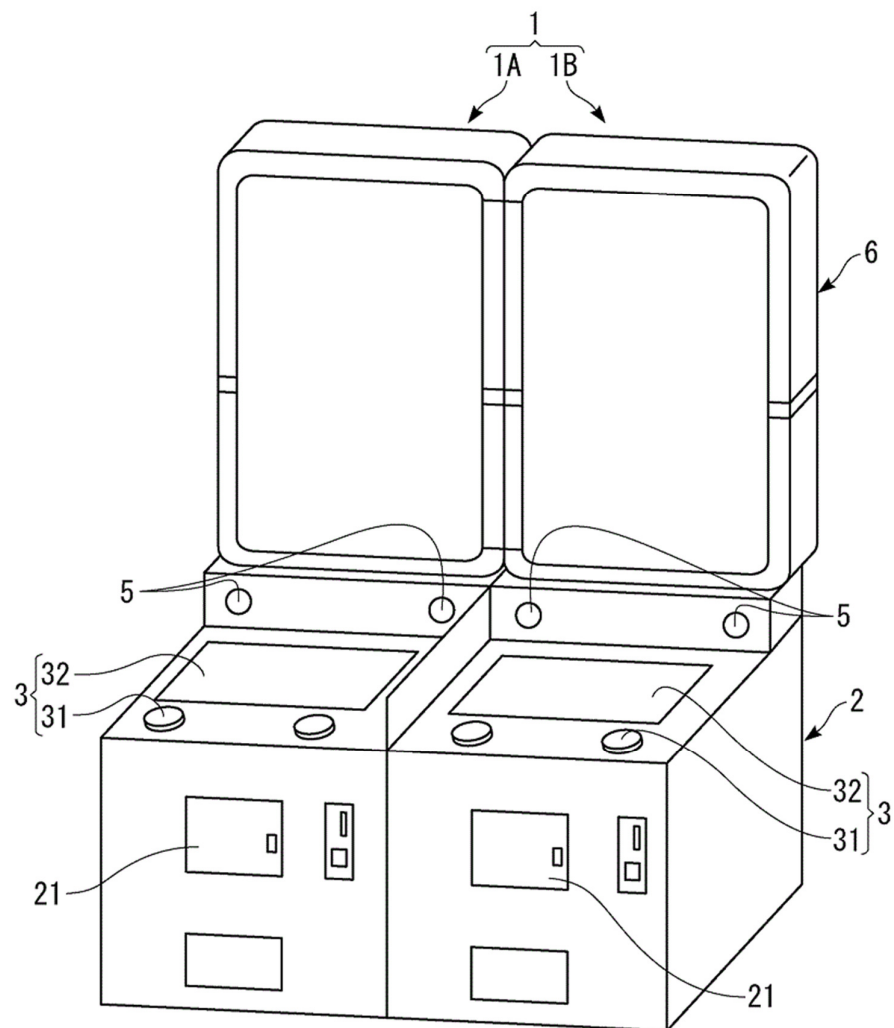
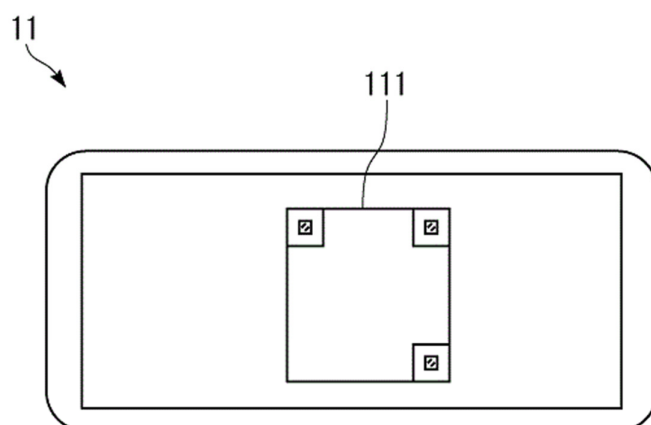
