FIG. 1

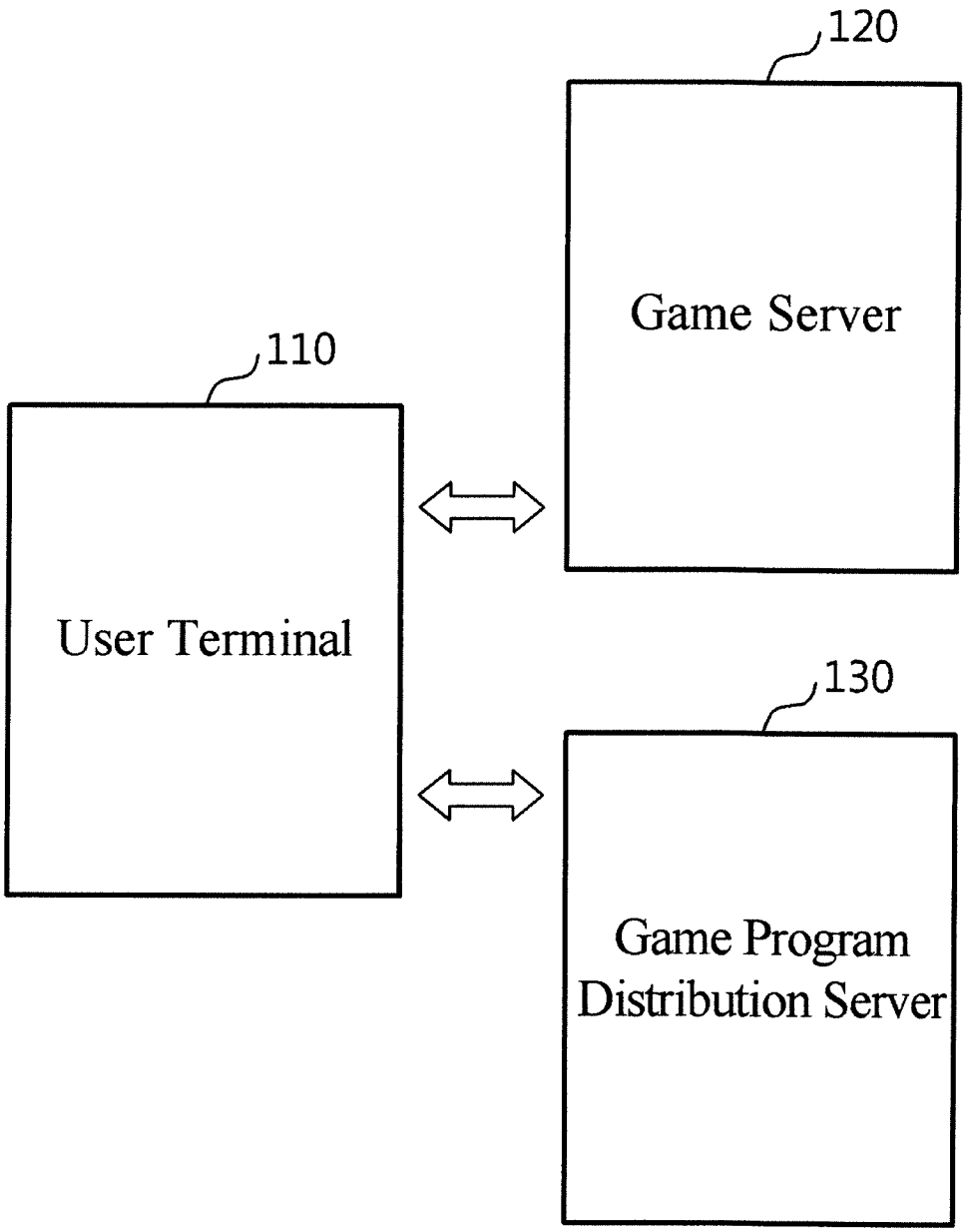

120
Game Server
110
User Terminal
130
Game Program
Distribution Server

FIG. 2

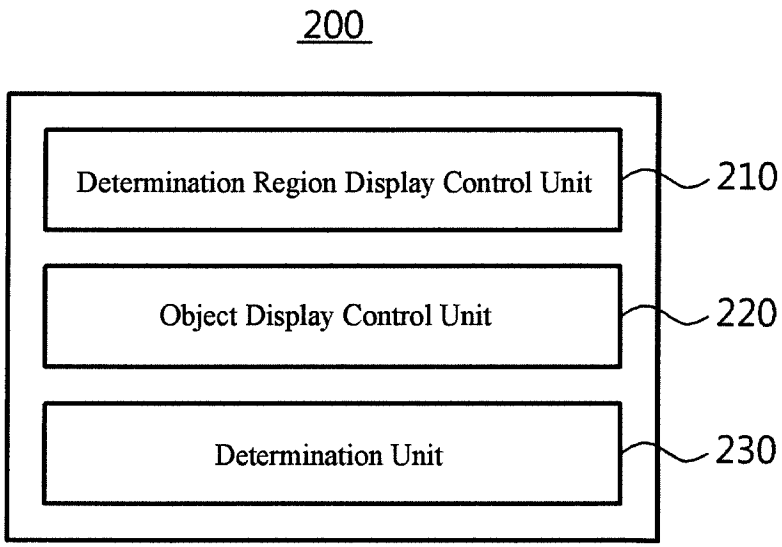

200
Determination Region Display Control Unit
210
Object Display Control Unit
220
Determination Unit
230

FIG. 3

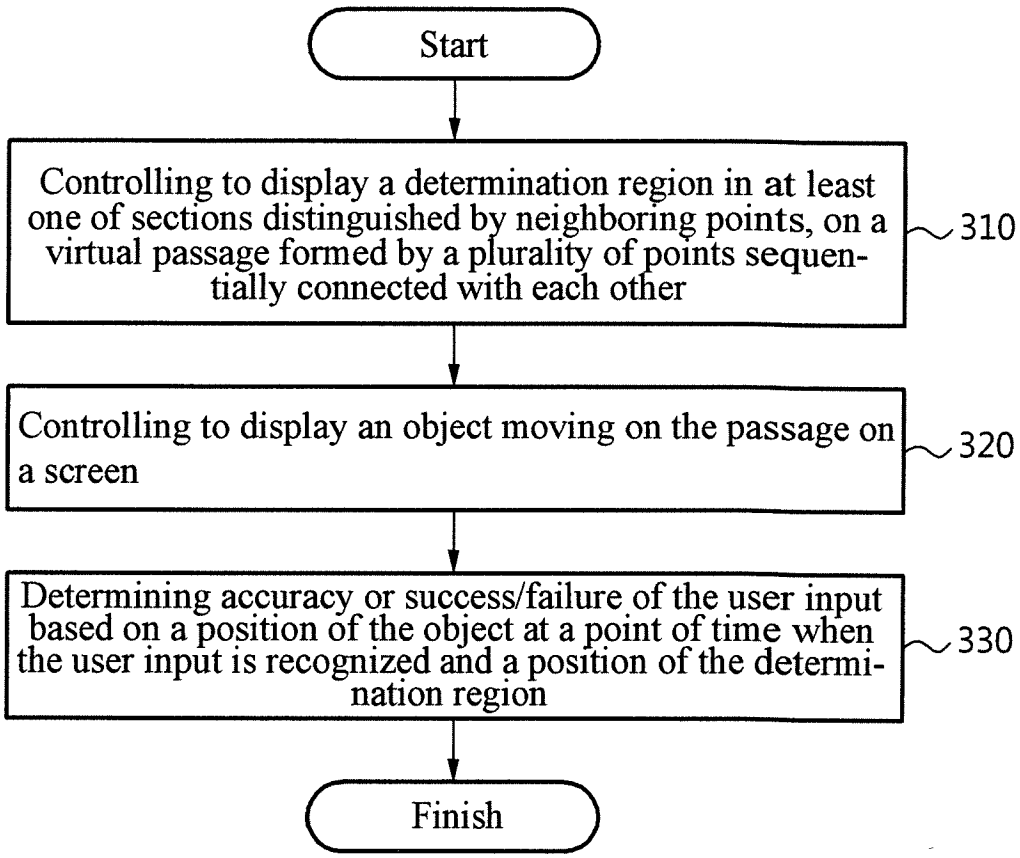

Start
Controlling to display a determination region in at least one of sections distinguished by neighboring points, on a virtual passage formed by a plurality of points sequentially connected with each other
310
Controlling to display an object moving on the passage on a screen
320
Determining accuracy or success/failure of the user input based on a position of the object at a point of time when the user input is recognized and a position of the determination region
330
Finish

