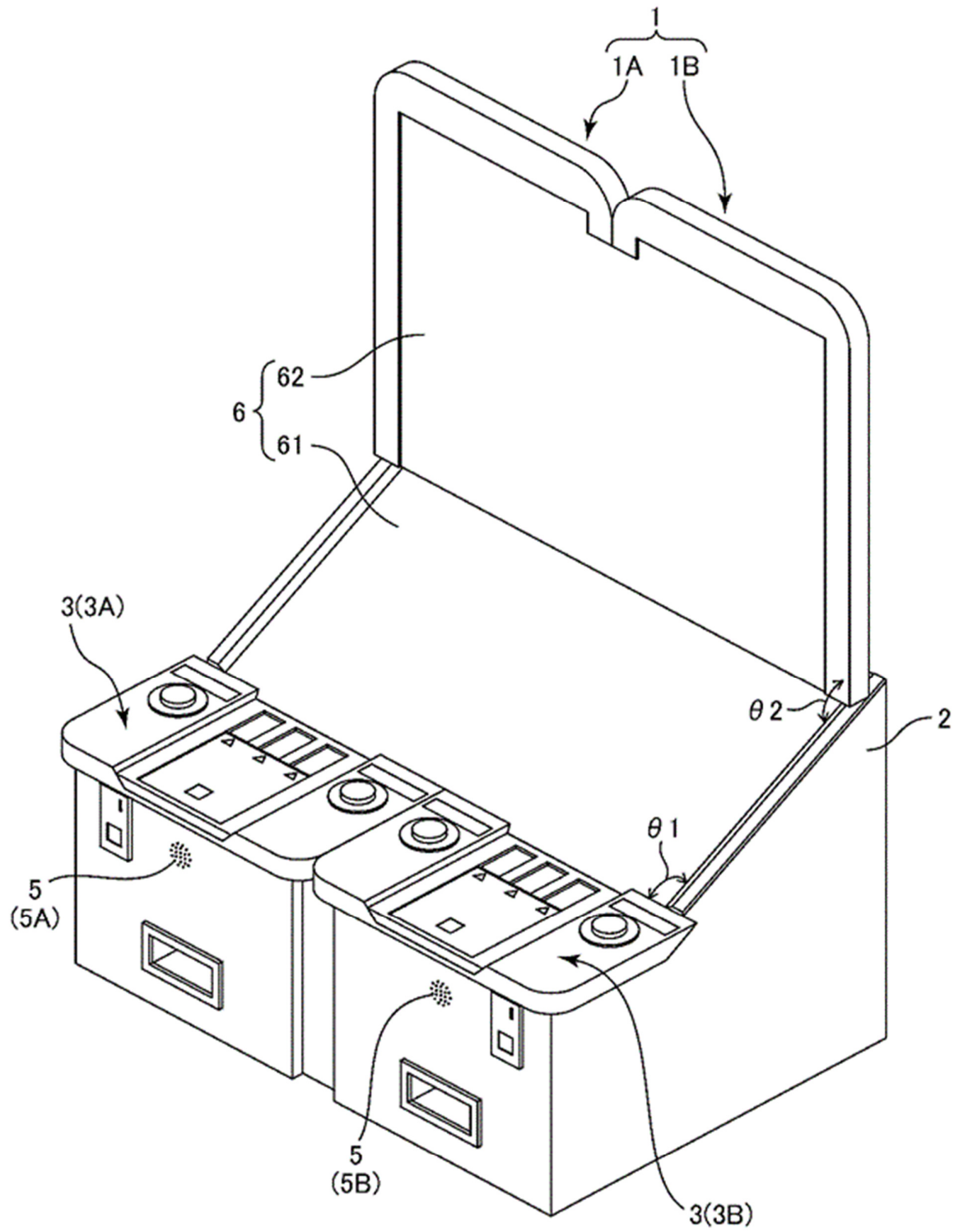
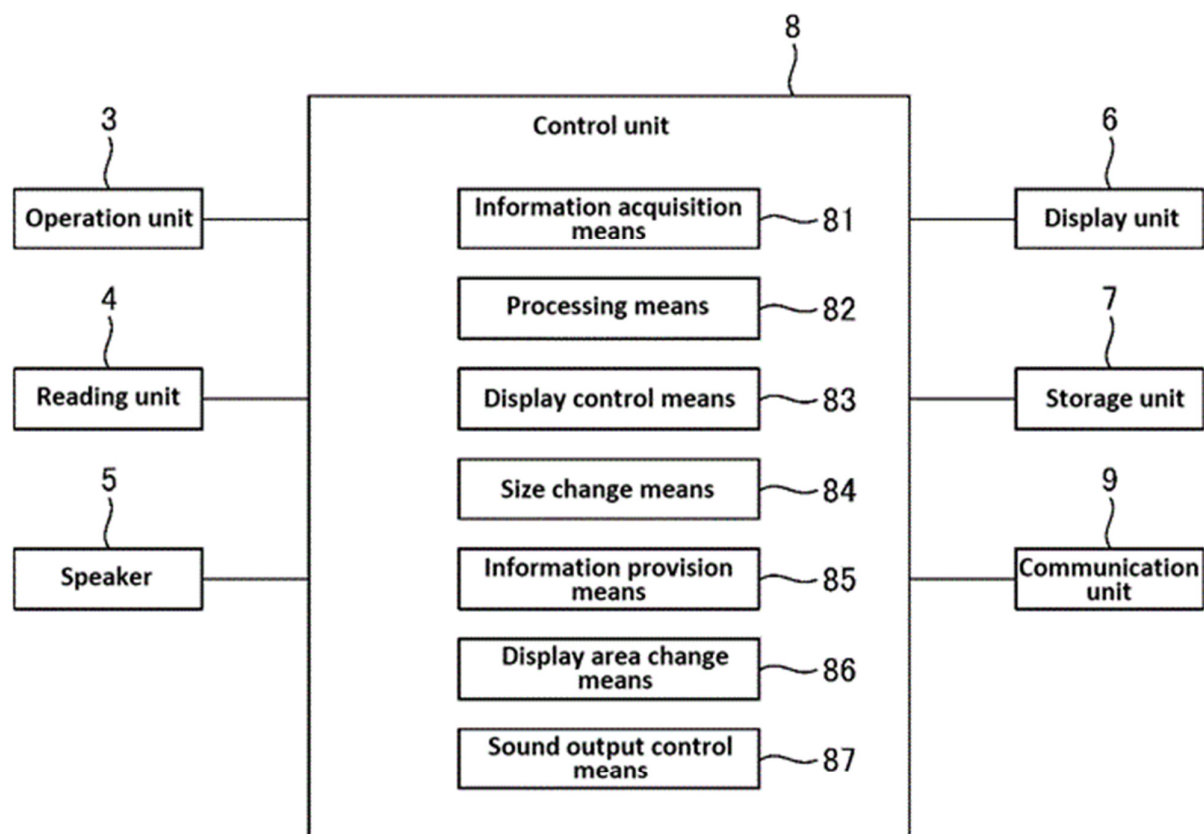
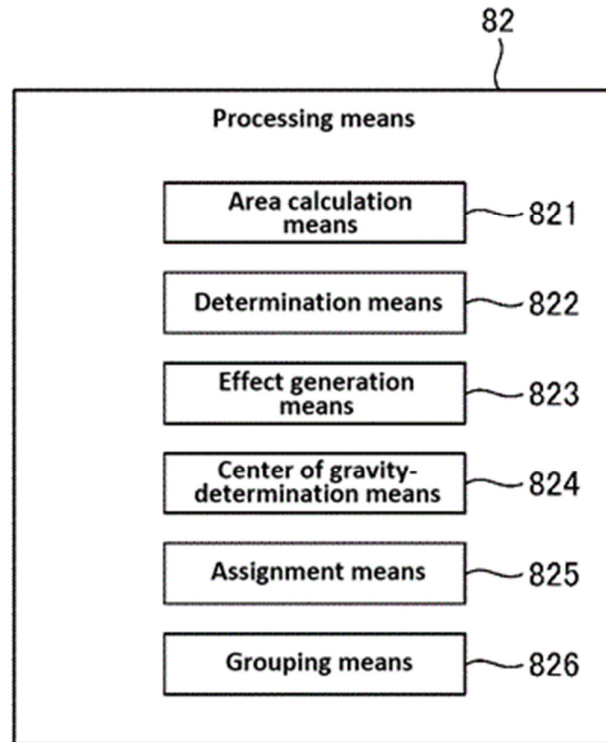
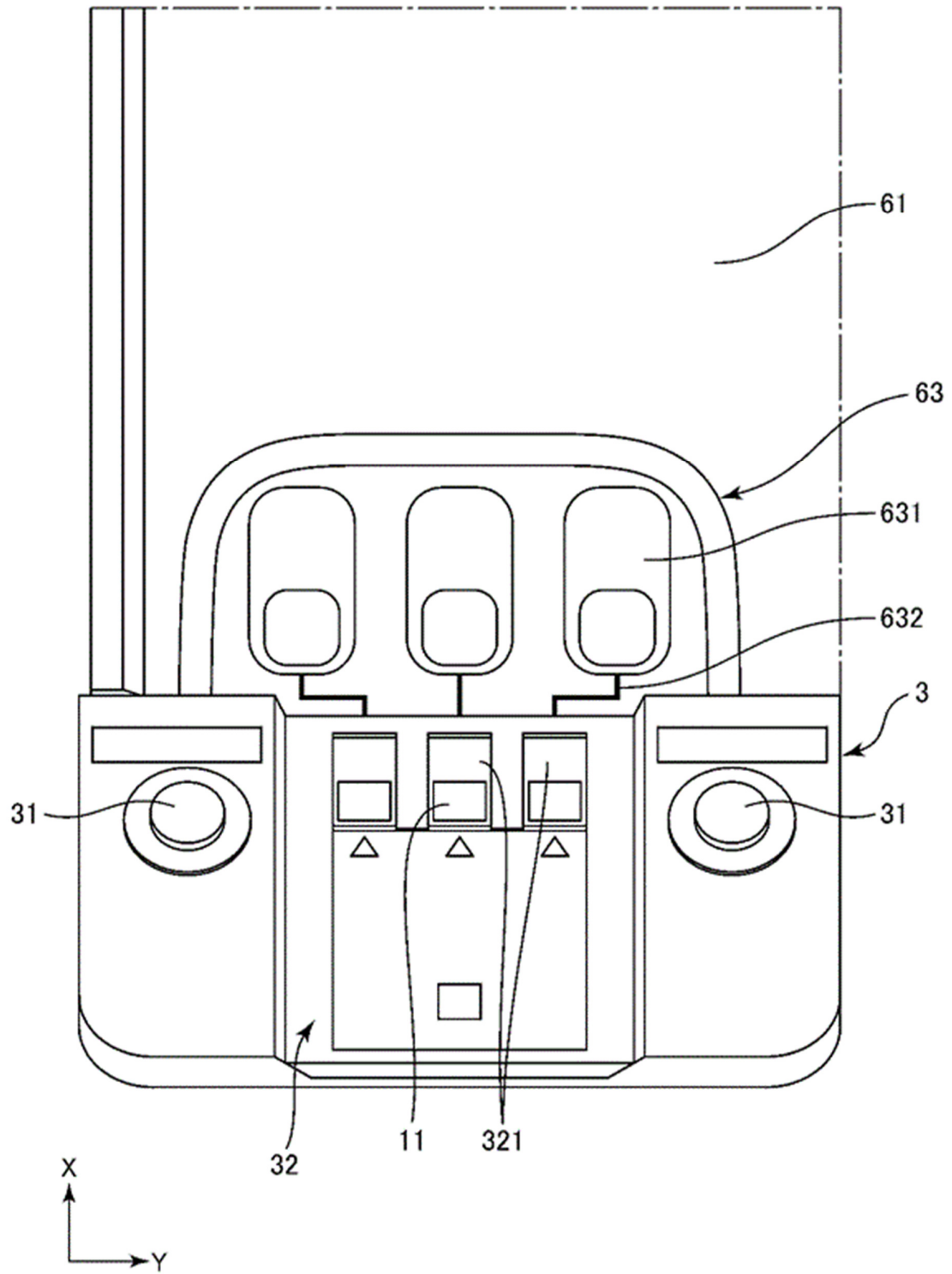