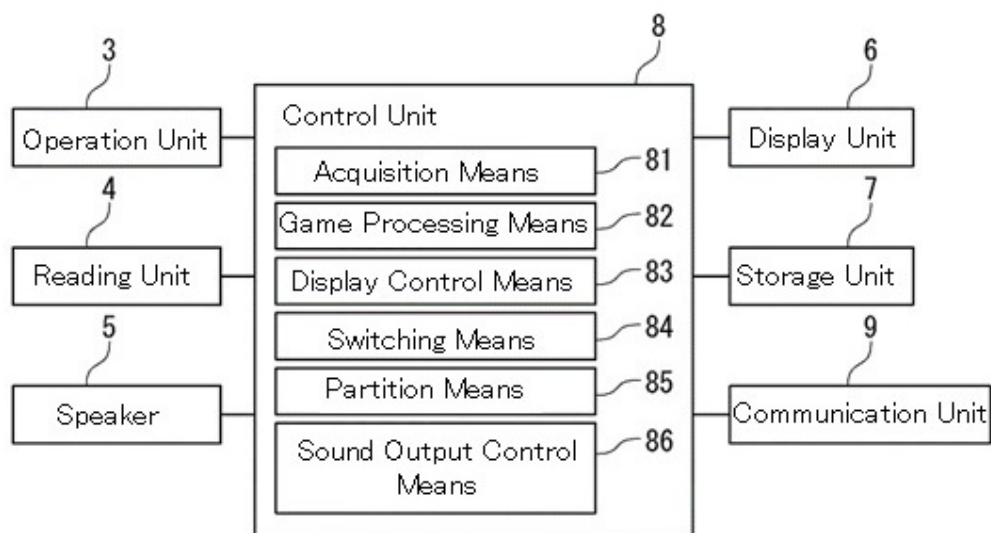
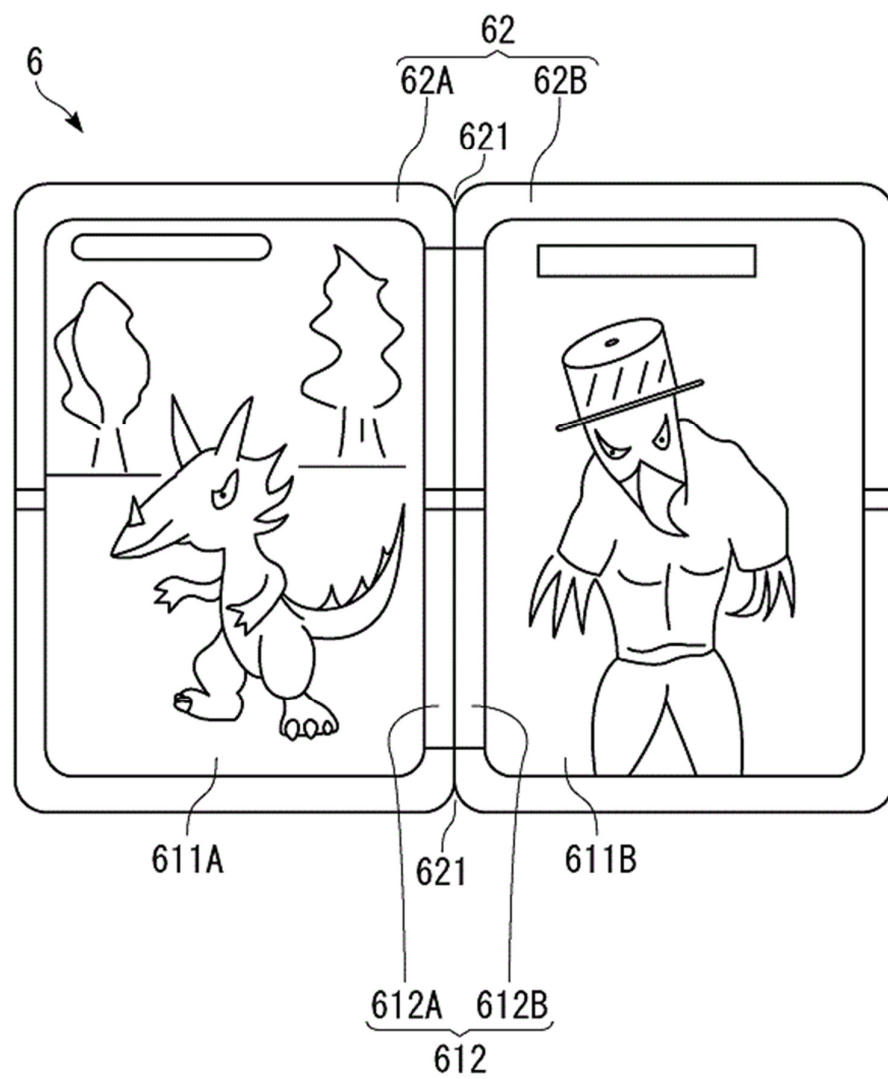


