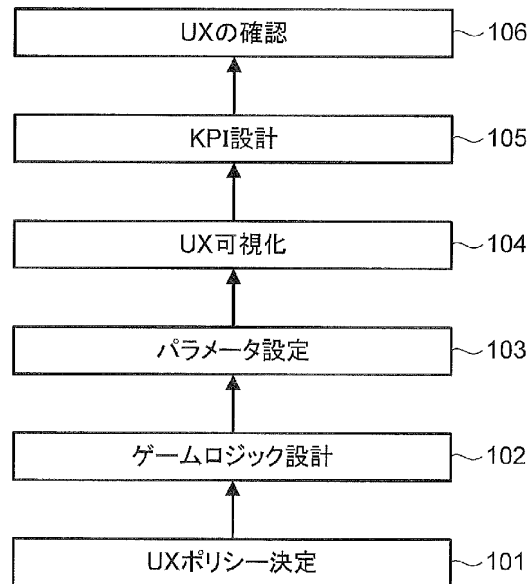
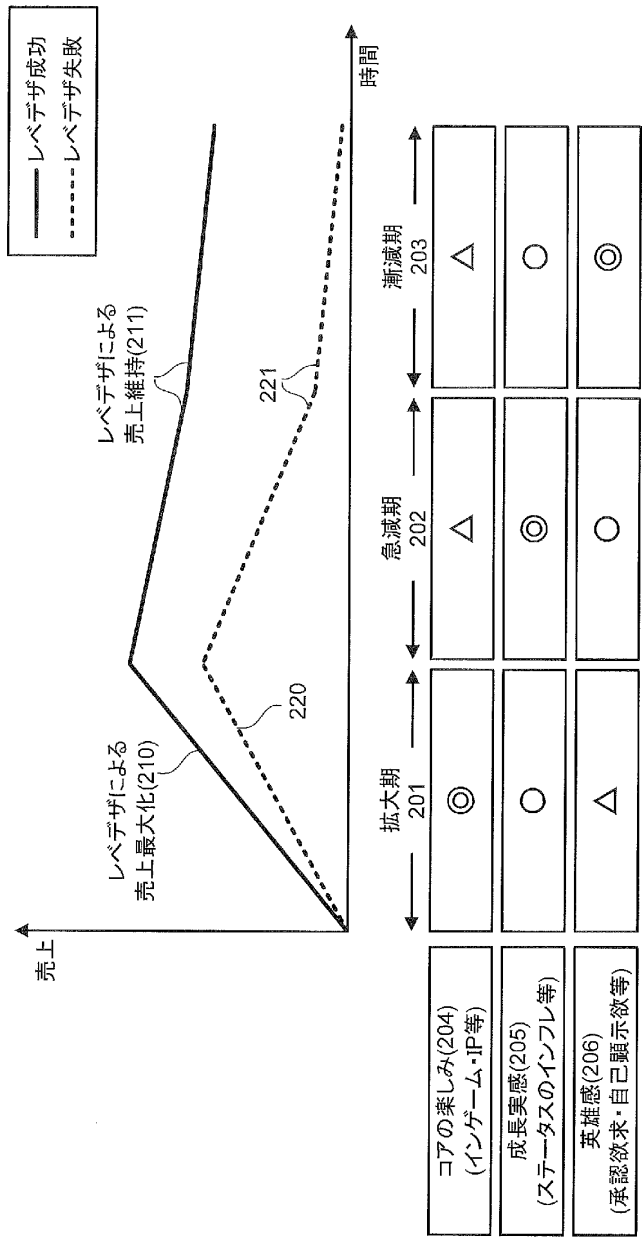


[図1]



[図2]



[図3]

	初心者	初級者	中級者	上級者	ランカー
エリア1	50%	45%	40%	15%	5%
エリア2	65%	60%	55%	25%	10%
エリア3	90%	75%	65%	40%	15%
エリア4	120%	90%	80%	55%	25%
エリア5	160%	110%	95%	65%	35%
エリア6	200%	125%	105%	75%	45%
エリア7	250%	180%	120%	90%	60%