**FIG.1**

**FIG.2**

**FIG.3**

**FIG.4**

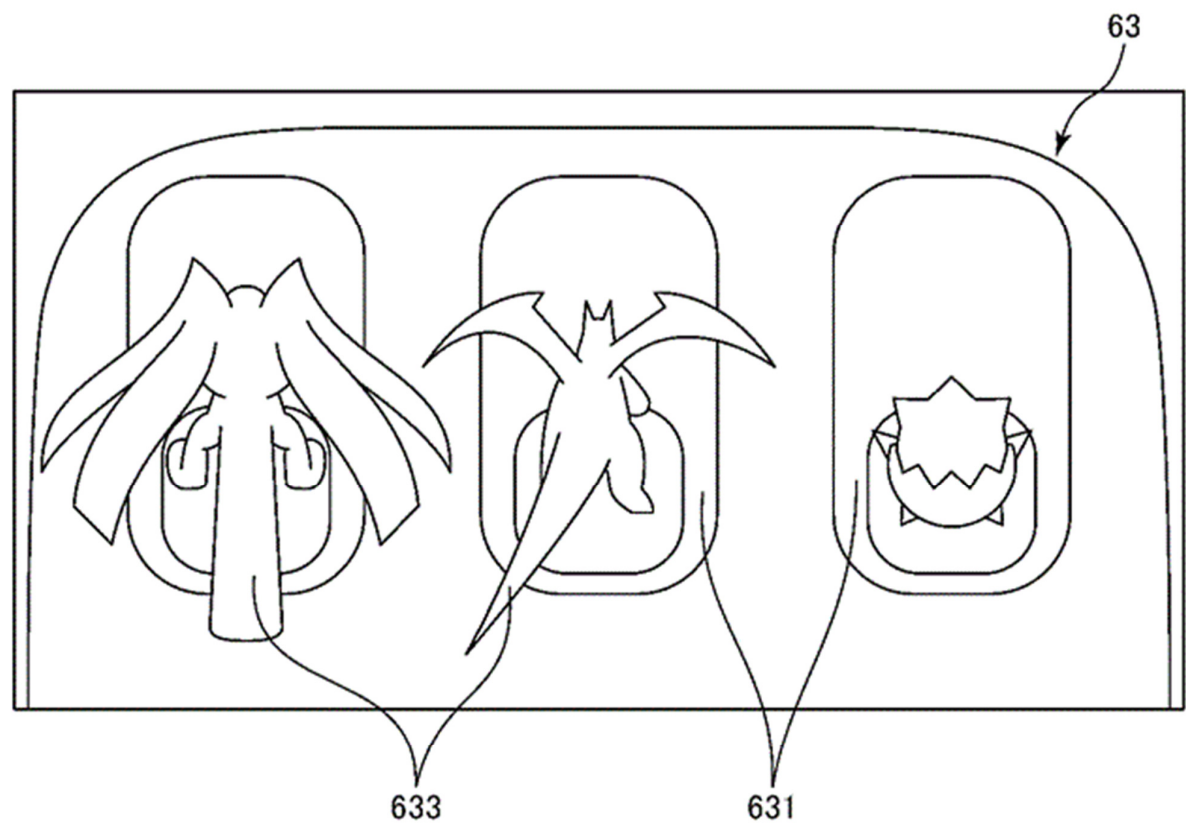


FIG.5

	Character	Size	Lane ratio (Width)	Lane ratio (Length)
1	A	LL	1.4	1.4
2	B	L	1.2	1.2
3	C	M	1	1
4	D	S	0.8	0.8
5	Z	Mega	2.5	2.5
:	:	:	:	:
:	:	:	:	:

FIG.6

● Character A						
	Reference information			Appeal information		
Opponent character	Text information	Image information	...	Audio information	Image information	...
B	Seems likely to attack first	Excellent	...	Cry	Double circular ring	...
C	Even quickness	Normal	...	Cry	Triple circular ring	...
D	Opponent seems to be faster	Not enough	...	Cry	-	...
:	:	:	:	:	:	:

FIG.7

Type	Pixel area	Effect 1	Effect 2	...	Assigned pixel area
Finger	1~9999			...	1 × 1
Stylus Pen	1~9999			...	1 × 1
:	:	:	:	:	:
Three fingers	100000~149999			...	3 × 3
:	:	:	:	:	:
Child's palm	100000~149999			...	3 × 3
Adult's palm	150000~			...	5 × 5
:	:	:	:	:	:

FIG.8

● Character A				
	Characteristics		Exhaust level	Display area
	Speeds	Power		
Opponent character 1	Fast	Good	Yes	62c+62d+61e+61f+61g
			No	62d+61e+61f+61g
Opponent character 2	Same	Same	—	61e+61f+61g
Opponent character 3	Slow	None	No	61f+61g
			Yes	61g

FIG.9

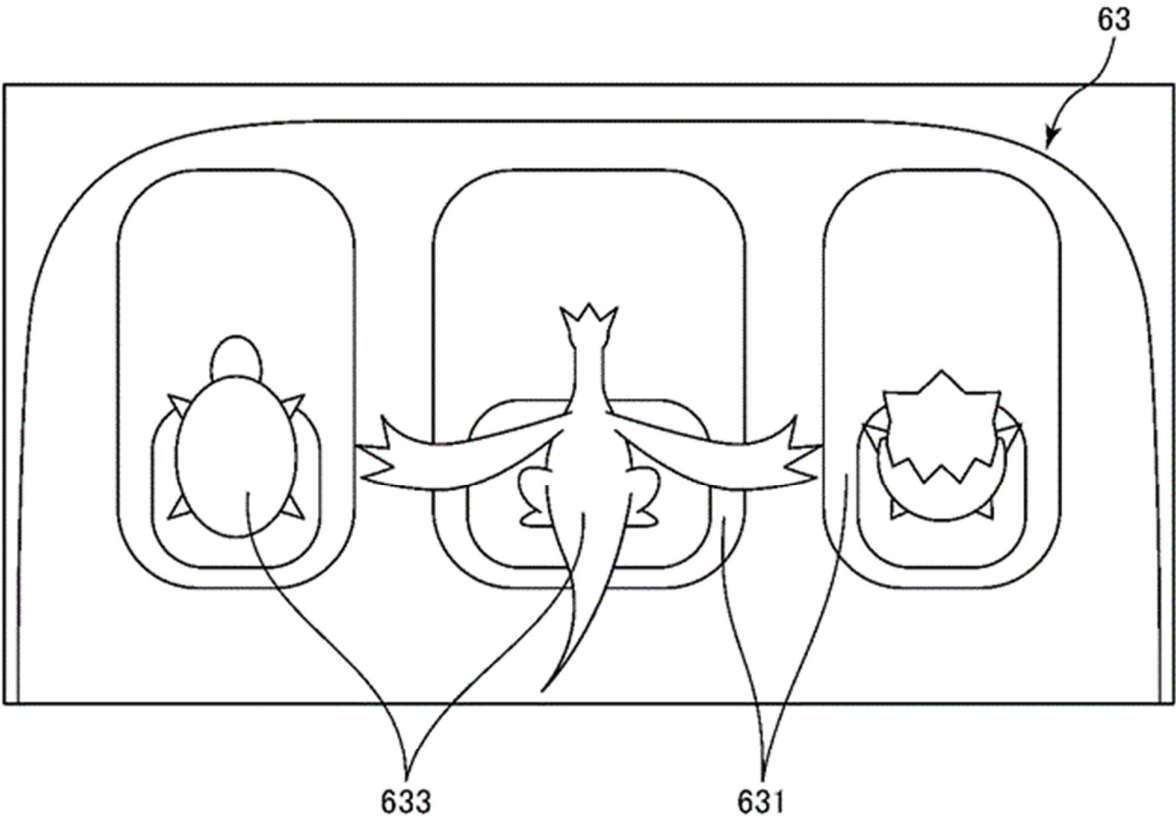


FIG.10

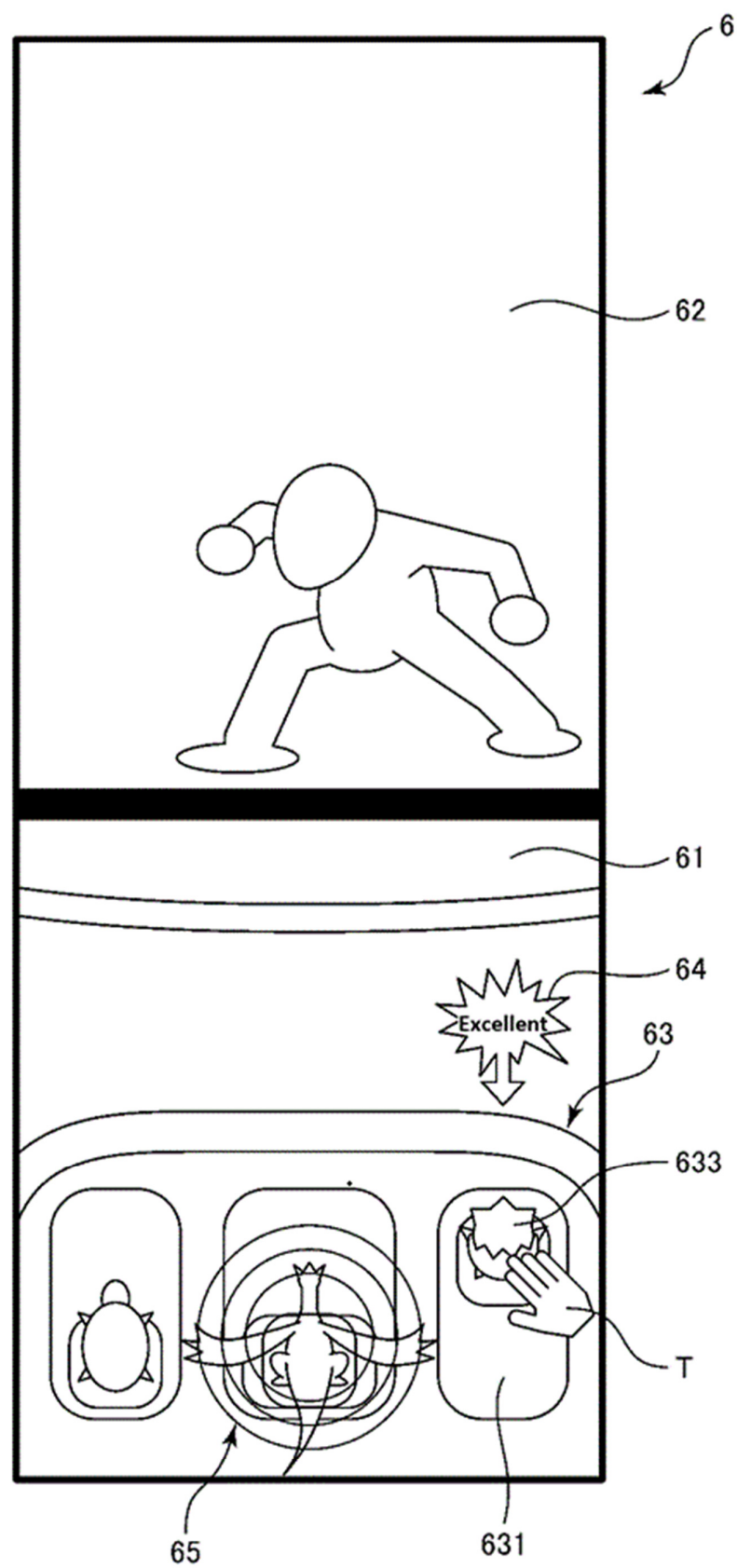
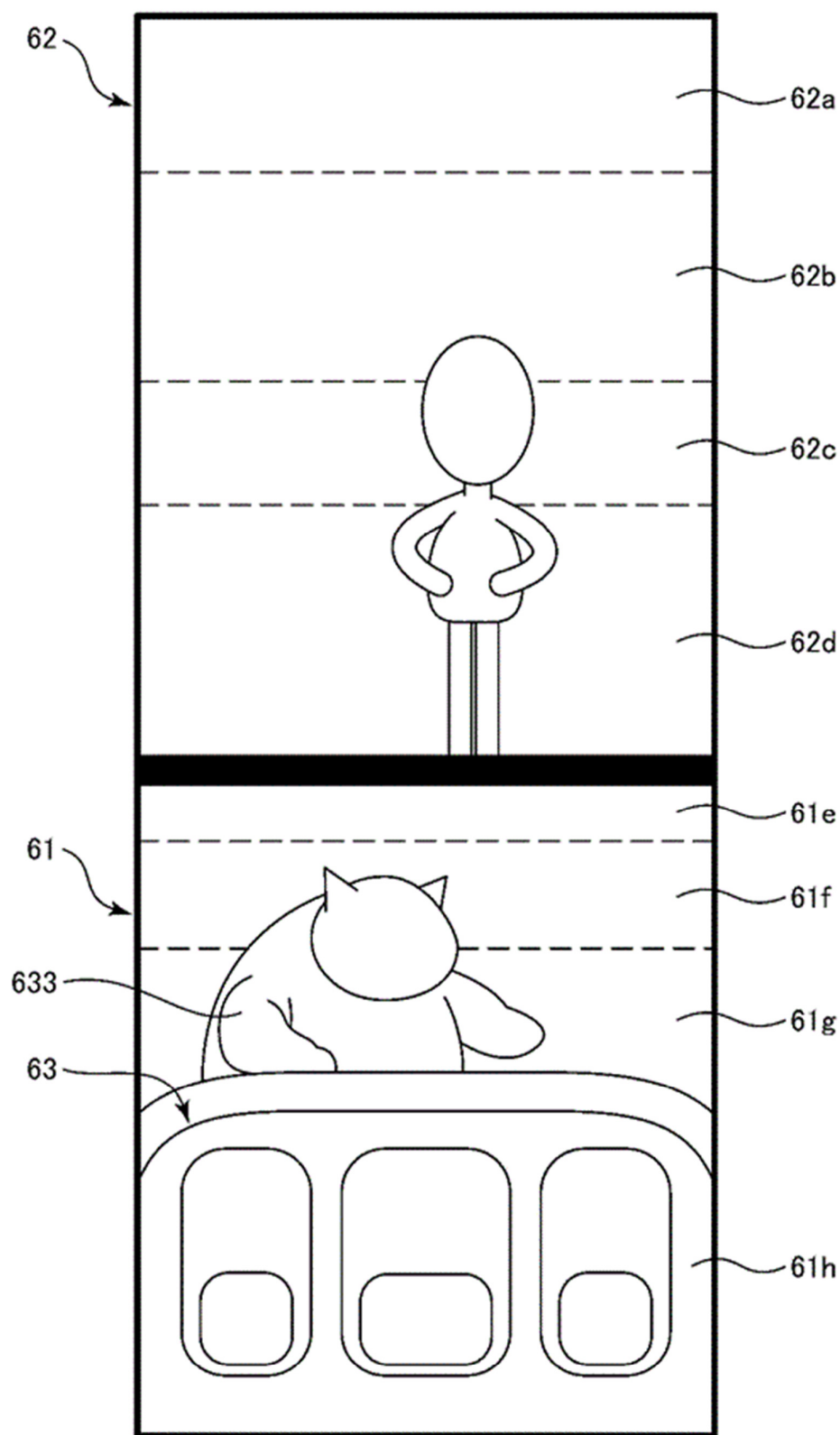
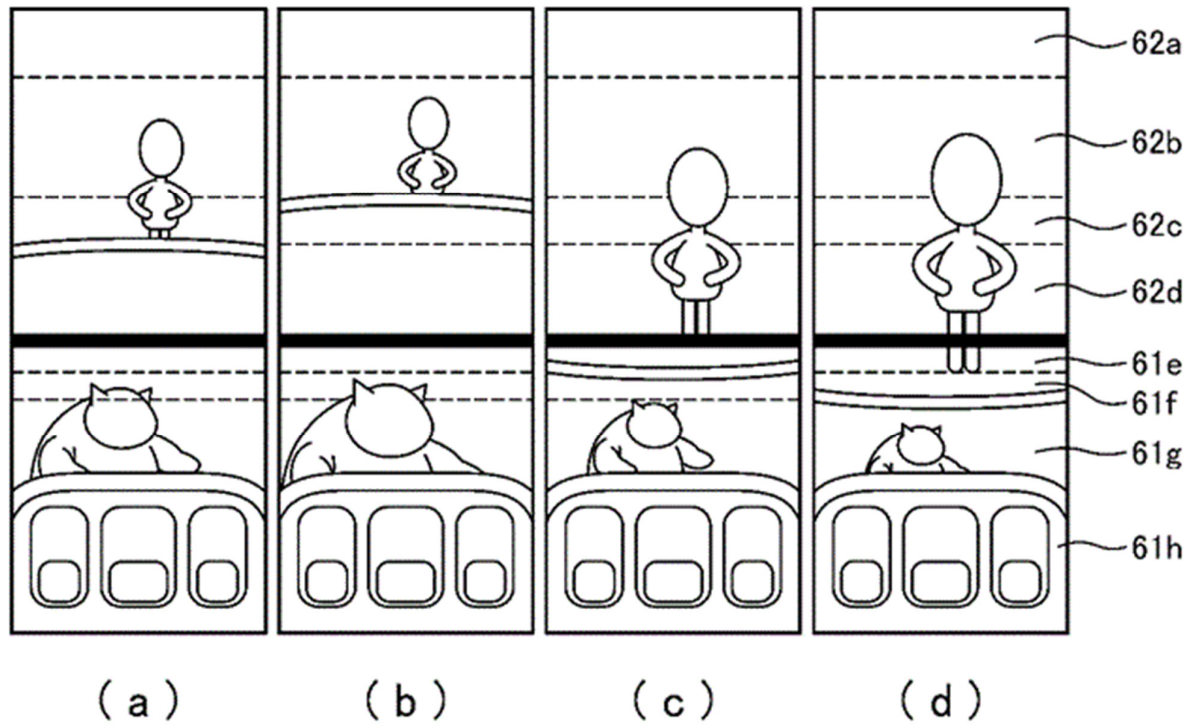
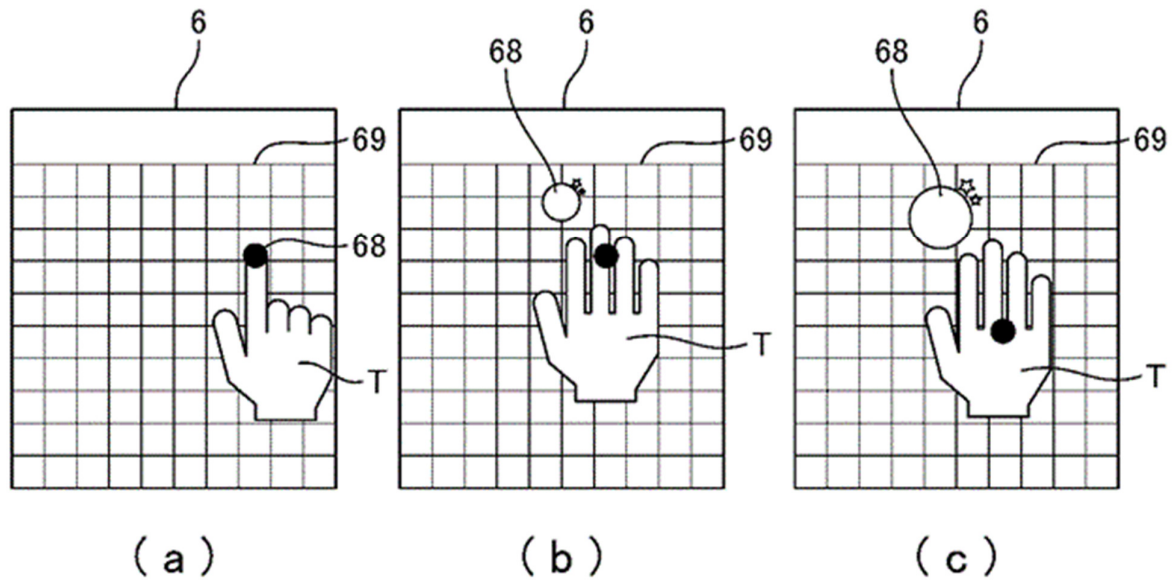
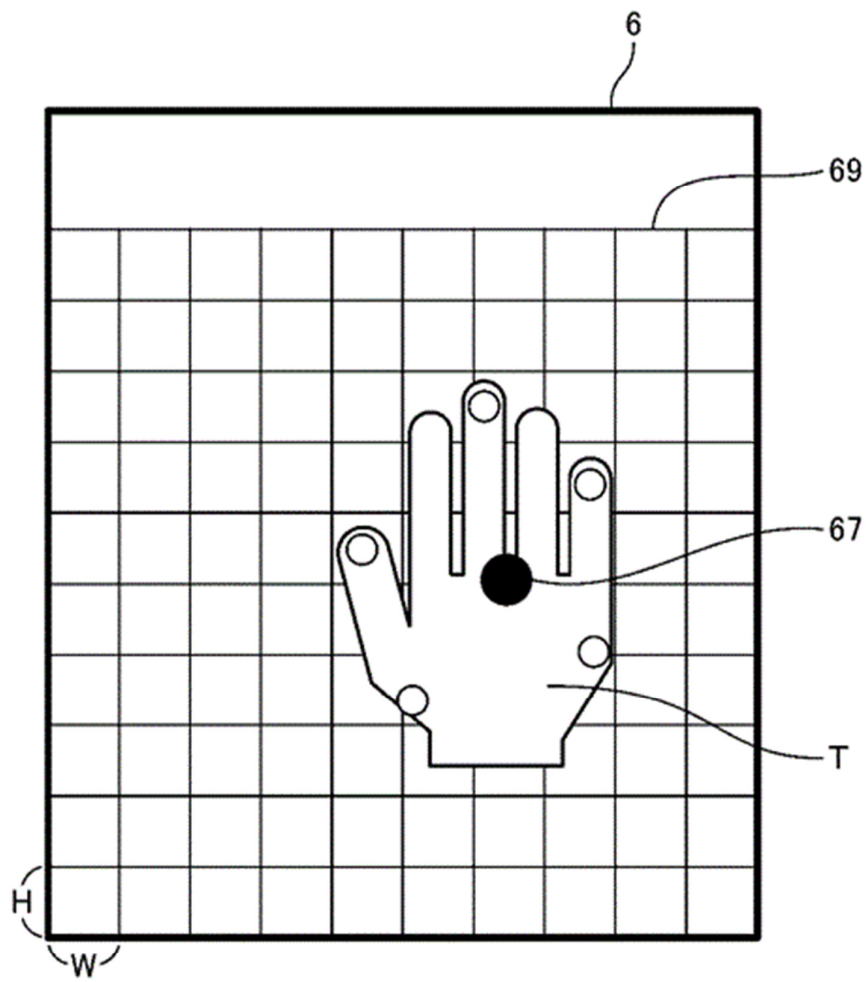