**FIG. 1**

**FIG.2****FIG.3**

**FIG. 4**

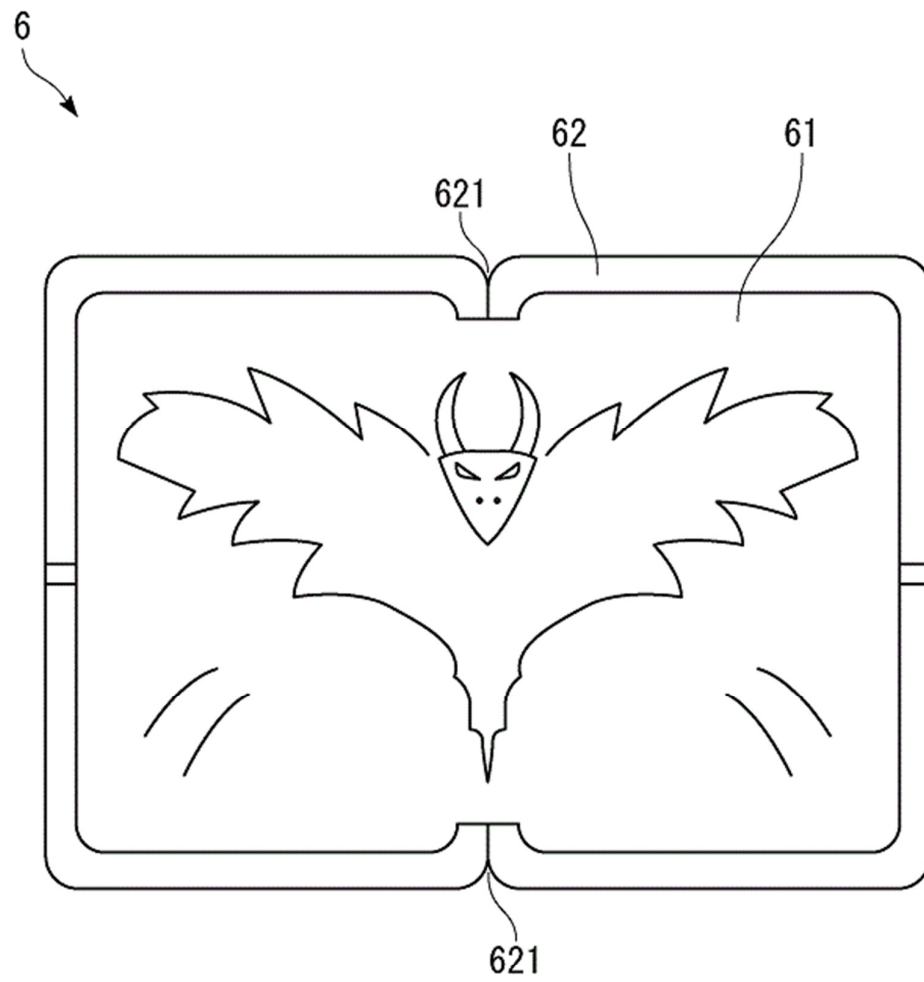


FIG.5

