

TITLE OF THE INVENTION: MANAGEMENT SYSTEM FOR NETWORK MATCH PUZZLE
GAME

ABSTRACT

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[PROBLEM] To provide a game management system for a network match puzzle game in which players participate through wireless communication over the Internet.

10 [SOLUTION] A game management system according to the present invention is provided for a puzzle game in which players alternately put blocks of different shapes in unoccupied space on a game board of a predetermined shape within a predetermined allotted time, and sets competition schedule information including match start times of all
15 matches of a tournament up to a final match, each match start time being calculated by using a game time per match based on a maximum turn number and the allotted time, the maximum turn number being set for each game board or for each shape and/or number of the blocks. The game management system provides the competition schedule information, receives a
20 competition entry request, and sets pairings in the tournament. The game management system establishes a game session and performs game control, and simultaneously starts control of games in the set pairings at the match start times included in the competition schedule information.

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[SELECTED DRAWING] Fig. 2