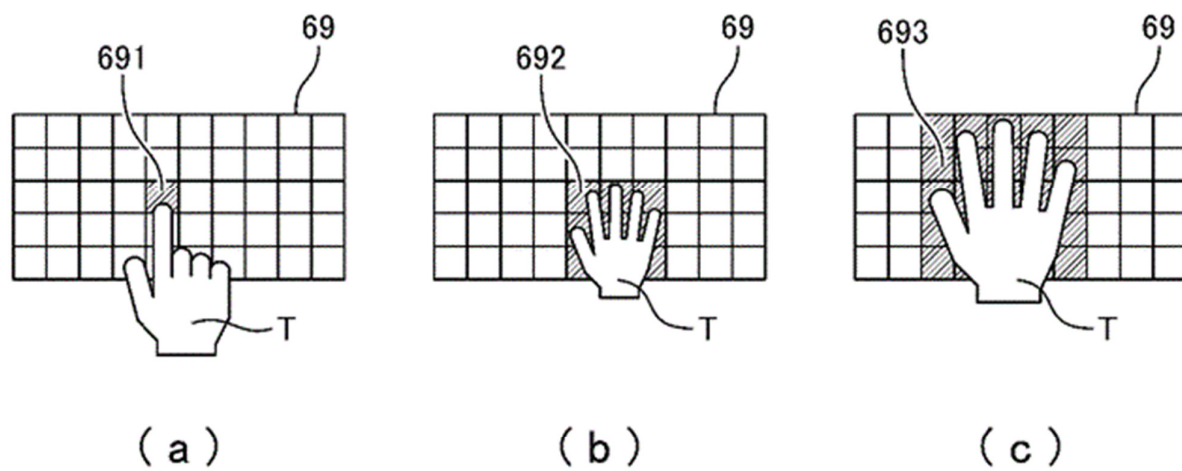
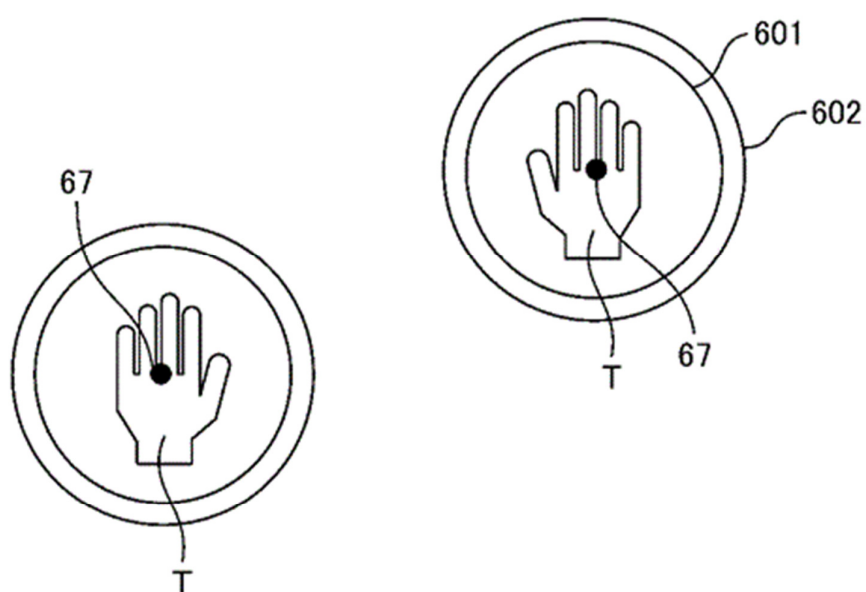
FIG.11

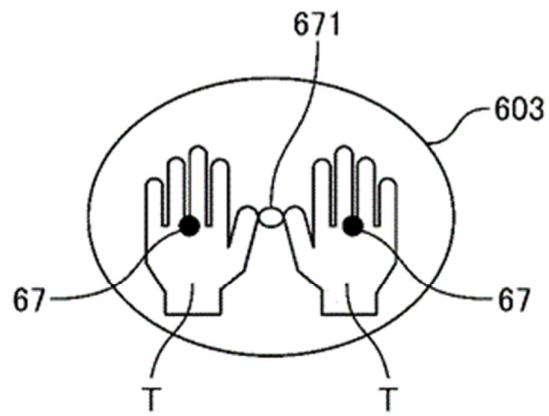
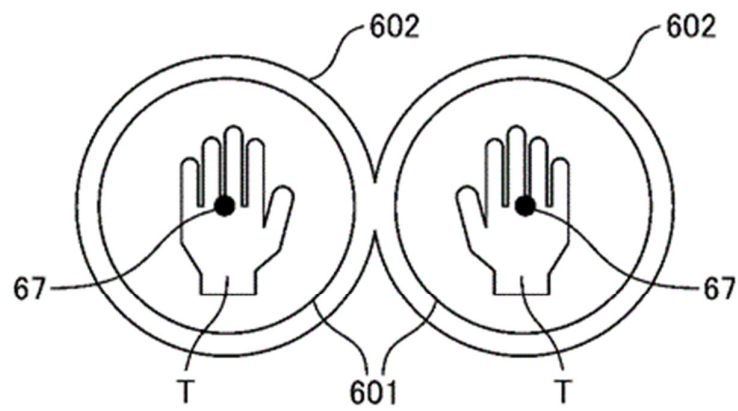
**FIG.12**