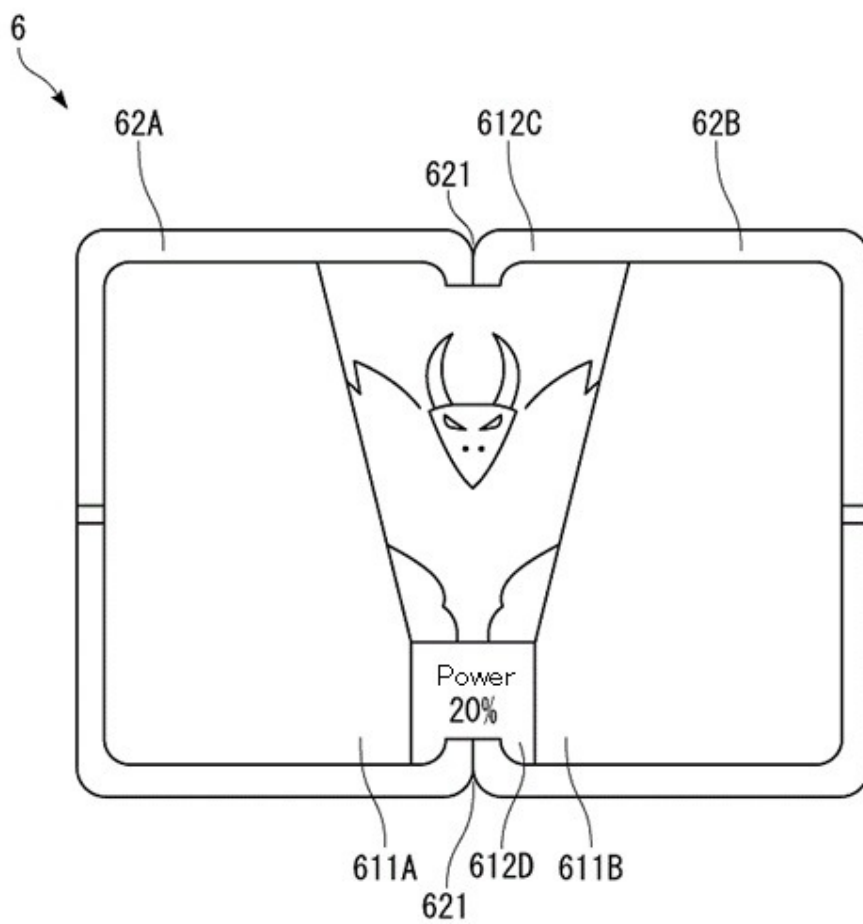
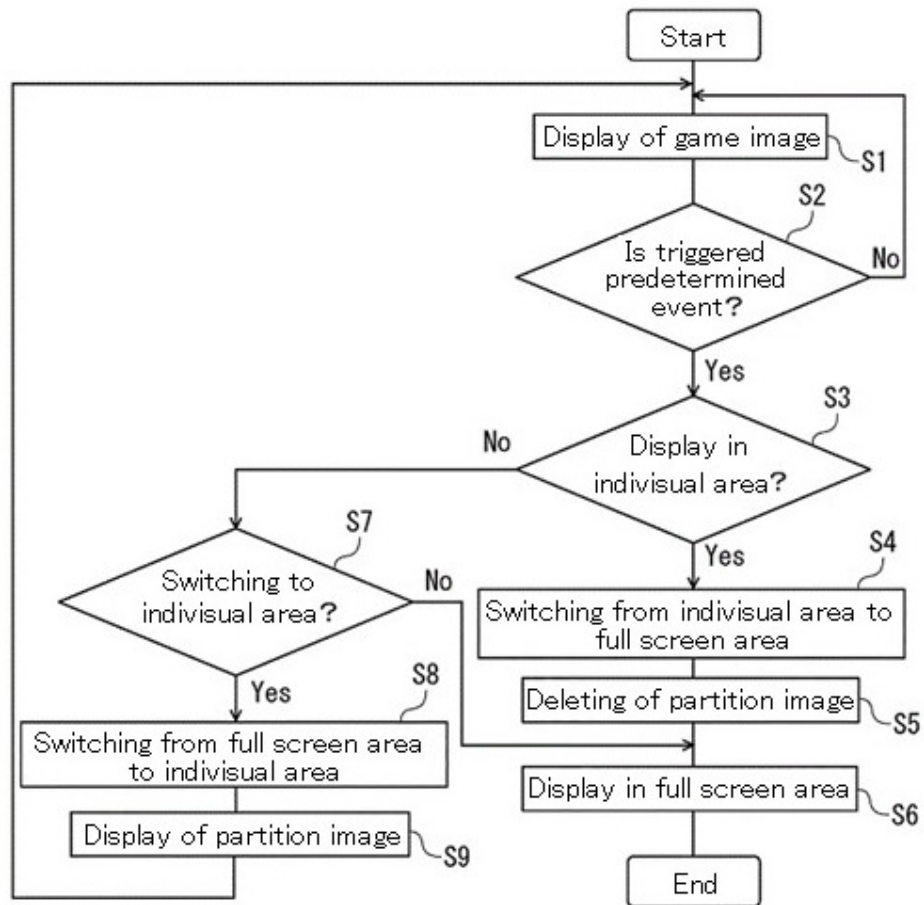
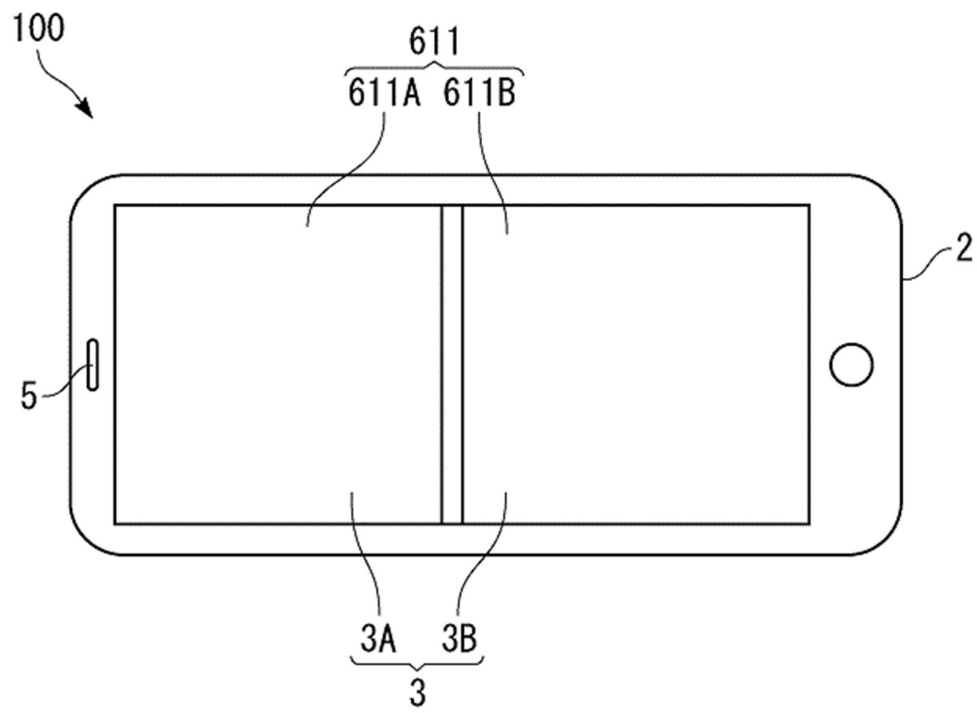