FIG. 4

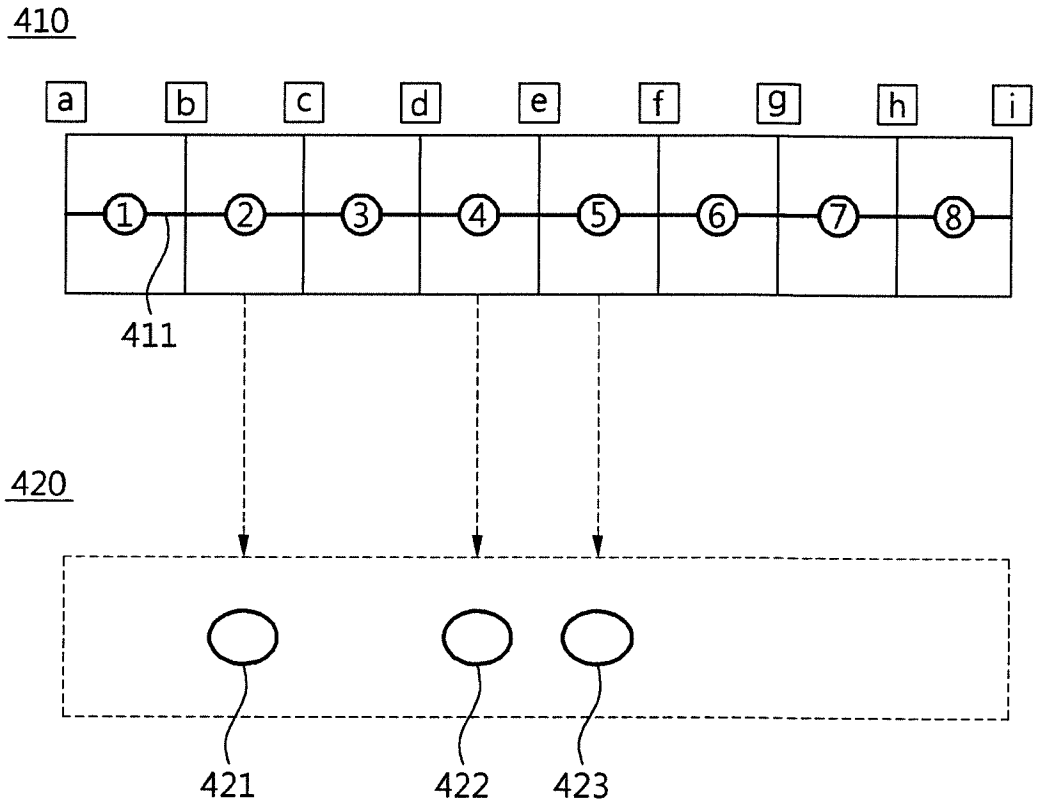


FIG. 5

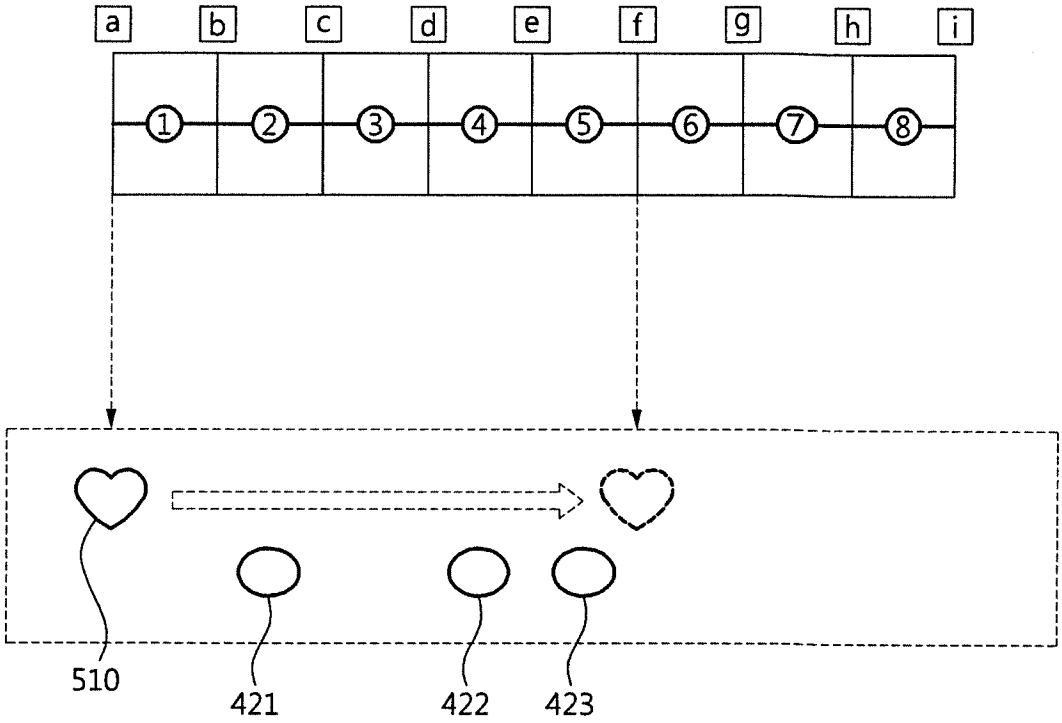


