FIG. 1

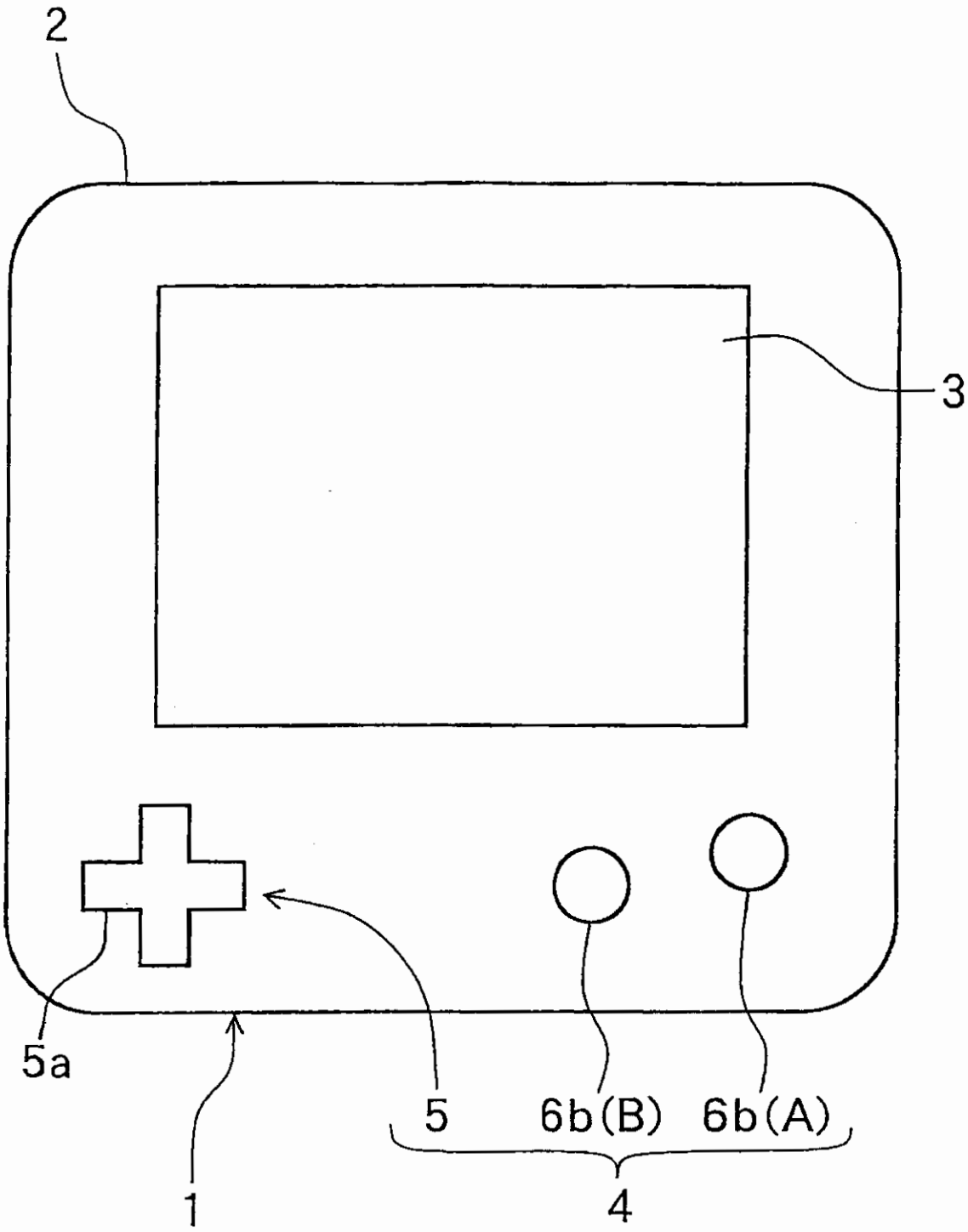


FIG. 2

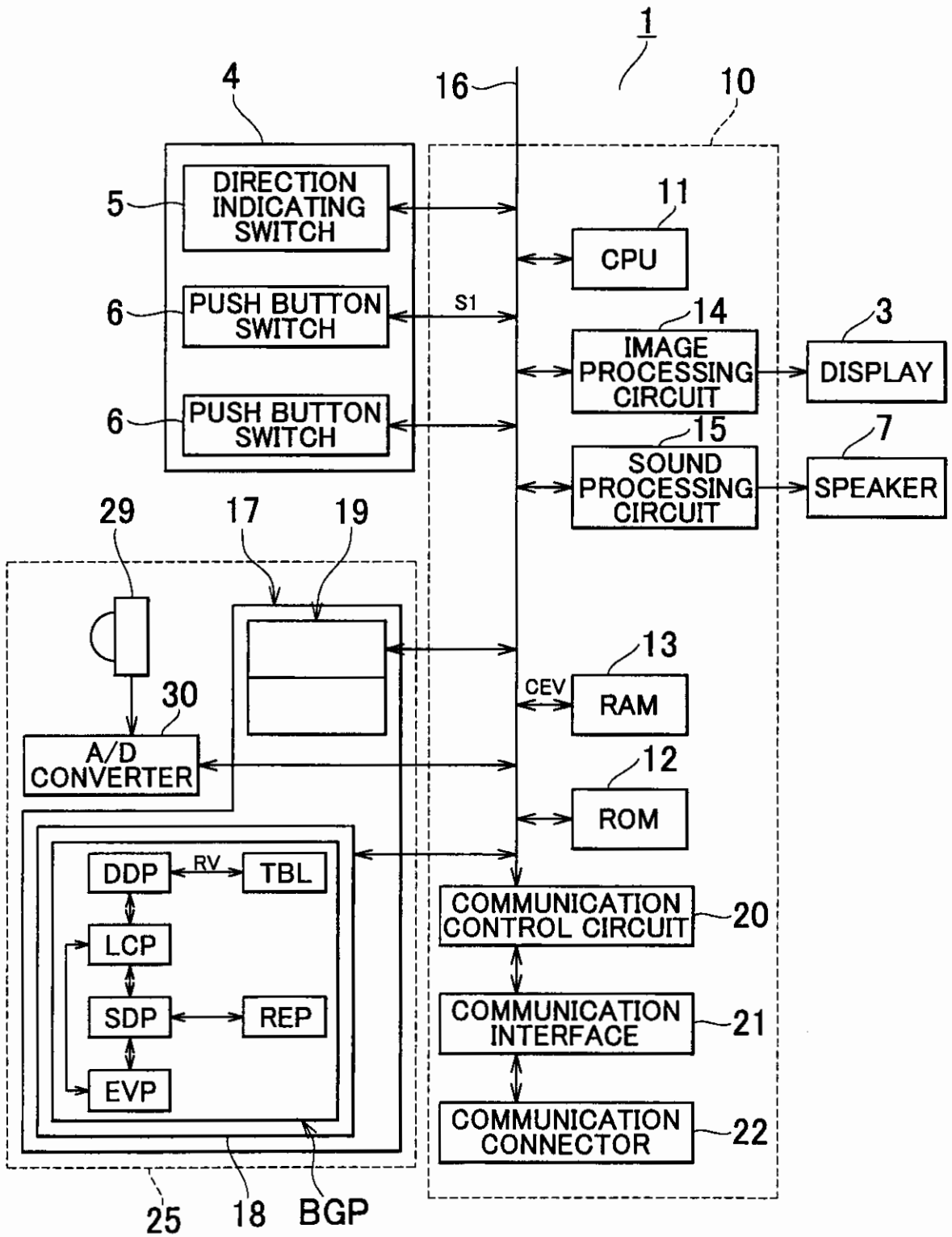

1
4
16
10
5
DIRECTION INDICATING SWITCH
11
CPU
6
PUSH BUTTON SWITCH
S1
14
IMAGE PROCESSING CIRCUIT
3
DISPLAY
6
PUSH BUTTON SWITCH
15
SOUND PROCESSING CIRCUIT
7
SPEAKER
29
17
19
13
CEV
RAM
30
A/D CONVERTER
12
ROM
DDP
RV
TBL
LCP
SDP
REP
EVP
COMMUNICATION CONTROL CIRCUIT
20
COMMUNICATION INTERFACE
21
COMMUNICATION CONNECTOR
22
25
18
BGP