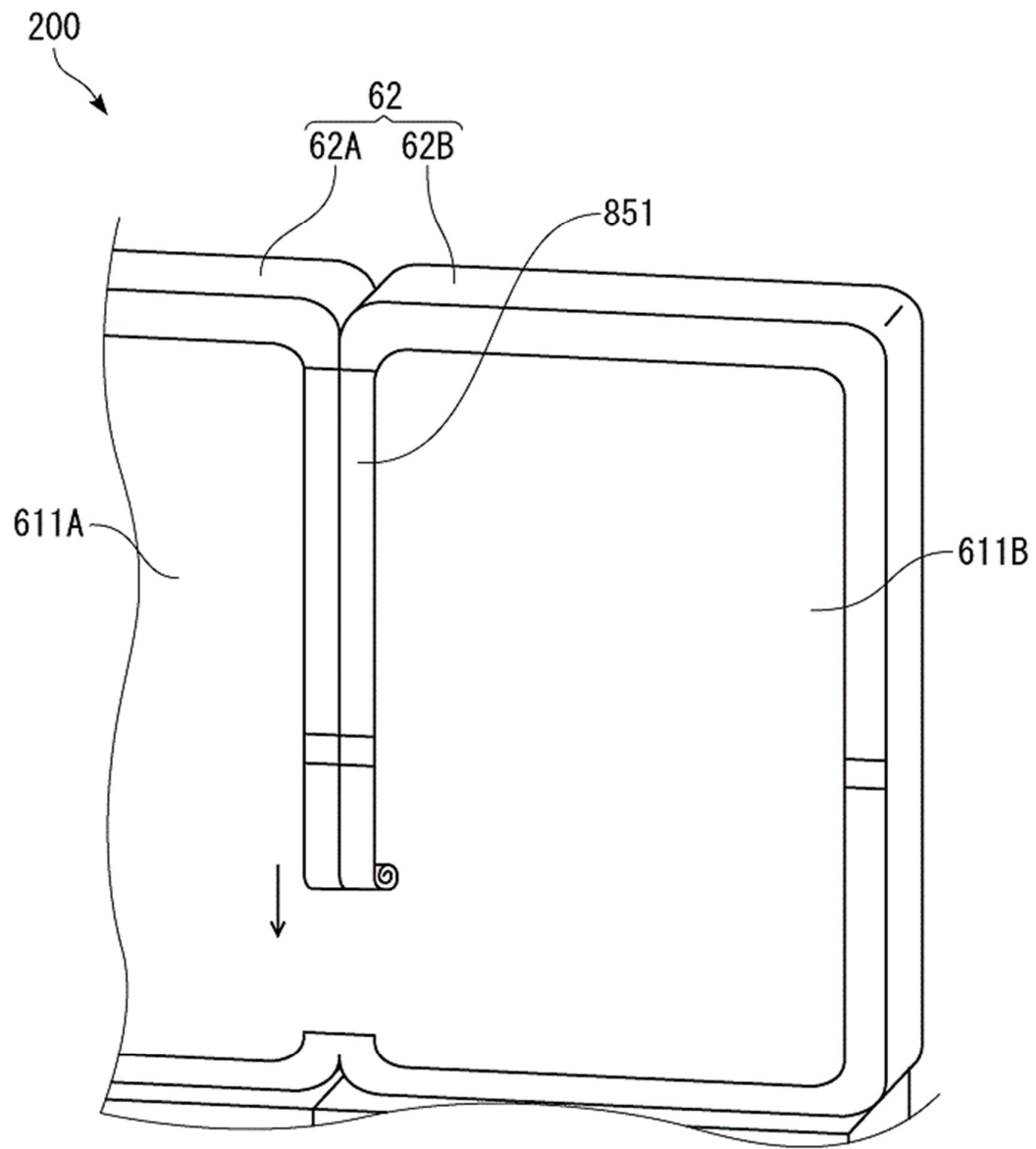
FIG.6

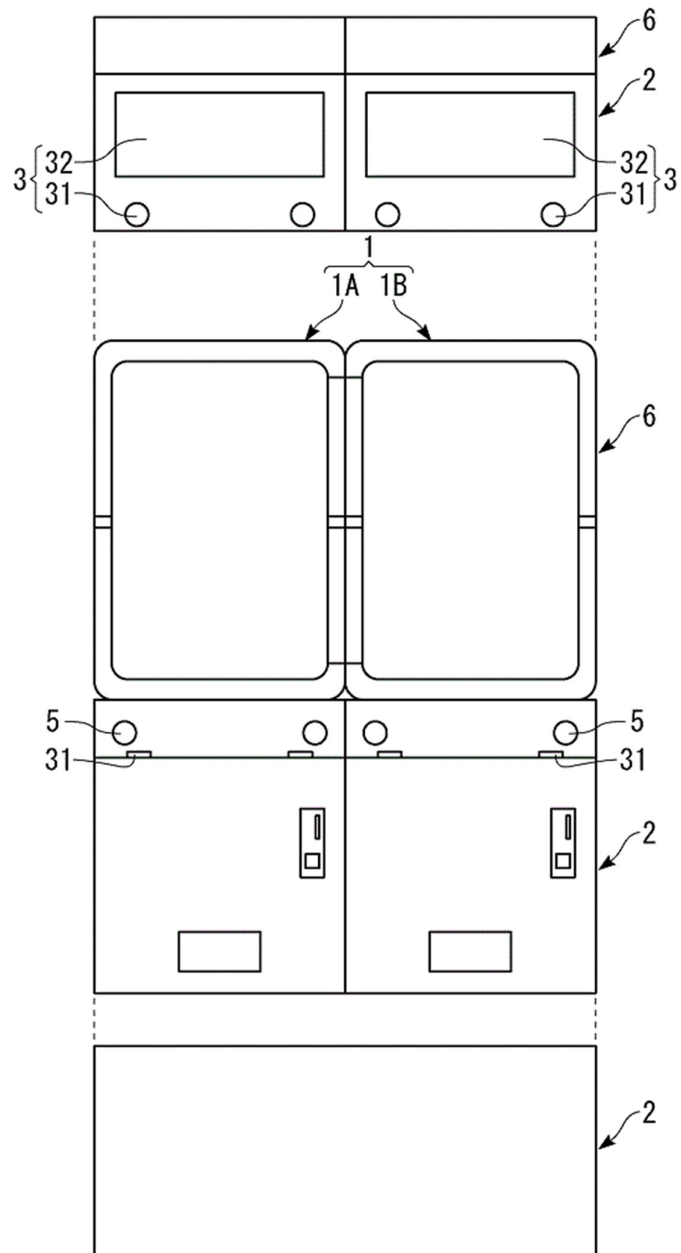
Event	Display area	Partition image		• • • •
Boss character appearance A	Full screen area	None	-	• • • •
Boss character appearance B	Individual + Partition areas	Yes	Boss character B, "Power 20%"	• • • •
:	:	:	:	:
:	:	:	:	:
Bonus event A	Full screen area	None	-	• • • •
Bonus event B	Full screen area	None	-	• • • •
:	:	:	:	:
:	:	:	:	:
Breaking battle A	Full screen area	None	-	• • • •
Breaking battle B	Individual + Partition areas	Yes	Bar	• • • •
:	:	:	:	:
Hit character	Full screen area	None	-	• • • •
:	:	:	:	:

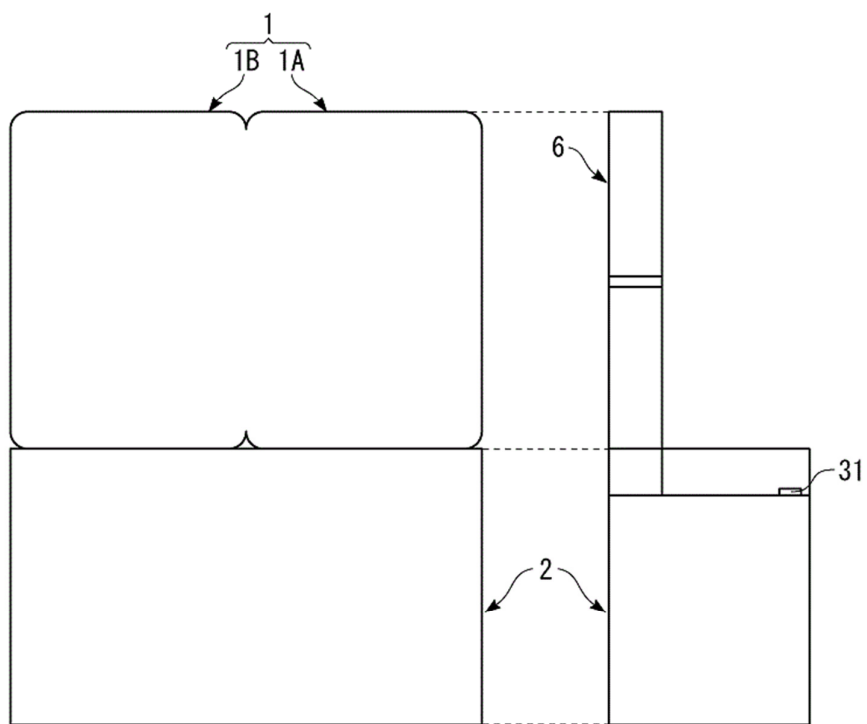
FIG.7

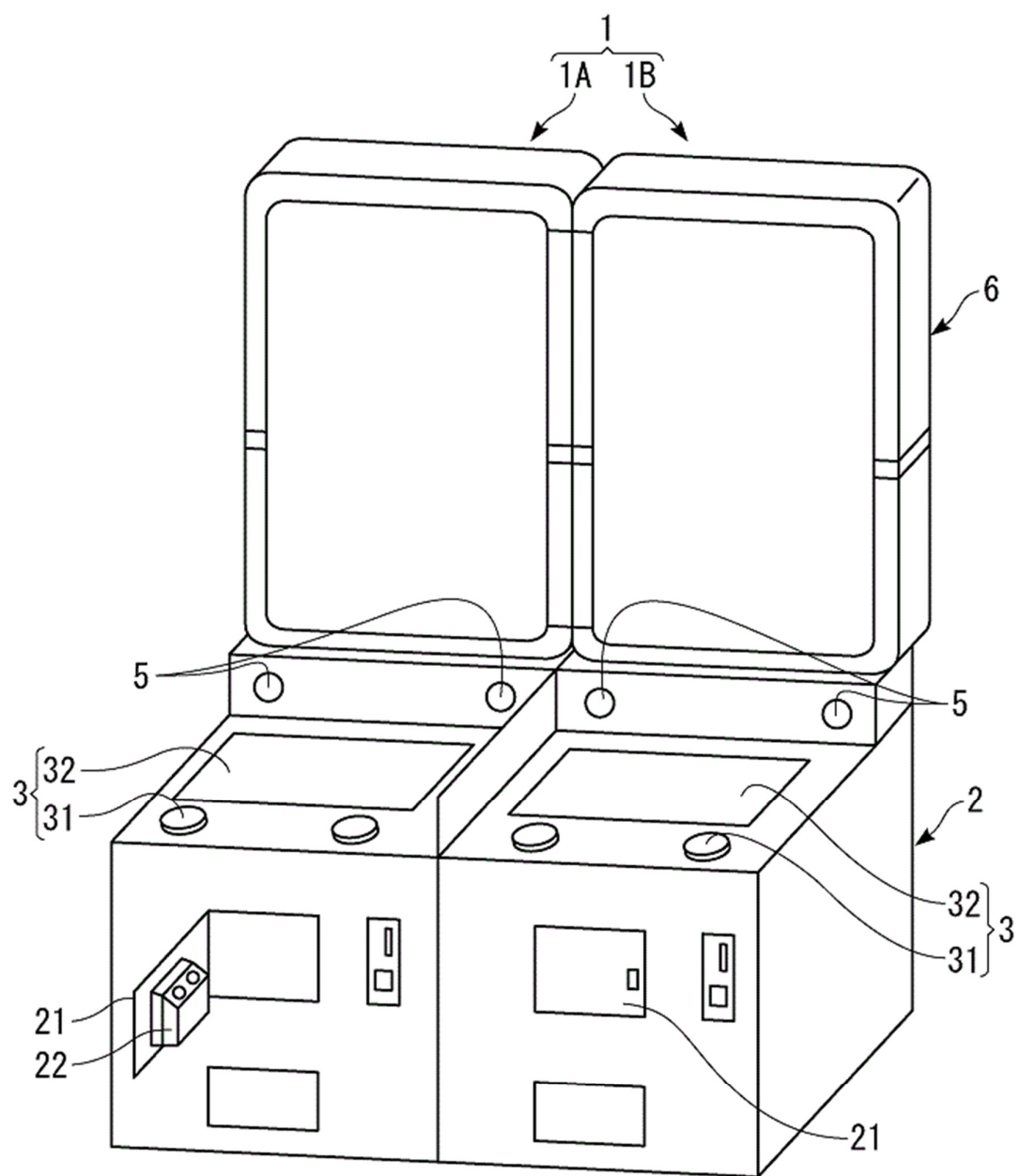
**FIG.8**