FIG. 6

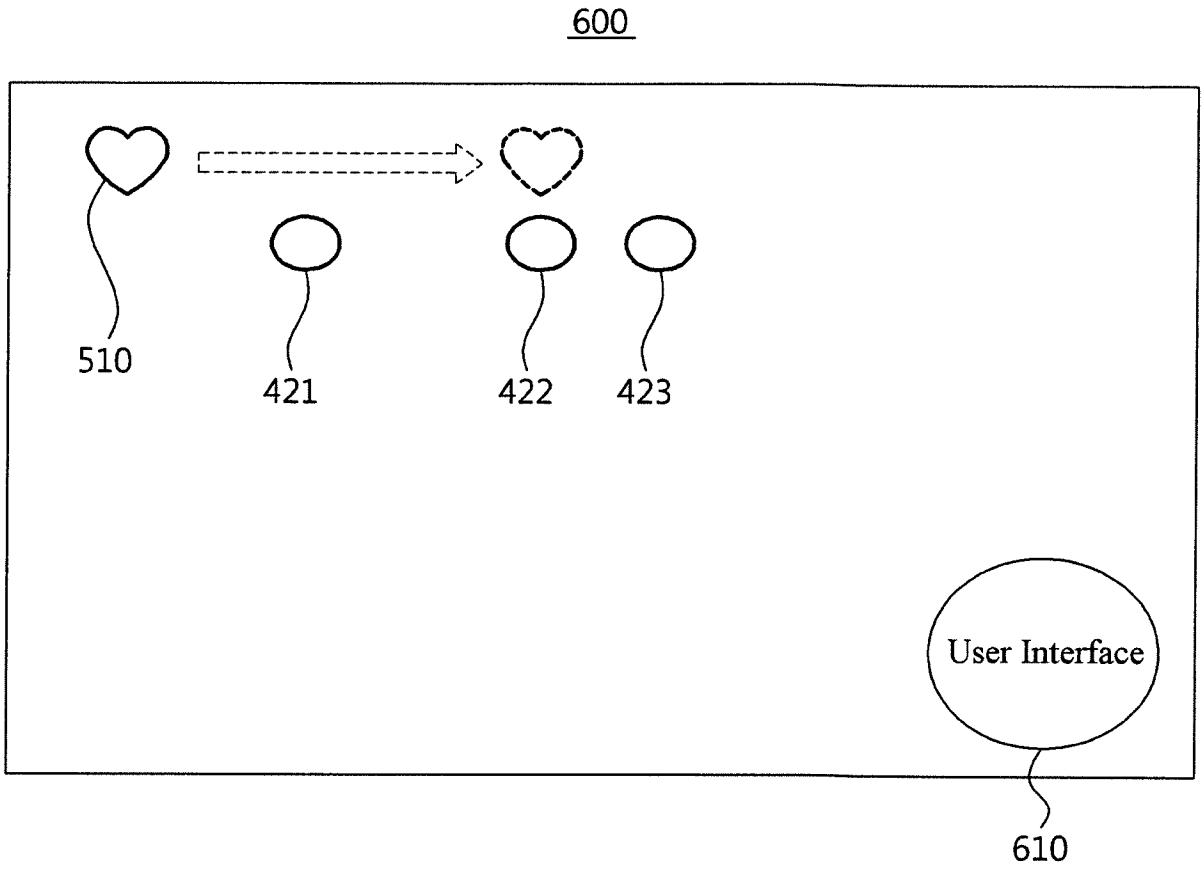


FIG. 7

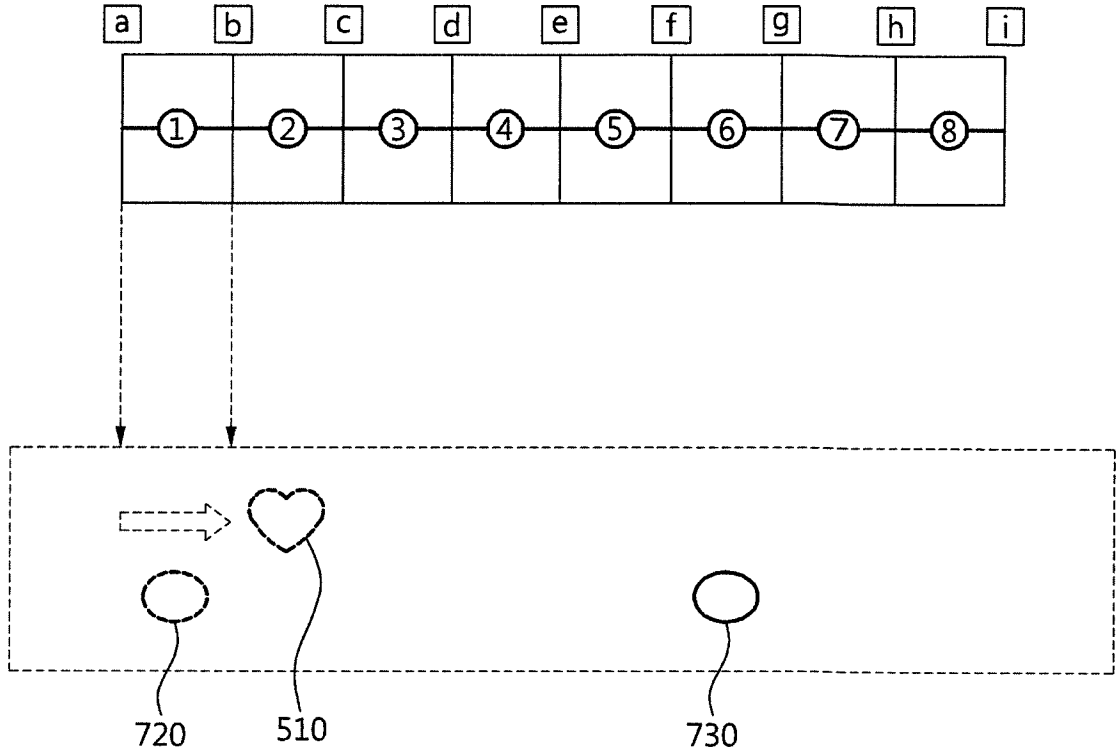


