

In the above description of the embodiment, it is described that the game system 1 is configured to allow the players to

"input" the game medium into the player terminals 30 (game medium input unit), more specifically, into the coin insertion slot 732, at the insertion process (step S2), and that the player's prediction (bet) is made in the game execution process (step S5). In the game system 1 described as the embodiment, the deposit game medium count is determined as a predetermined proportion of the total number of the game medium "input" into all of the player terminals 30.

However, the game system 1 may alternatively be configured that the deposit game medium count is determined as a predetermined proportion of the total number of the game medium (coins, medals, or credits) being bet (predicted) in all of the player terminals 30 by each of the players for each round of the game. When the game system 1 is thus configured, the input of the predictions (bet) into each of the player terminals 30 is considered as the "input" of the game medium.

[0104]

The present invention is not limited to the previously-described embodiment. The game system according to the present invention may be applied with various improvements or alterations without departing from the scope of the claimed invention.

[0010]

As described above, according to the game system, a game

status changes according to predictions, which makes it complicated for the players to make predictions and which makes players enjoy the game to a much greater extent. Therefore, there can be provided a game system which makes players enjoy a game further by means of making it complicated for the players to make predictions.

WHAT IS CLAIMED IS:

1. A game system that provides a game in which a plurality of players participate, the game system comprising:

a main display;

a plurality of player terminals that are provided for each of the players, each of the player terminals being provided with a prediction input unit that allows the respective players to input a prediction on a result of the game; and

a main controller that is connected to the main display and the player terminals and operates to:

control the main display to display an image for providing the game;

store prediction data in accordance with the predictions input through the prediction input unit provided in the player terminals;

store a plurality of game conditions that define different conditions for playing the game;

select one from among the stored game conditions in accordance with the stored prediction data;

provide the game to the players under the selected game condition; and

provide an award to a player who wins the game.

2. The game system according to claim 1, wherein the main

controller operates to pay out a predetermined number of the game medium as the award to the player who wins the game in accordance with a result of the game.

3. The game system according to claim 1, wherein the prediction data contains award data and game result influence data that affect the result of the game, and

wherein the main controller further operates to:

determine whether or not a predetermined proportion or more of specific prediction data are stored as the prediction data;

select a special game condition from among the game conditions in accordance with the determination about the stored prediction data, the special game condition having game result influence data that causes the game disadvantageous to a player who made the prediction corresponding to the specific prediction data.

4. A game system that provides a common game in which a plurality of players participate; the common game in which the respective players predict game results and insert game medium; and in which game medium are paid out according to awards corresponding to a result of the game, the game system comprising:

a prediction input unit that allows the respective players to input predictions about the result of the game;

a prediction storage unit that stores prediction data

corresponding to the predictions input through the prediction input unit;

a game condition storage unit that stores a plurality of game conditions for the common game;

a game condition selection unit that selects one from among the game conditions stored in the game condition storage unit according to the prediction data stored in the prediction storage unit; and

a game execution controller that controls execution of the common game according to the game condition selected by the game condition selection unit.

5. The game system according to claim 4, further comprising a determination unit that determines the prediction data stored in the prediction storage unit,

wherein the game conditions stored in the game condition storage unit include award data and game result influence data that affect the result of the game,

wherein the determination unit determines whether or not specific prediction data are stored, in a predetermined proportion or more, in the plurality of pieces of prediction data stored in the prediction storage unit; and

wherein the game condition selection unit, according to a result of a determination rendered by the determination unit, selects a special game condition having game result influence

data that causes the result of the game obtained from the specific prediction data more disadvantageous than the result of the game obtained from pieces of the other prediction data.