UX

惨敗

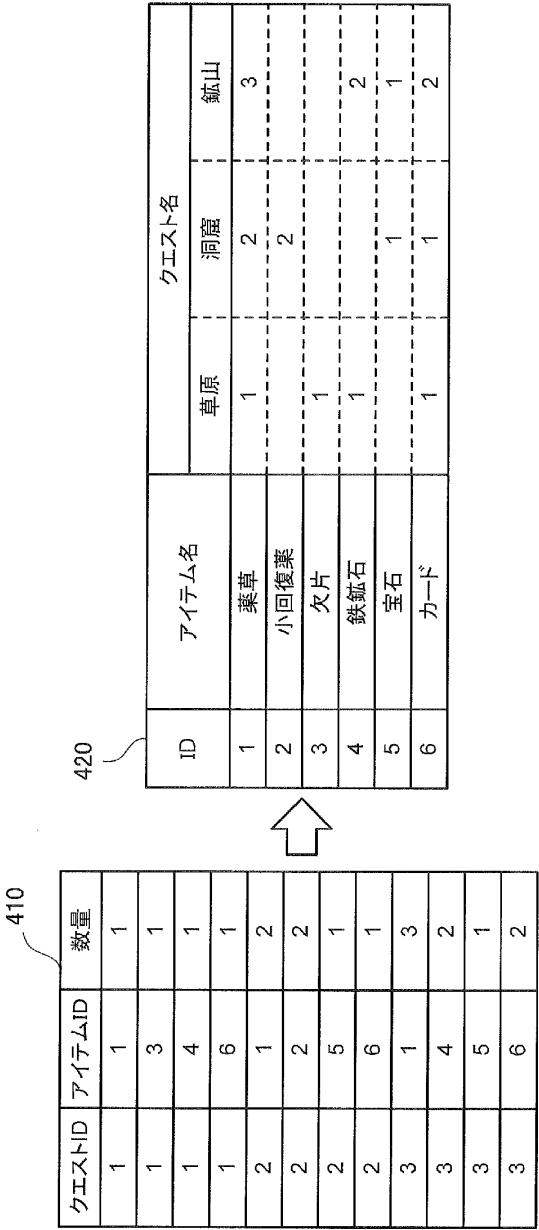
惜敗

辛勝

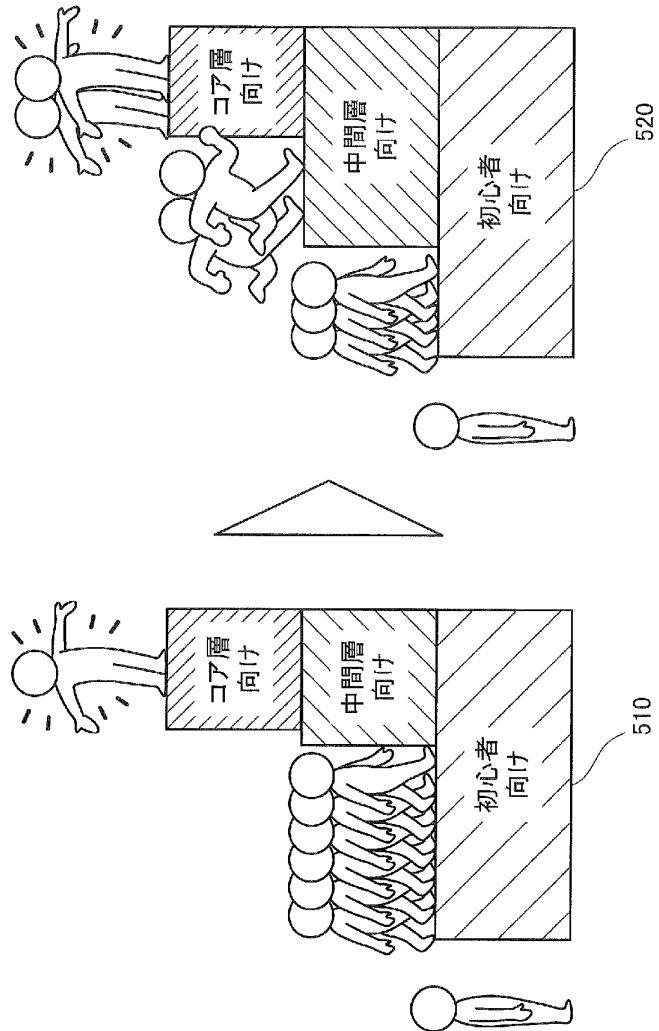
勝利