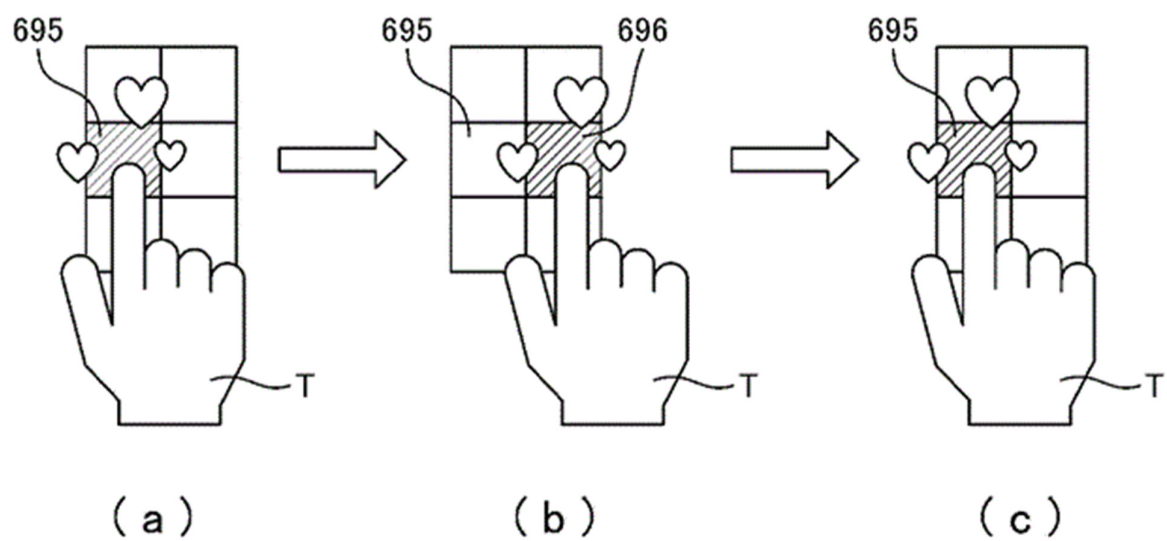
**FIG.13**

**FIG.14**

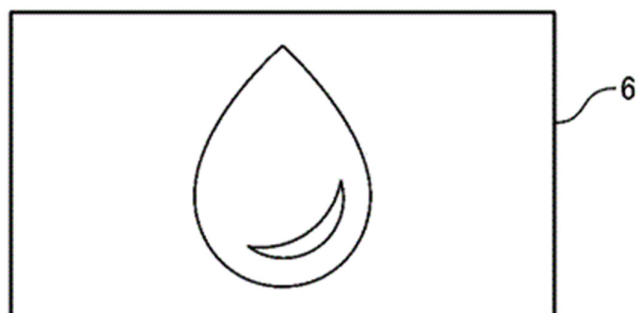
**FIG.15**

**FIG.16****FIG.17**

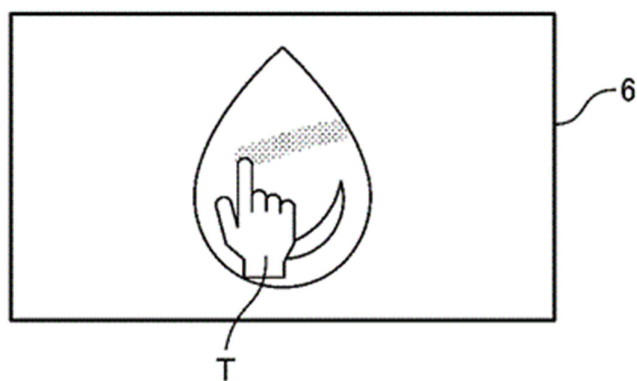
**FIG. 18****FIG. 19**

**FIG.20**

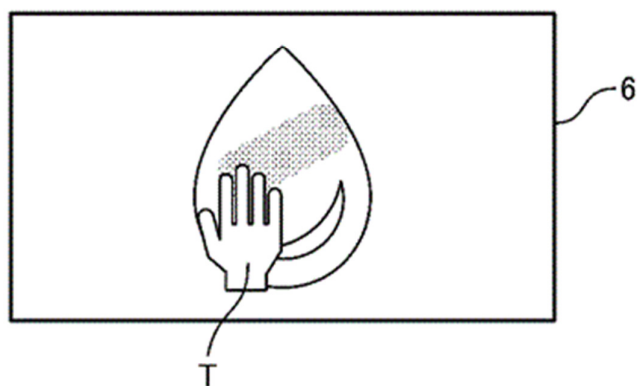
(a)



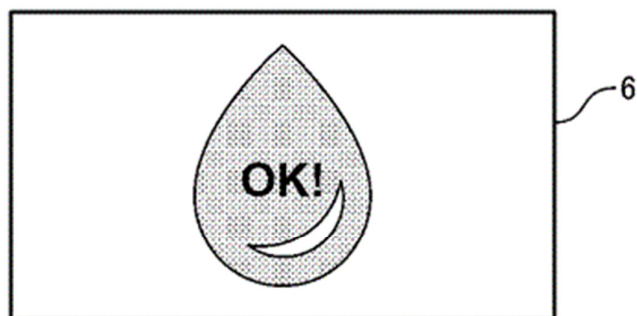
(b)



(c)



(d)

