

THROWING GAME DEVICE, INFORMATION PROCESSING DEVICE,
INFORMATION PROCESSING METHOD, AND PROGRAM

Abstract

Provided is a throwing game device and so forth that can improve amusement qualities of throwing games. An information processing device that outputs display data relating to a throwing game, in which points associated with a segment, which a throwing object hits, from among a plurality of segments provided on a target are sequentially subtracted from a score, and finishing is decided by making the score match a reference value, includes a per-segment least throws count calculating unit that calculates a per-segment least throws count that is a smallest count of throws necessary to make the score match the reference value, in association with each segment from among the plurality of segments, in a case of assuming that the throwing object hits the segment in a next throw, a display data generating unit that generates display data for displaying at least one segment from among the plurality of segments in a display form based on the per-segment least throws count associated with the segment, and an output unit that outputs the display data.

FIG. 6