楽勝

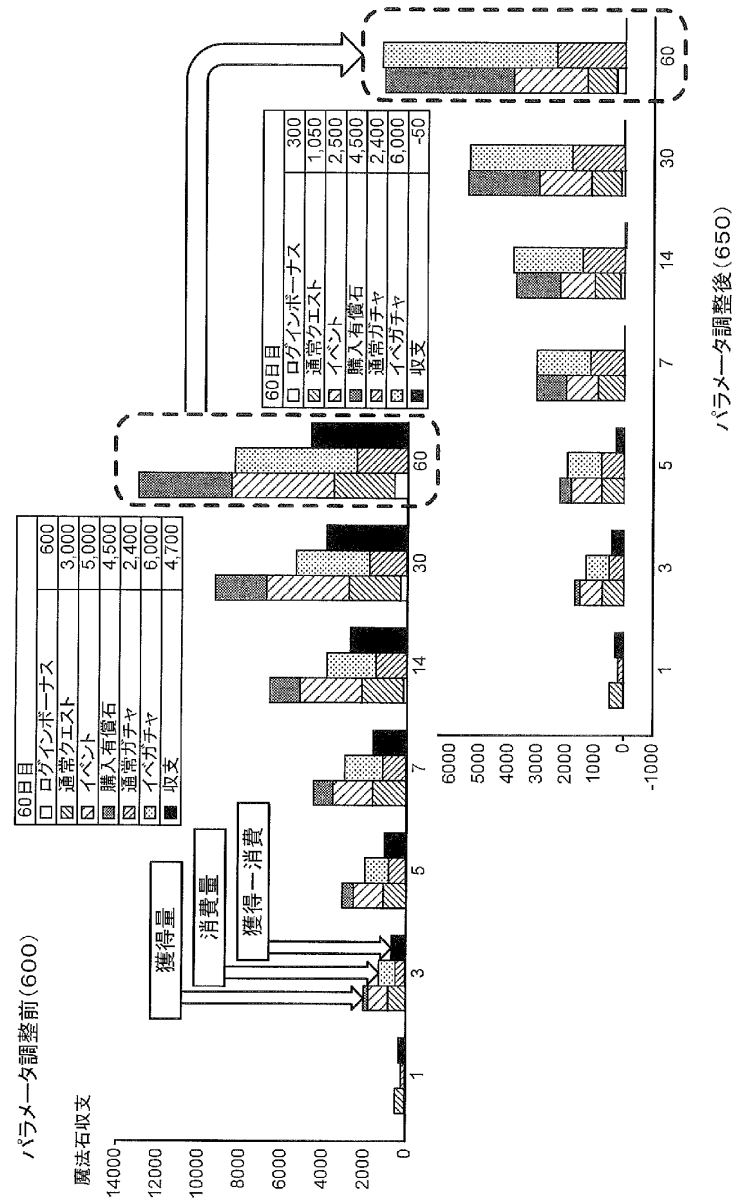
[図4]



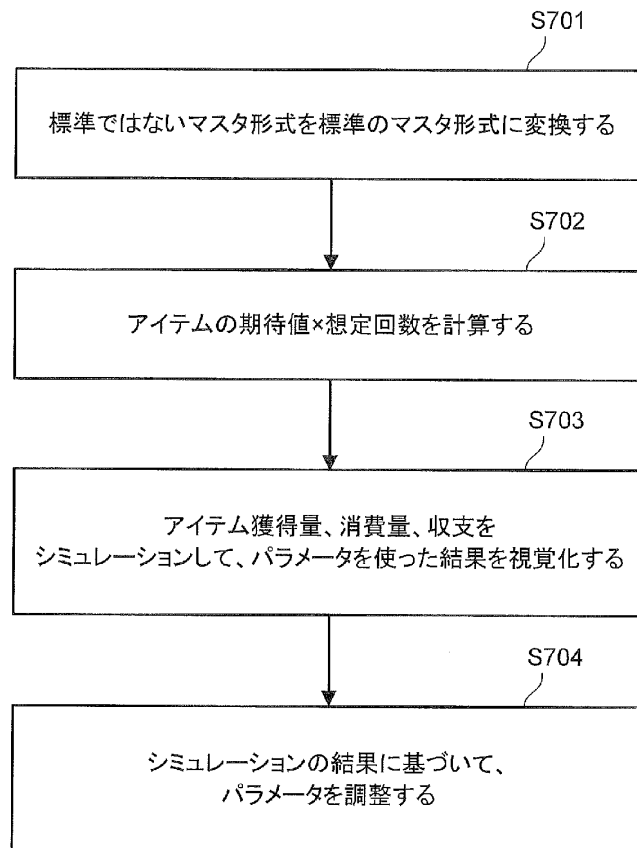
[図5]