**FIG.21**

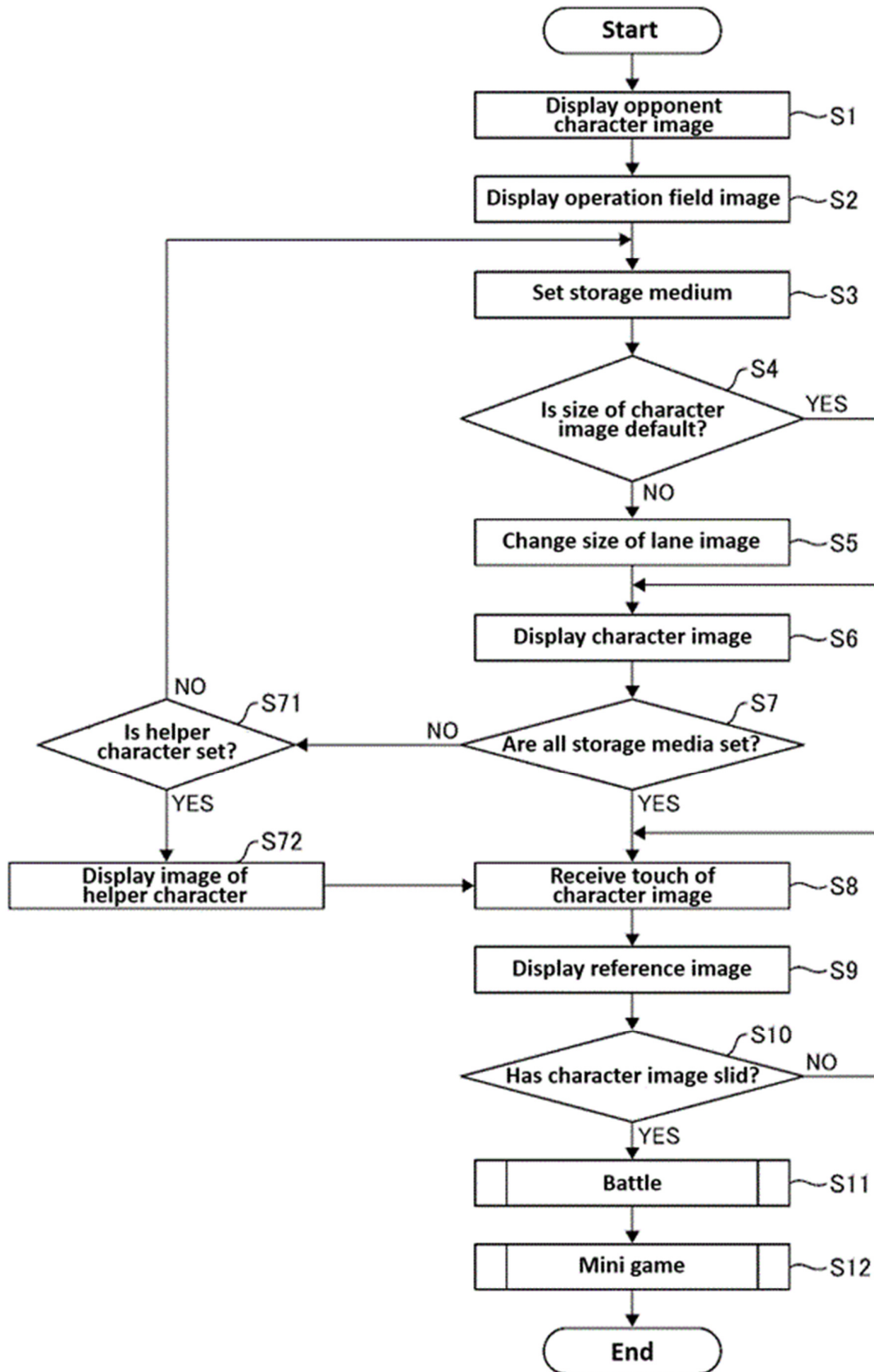
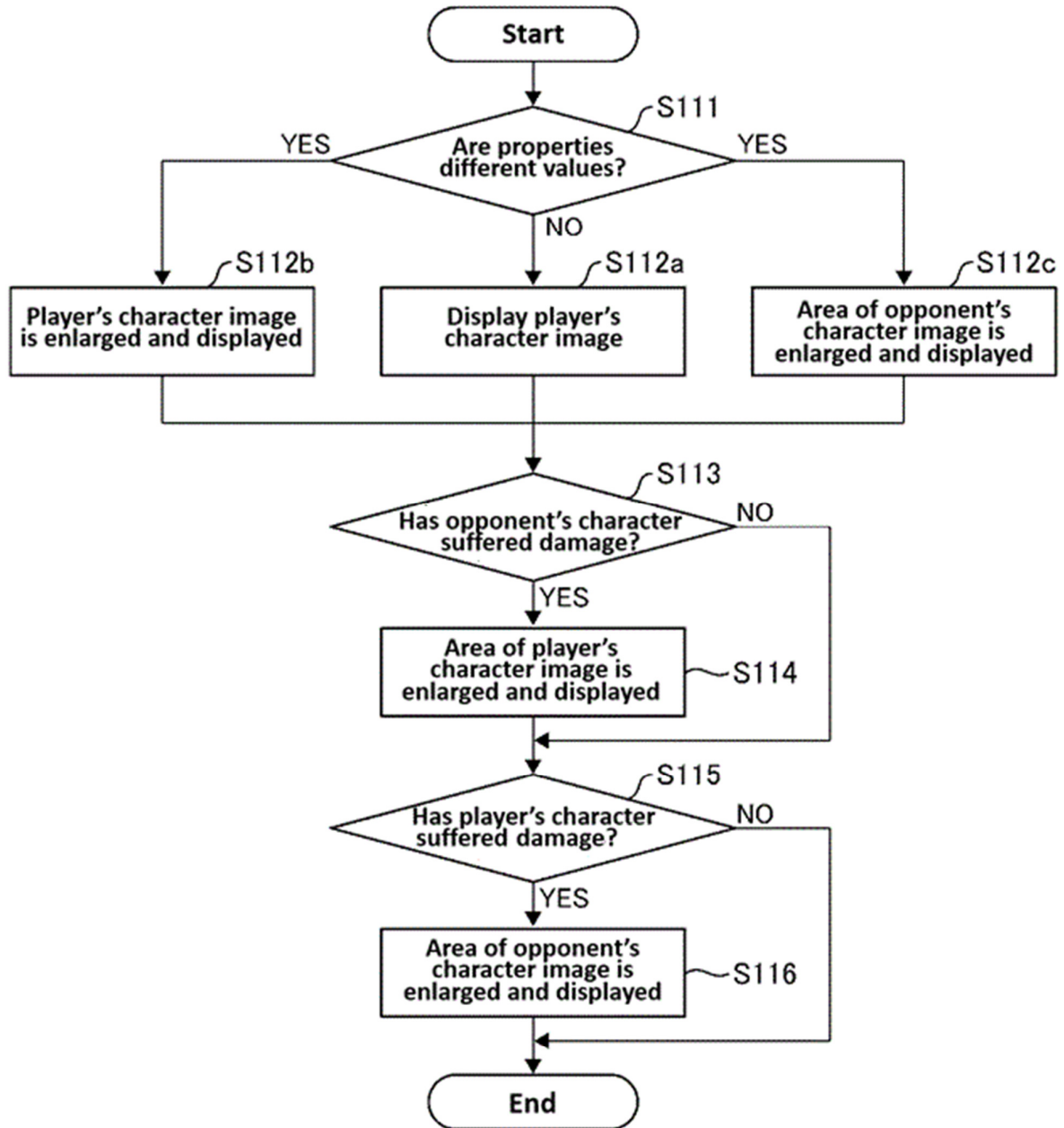