FIG. 8

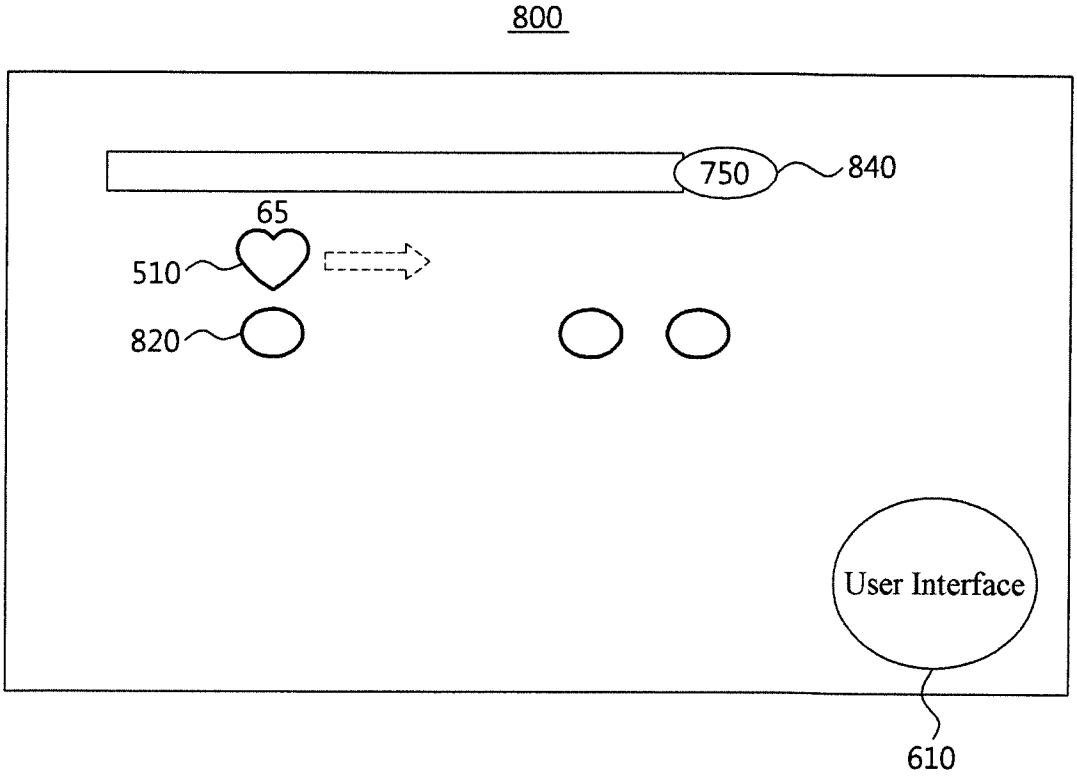


FIG. 9

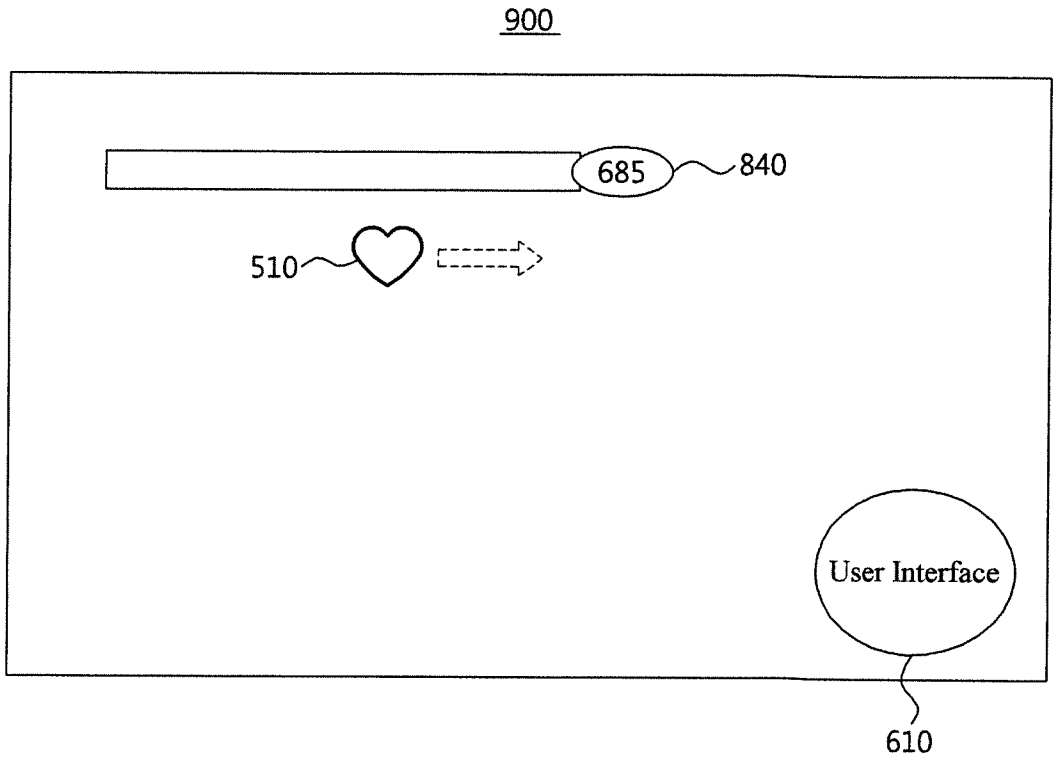