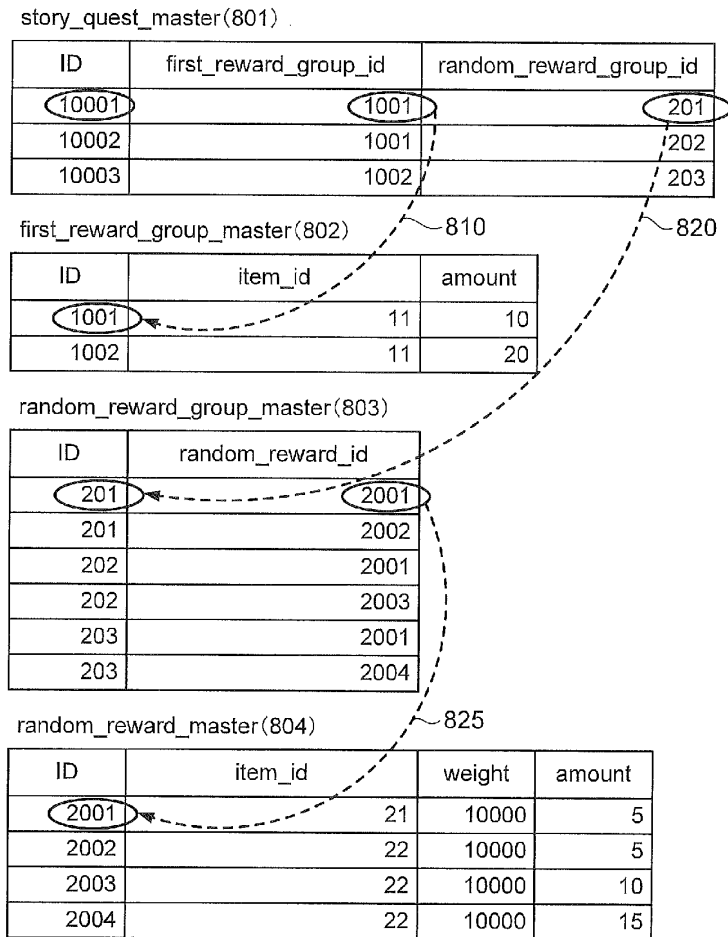
[図6]



[図7]



[図8]



[図9]

gacha_master(901)

ID	lot_table_id	use_item_id	use_item_amount
50001	501	11	20
50002	502	22	20

gacha_lot_table_master(902)