FIG. 3

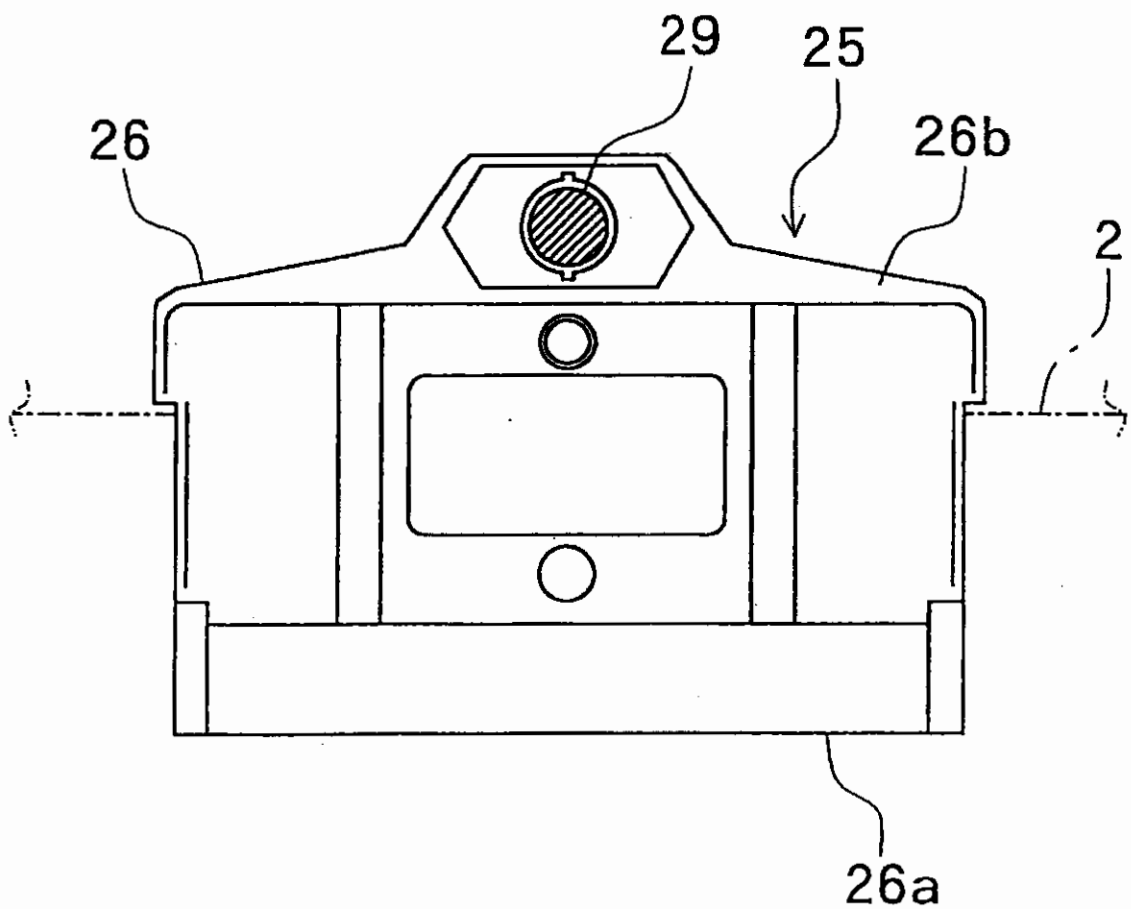


FIG. 4

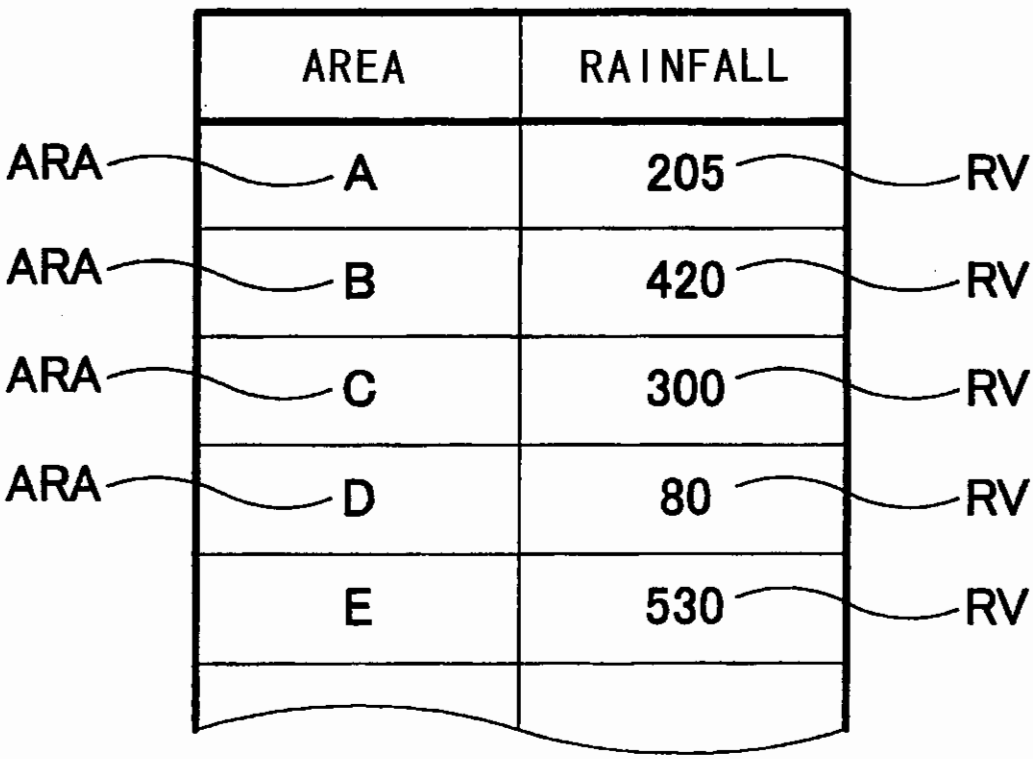
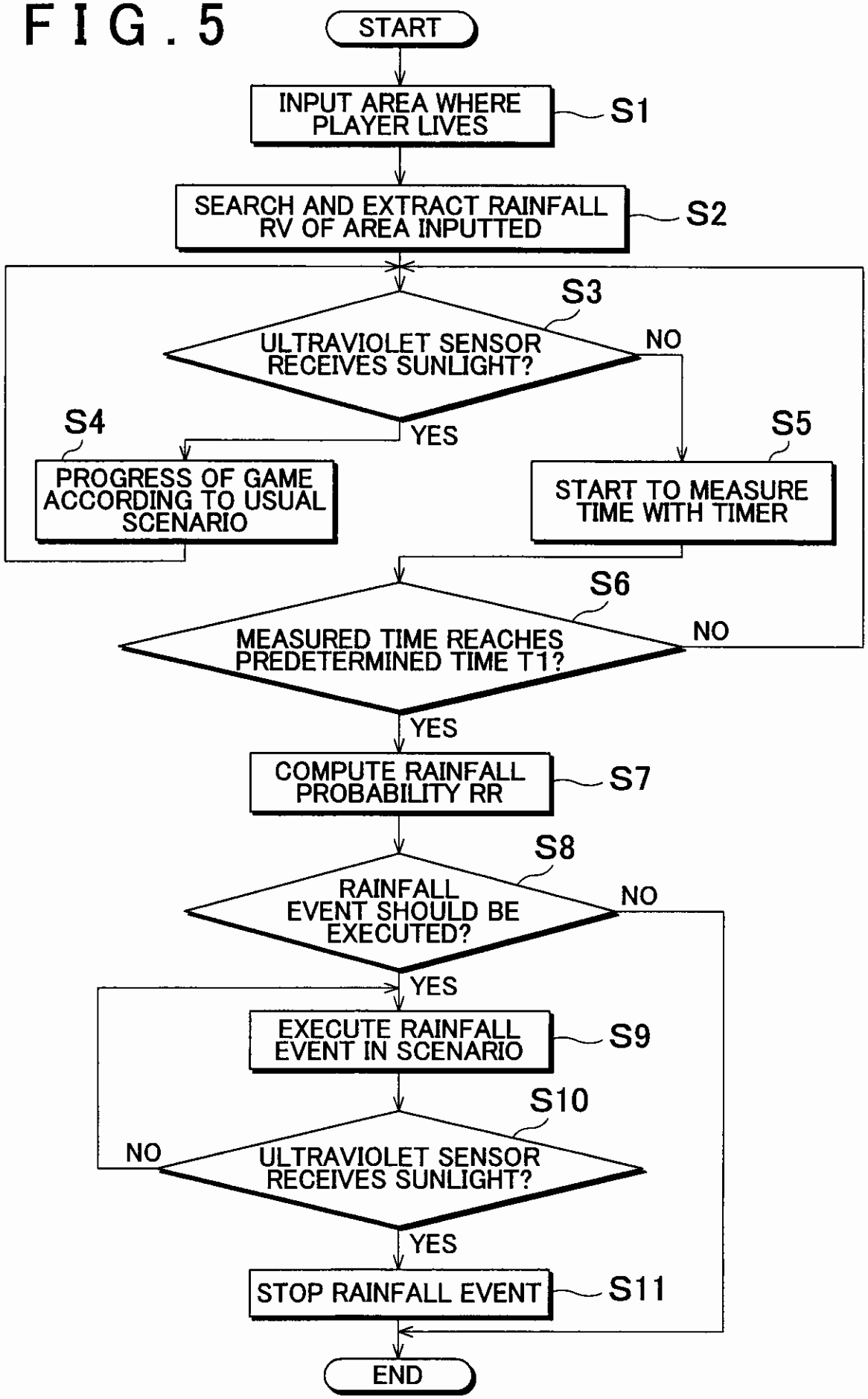

AREA
RAINFALL
ARA
A
205
RV
ARA
B
420
RV
ARA
C
300
RV
ARA
D
80
RV
E
530
RV

FIG. 5


START
INPUT AREA WHERE PLAYER LIVES
S1
SEARCH AND EXTRACT RAINFALL RV OF AREA INPUTTED
S2
S3
ULTRAVIOLET SENSOR RECEIVES SUNLIGHT?
NO
YES
S4
PROGRESS OF GAME ACCORDING TO USUAL SCENARIO
S5
START TO MEASURE TIME WITH TIMER
S6
MEASURED TIME REACHES PREDETERMINED TIME T1?
NO
YES
COMPUTE RAINFALL PROBABILITY RR
S7
S8
RAINFALL EVENT SHOULD BE EXECUTED?
NO
YES
EXECUTE RAINFALL EVENT IN SCENARIO
S9
S10
NO
ULTRAVIOLET SENSOR RECEIVES SUNLIGHT?
YES
STOP RAINFALL EVENT
S11
END