FIG. 10

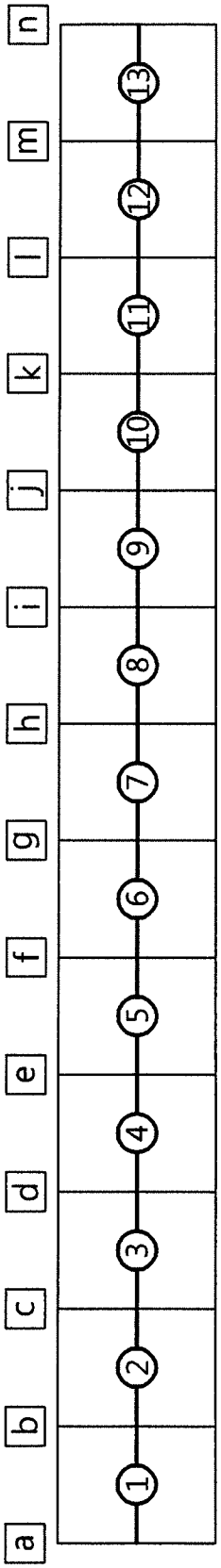


FIG. 11

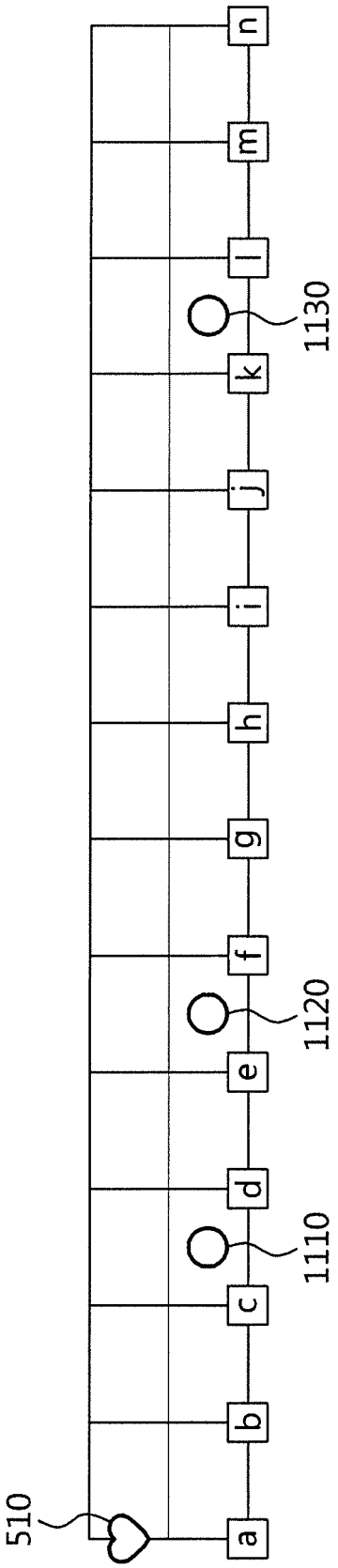


FIG. 12

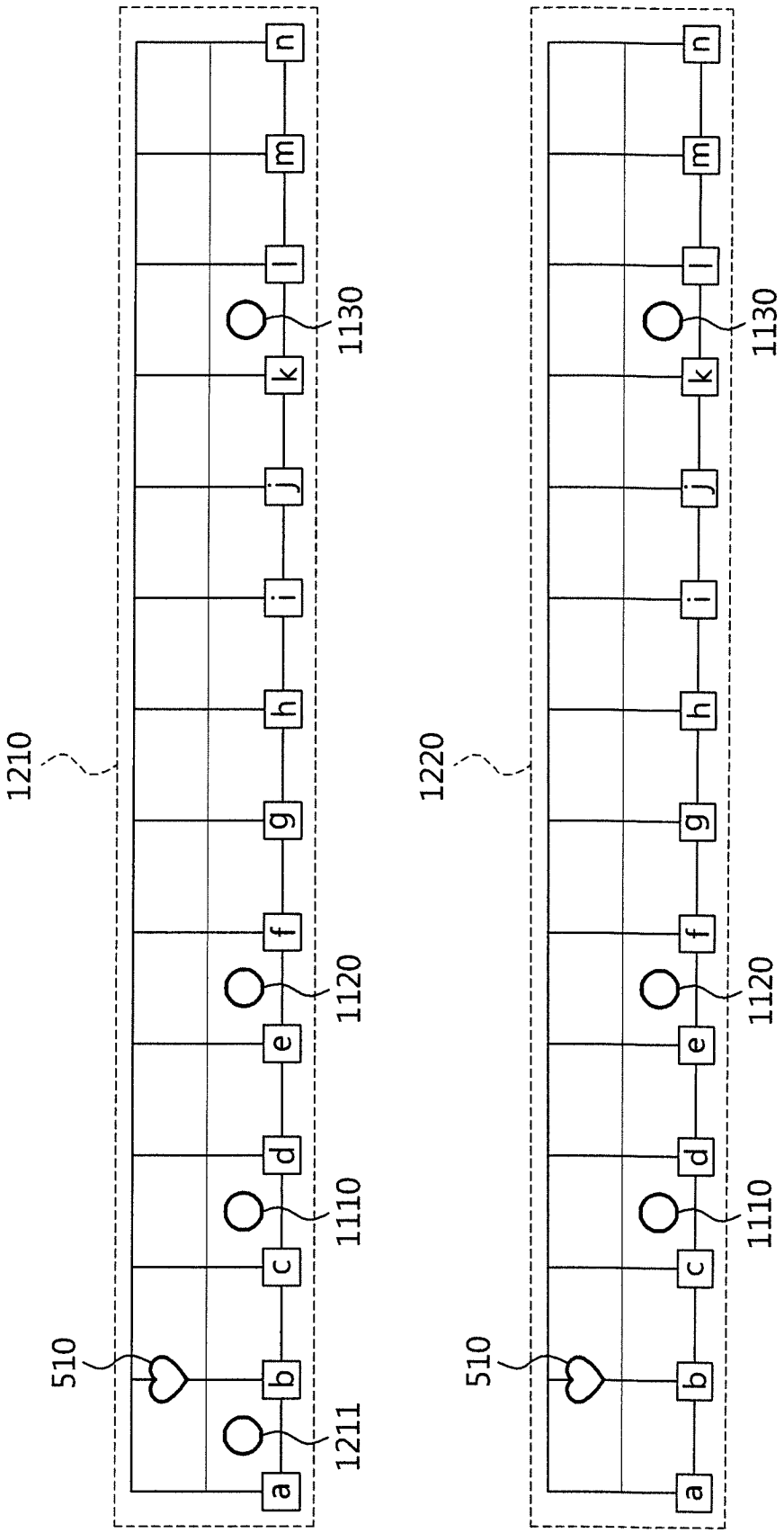


FIG. 13