ID	rarity	weight
501	SR	80
501	SSR	15
501	UR	5
502	SR	80
502	SSR	15
502	UR	5

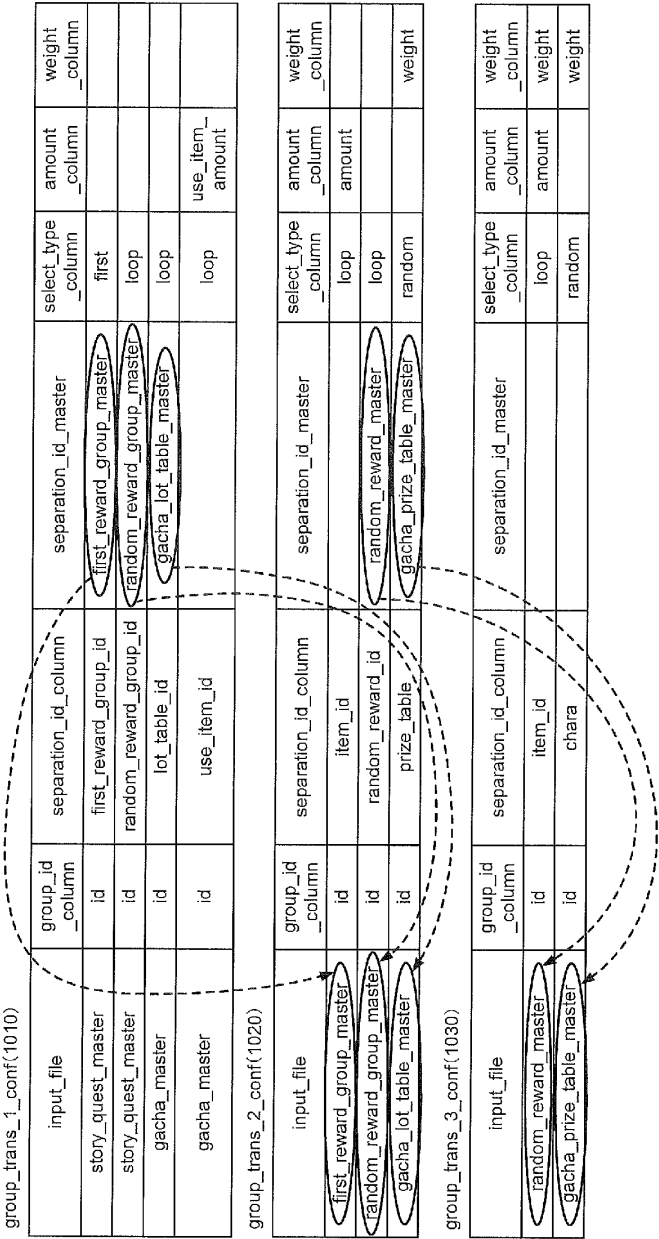
gacha_prize_table_master(903)

id	chara	weight
SR	SR_A	10
SR	SR_B	10
SR	SR_C	10
SSR	SSR_A	10
SSR	SSR_B	10
SSR	SSR_C	20
UR	UR_A	10
UR	UR_B	10

910

920

[図10]



[図11]

group_trans_1(1110)

行	group_id	separation_id	select_type	amount	weight
1	10001	1001	first	1	
2	10002	1001	first	1	
3	10003	1002	first	1	
4	10001	201	loop	1	
5	10002	202	loop	1	
6	10003	203	loop	1	
7	50001	501	loop	1	
8	50002	502	loop	10	
9	50001	11	loop	-20	
10	50002	11	loop	-20	

group_trans_2(1120)

行	group_id	separation_id	select_type	amount	weight
1	1001	11	loop	10	
2	1002	11	loop	20	
3	201	2001	loop	1	
4	201	2002	loop	1	
5	202	2001	loop	1	
6	202	2003	loop	1	
7	203	2001	loop	1	
8	203	2004	loop	1	
9	501	SR	random	1	80
10	501	SSR	random	1	15
11	501	UR	random	1	5
12	502	SR	random	1	80
13	502	SSR	random	1	15
14	502	UR	random	1	5

group_trans_3(1130)

行	group_id	separation_id	select_type	amount	weight
1	2001	21	loop	5	10000
2	2002	22	loop	5	10000
3	2003	22	loop	10	10000
4	2004	22	loop	15	10000
5	SR	SR_A	random	1	10
6	SR	SR_B	random	1	10
7	SR	SR_C	random	1	10
8	SSR	SSR_A	random	1	10
9	SSR	SSR_B	random	1	10
10	SSR	SSR_C	random	1	20
11	UR	UR_A	random	1	10
12	UR	UR_B	random	1	10
13	SR	SR_A	random	1	10
14	SR	SR_B	random	1	10
15	SR	SR_C	random	1	10
16	SSR	SSR_A	random	1	10
17	SSR	SSR_B	random	1	10
18	SSR	SSR_C	random	1	20
19	UR	UR_D	random	1	10
20	UR	UR_E	random	1	10

[図12]