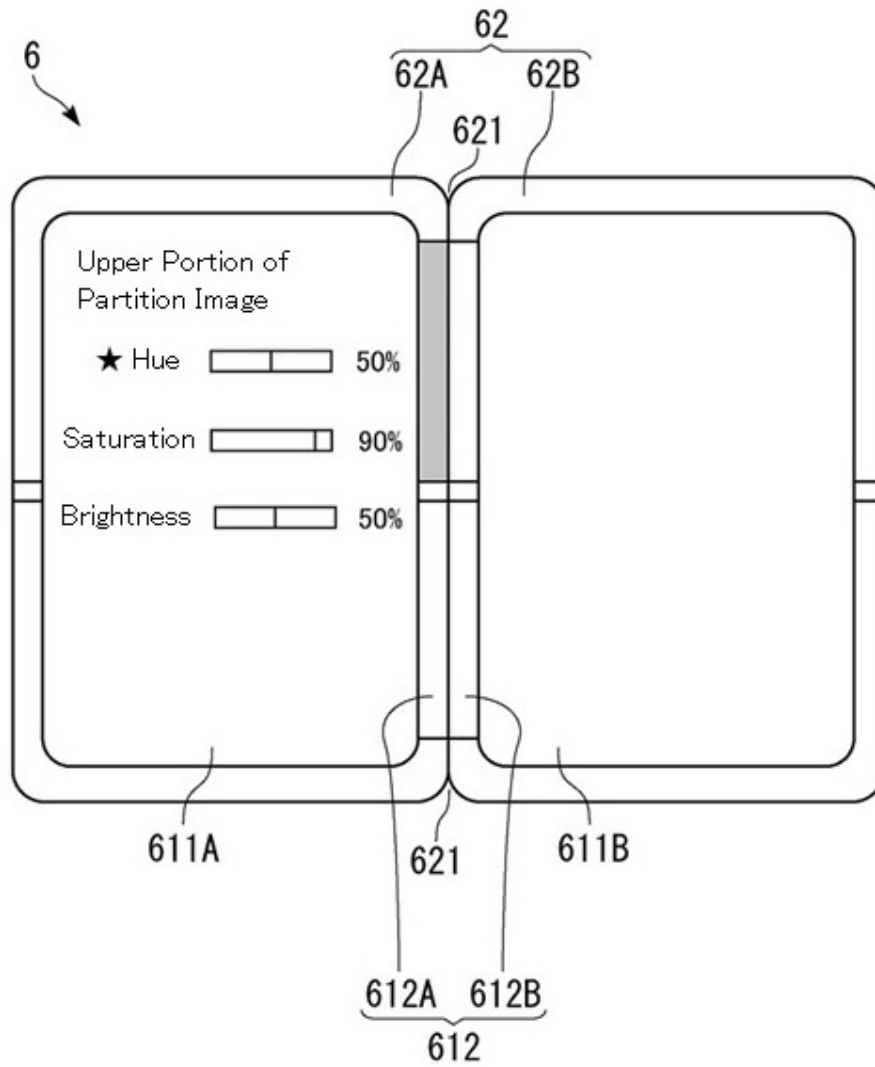
**FIG.9**

**FIG. 10**

**FIG.11**

**FIG.12**

**FIG.13**

**FIG. 14**