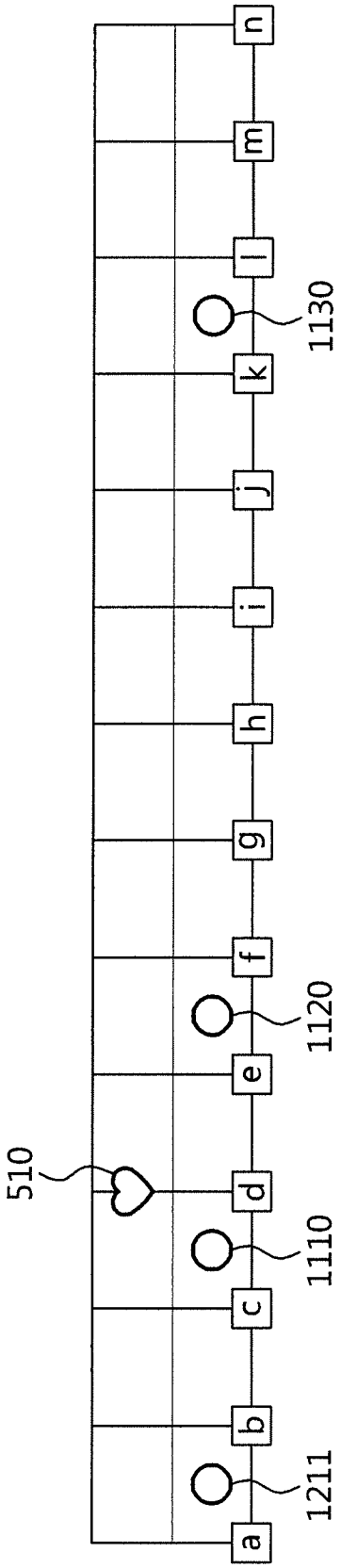


FIG. 14

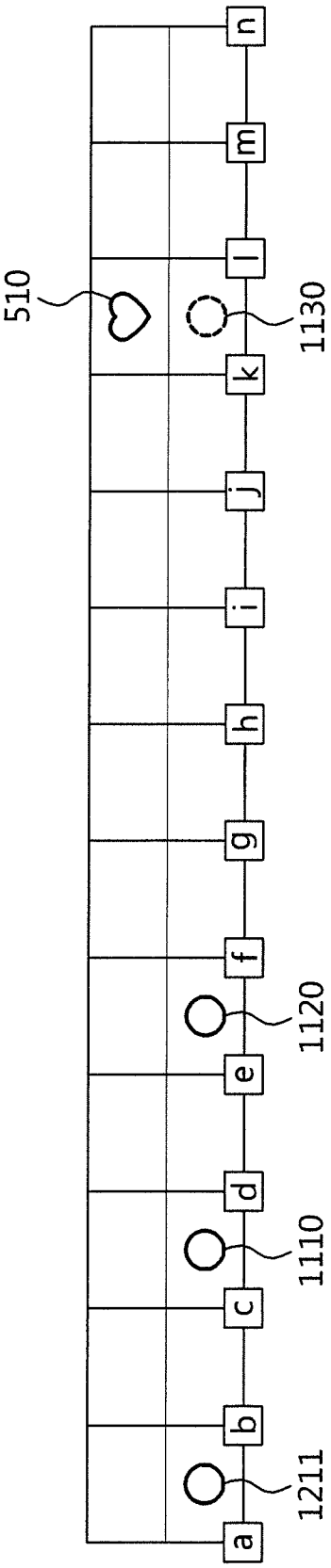


FIG. 15