行	アクション名	アイテム名	量	初回
1	10001	11	10.0	TRUE
2	10001	21	5.0	FALSE
3	10001	22	5.0	FALSE
4	10002	11	10.0	TRUE
5	10002	21	5.0	FALSE
6	10002	22	10.0	FALSE
7	10003	11	20.0	TRUE
8	10003	21	5.0	FALSE
9	10003	22	15.0	FALSE
10	50001	SR_A	0.266	FALSE
11	50001	SR_B	0.266	FALSE
12	50001	SR_C	0.266	FALSE
13	50001	SSR_A	0.038	FALSE
14	50001	SSR_B	0.038	FALSE
15	50001	SSR_C	0.075	FALSE
16	50001	UR_A	0.025	FALSE
17	50001	UR_B	0.025	FALSE
18	50001	11	-20.000	FALSE
19	50002	SR_A	0.266	FALSE
20	50002	SR_B	0.266	FALSE
21	50002	SR_C	0.266	FALSE
22	50002	SSR_A	0.038	FALSE
23	50002	SSR_B	0.038	FALSE
24	50002	SSR_C	0.075	FALSE
25	50002	UR_D	0.025	FALSE
26	50002	UR_E	0.025	FALSE
27	50002	21	-20.000	FALSE

[図13]

battle_master(1310)

id	first_treasure_id	first_treasure_amount	random_treasure_id	random_treasure_amount
3001	111	5	222	50
3002	111	10	222	100
3003	111	15	222	150
3004	111	20	222	200
3005	111	25	222	250

event_gacha_master(1320)

id	card	weight
100001	UR_AA	1
100001	UR_BB	1
100001	UR_CC	1
100001	UR_DD	1
100001	SSR_AA	4
100001	SSR_BB	4
100001	SSR_CC	4
100001	SSR_DD	4
100001	SR_AA	8
100001	SR_BB	8
100001	SR_CC	8
100001	SR_DD	8
100001	R_AA	12
100001	R_BB	12
100001	R_CC	12
100001	R_DD	12

[図14]

group_trans_1_conf							
input_file	group_id_column	separation_id_column	separation_id_master	select_type_column	amount_column	weight_column	
battle_master	id	first_treasure_id		first	first_treasure_amount		
battle_master	id	random_treasure_id		loop	random_treasure_amount		
event_gacha_master	id	card		random		weight	

[図15]

group_trans_1

行	group_id	separation_id	select_type	amount	weight
1	3001	111	first	5	
2	3002	111	first	10	
3	3003	111	first	15	
4	3004	111	first	20	
5	3005	111	first	25	
6	3001	222	loop	50	
7	3002	222	loop	100	
8	3003	222	loop	150	
9	3004	222	loop	200	
10	3005	222	loop	250	
11	100001	UR_AA	random	1	1
12	100001	UR_BB	random	1	1
13	100001	UR_CC	random	1	1
14	100001	UR_DD	random	1	1
15	100001	SSR_AA	random	1	4
16	100001	SSR_BB	random	1	4
17	100001	SSR_CC	random	1	4
18	100001	SSR_DD	random	1	4
19	100001	SR_AA	random	1	8
20	100001	SR_BB	random	1	8
21	100001	SR_CC	random	1	8
22	100001	SR_DD	random	1	8
23	100001	R_AA	random	1	12
24	100001	R_BB	random	1	12
25	100001	R_CC	random	1	12
26	100001	R_DD	random	1	12

[図16]

行	アクション名	アイテム名	量	初回
1	3001	111	5.0	TRUE
2	3001	222	50.0	FALSE
3	3002	111	10.0	TRUE
4	3002	222	100.0	FALSE
5	3003	111	15.0	TRUE
6	3003	222	150.0	FALSE
7	3004	111	20.0	TRUE
8	3004	222	200.0	FALSE
9	3005	111	25.0	TRUE
10	3005	222	250.0	FALSE
11	100001	UR_AA	0.01	FALSE
12	100001	UR_BB	0.01	FALSE
13	100001	UR_CC	0.01	FALSE
14	100001	UR_DD	0.01	FALSE
15	100001	SSR_AA	0.04	FALSE
16	100001	SSR_BB	0.04	FALSE
17	100001	SSR_CC	0.04	FALSE
18	100001	SSR_DD	0.04	FALSE
19	100001	SR_AA	0.08	FALSE
20	100001	SR_BB	0.08	FALSE
21	100001	SR_CC	0.08	FALSE
22	100001	SR_DD	0.08	FALSE
23	100001	R_AA	0.12	FALSE
24	100001	R_BB	0.12	FALSE
25	100001	R_CC	0.12	FALSE
26	100001	R_DD	0.12	FALSE

