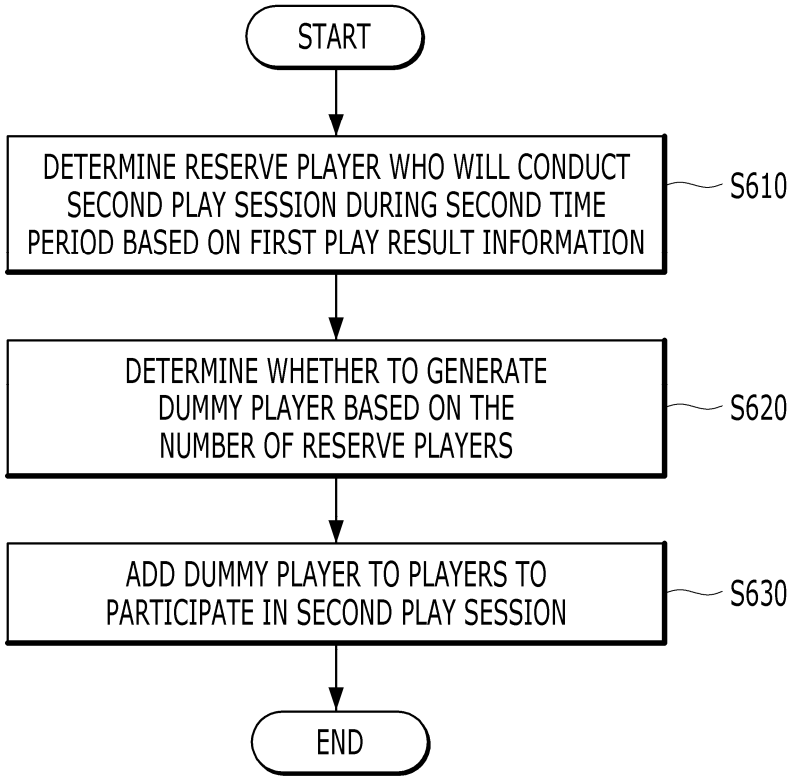

START
DETERMINE RESERVE PLAYER WHO WILL CONDUCT SECOND PLAY SESSION DURING SECOND TIME PERIOD BASED ON FIRST PLAY RESULT INFORMATION
S610
DETERMINE WHETHER TO GENERATE DUMMY PLAYER BASED ON THE NUMBER OF RESERVE PLAYERS
S620
ADD DUMMY PLAYER TO PLAYERS TO PARTICIPATE IN SECOND PLAY SESSION
S630
END

Fig. 10