[図17]

story_quest_master(1710)		action_num		
id		day1	day2	day3
	10001		5	3
	10002			5
	10003			

gacha_master(1720)		action_num		
id		day1	day2	day3
	50001		2	3
	50002			

[図18]

行	アクション名	アイテム名	アクション回数			獲得個数		
			day1	day2	day3	day1	day2	day3
1	10001	11	5	3	0	50	30	0
2	10001	21	5	3	0	25	15	0
3	10001	22	5	3	0	25	15	0
4	10002	11	0	5	3	0	50	30
5	10002	21	0	5	3	0	25	15
6	10002	22	0	5	3	0	50	30
7	10003	11	0	0	5	0	0	100
8	10003	21	0	0	5	0	0	25
9	10003	22	0	0	5	0	0	75
10	50001 SR_A		2	3	0	0.532	0.798	0
11	50001 SR_B		2	3	0	0.532	0.798	0
12	50001 SR_C		2	3	0	0.532	0.798	0
13	50001 SSR_A		2	3	0	0.076	0.114	0
14	50001 SSR_B		2	3	0	0.076	0.114	0
15	50001 SSR_C		2	3	0	0.15	0.225	0
16	50001 UR_A		2	3	0	0.05	0.076	0
17	50001 UR_B		2	3	0	0.05	0.076	0
18	50001	11	2	3	0	-40	-60	0
19	50002 SR_A		0	0	2	0	0	0.532
20	50002 SR_B		0	0	2	0	0	0.532
21	50002 SR_C		0	0	2	0	0	0.532
22	50002 SSR_A		0	0	2	0	0	0.076
23	50002 SSR_B		0	0	2	0	0	0.076
24	50002 SSR_C		0	0	2	0	0	0.15
25	50002 UR_D		0	0	2	0	0	0.05
26	50002 UR_E		0	0	2	0	0	0.05
27	50002	21	0	0	2	0	0	-40

[図19]

アイテム名	day1	day2	day3	total
11	10	20	130	160
21	25	40	0	65
22	25	65	105	195
SR_A	0.532	0.798	0.532	1.862
SR_B	0.532	0.798	0.532	1.862
SR_C	0.532	0.798	0.532	1.862
SSR_A	0.076	0.114	0.076	0.266
SSR_B	0.076	0.114	0.076	0.266
SSR_C	0.15	0.225	0.15	0.525
UR_A	0.05	0.076	0	0.126
UR_B	0.05	0.076	0	0.126
UR_D	0	0	0.05	0.05
UR_E	0	0	0.05	0.05

[図20]

アイテム名	day1	day2	day3	total
11	40	60	0	100
21	0	0	40	40
22	0	0	0	0
SR_A	0	0	0	0
SR_B	0	0	0	0
SR_C	0	0	0	0
SSR_A	0	0	0	0
SSR_B	0	0	0	0
SSR_C	0	0	0	0
UR_A	0	0	0	0
UR_B	0	0	0	0
UR_D	0	0	0	0
UR_E	0	0	0	0

[図21]

アイテム名	day1	day2	day3	total
11	-30	-40	130	60
21	25	40	-40	25
22	25	65	105	195
SR_A	0.532	0.798	0.532	1.862
SR_B	0.532	0.798	0.532	1.862
SR_C	0.532	0.798	0.532	1.862
SSR_A	0.076	0.114	0.076	0.266
SSR_B	0.076	0.114	0.076	0.266
SSR_C	0.15	0.225	0.15	0.525
UR_A	0.05	0.076	0	0.126
UR_B	0.05	0.076	0	0.126
UR_D	0	0	0.05	0.05
UR_E	0	0	0.05	0.05

[図22]