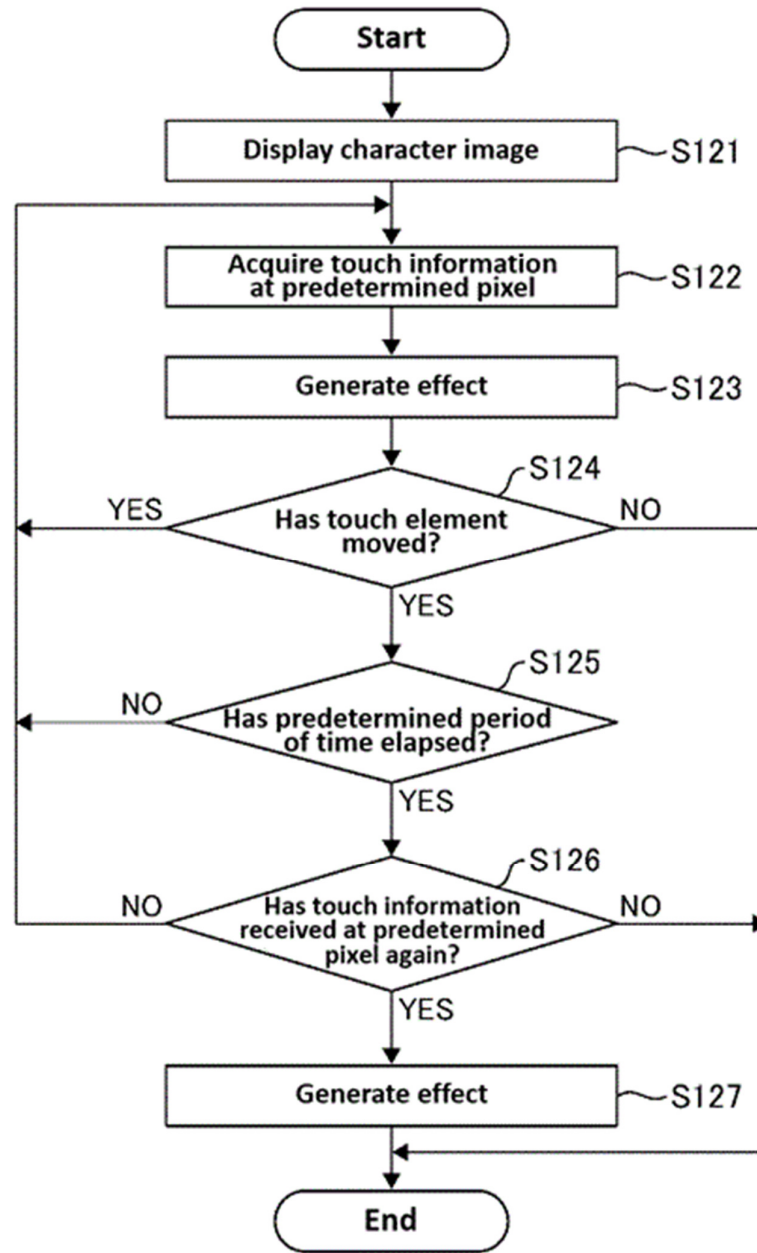
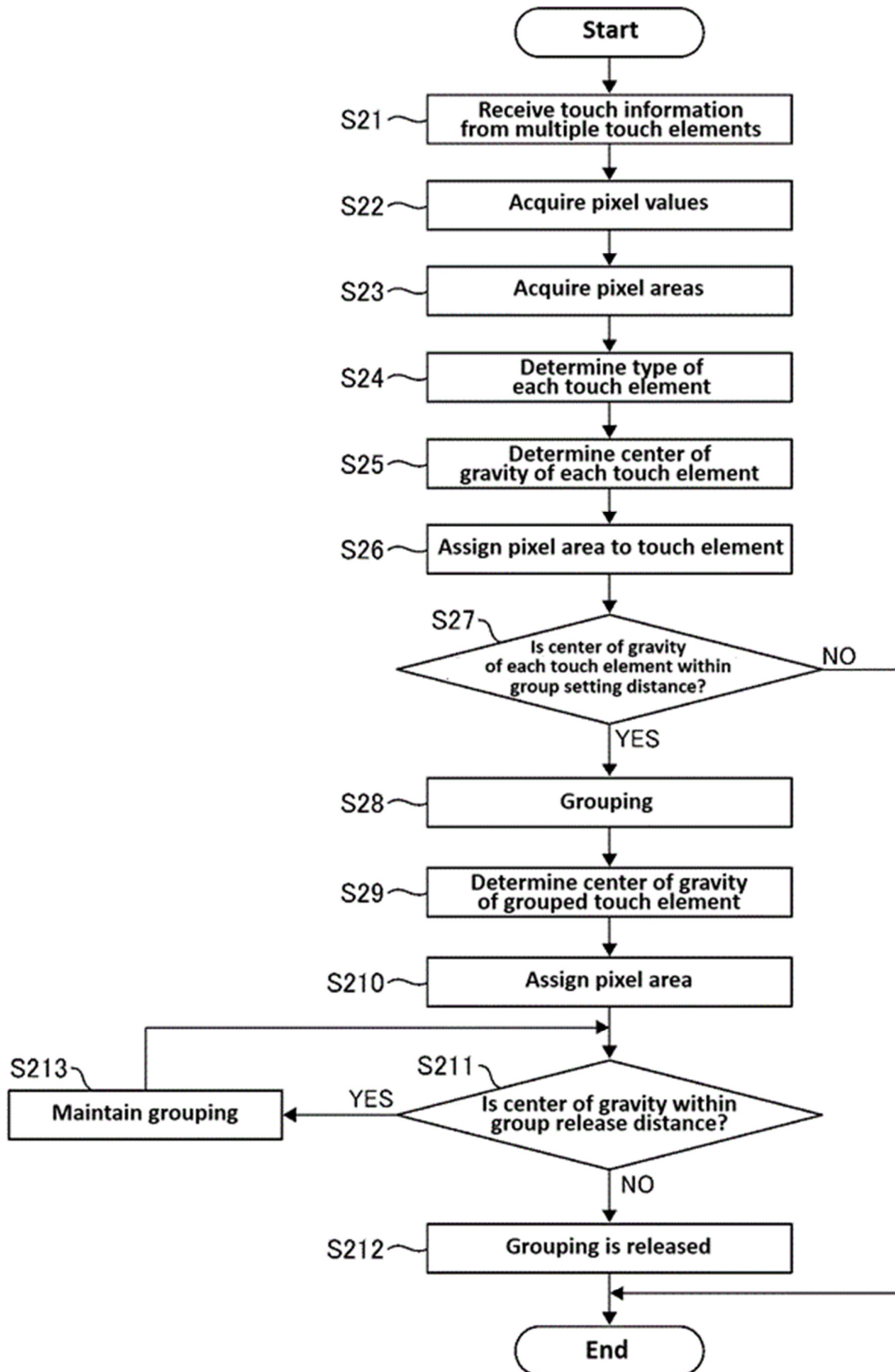
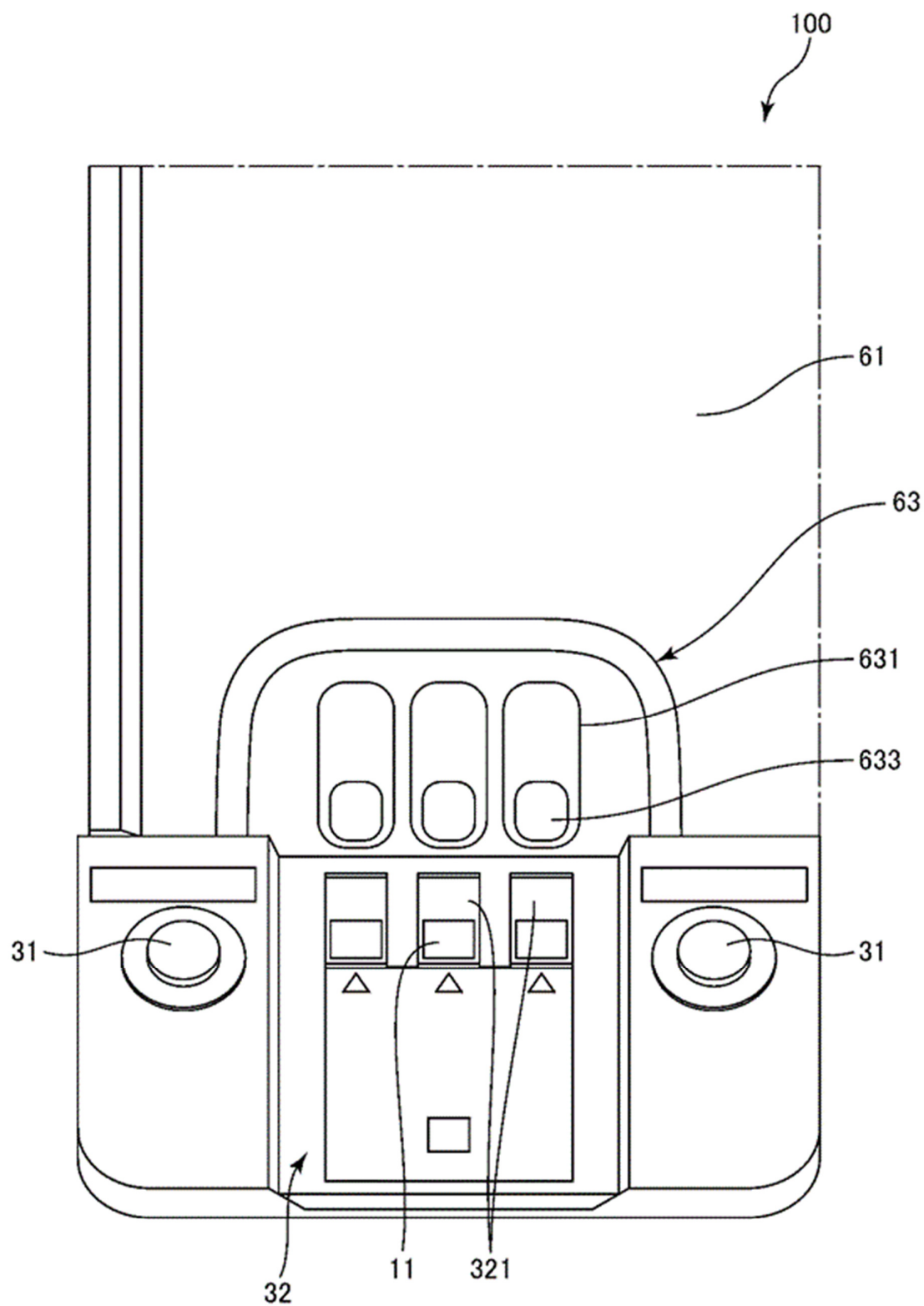


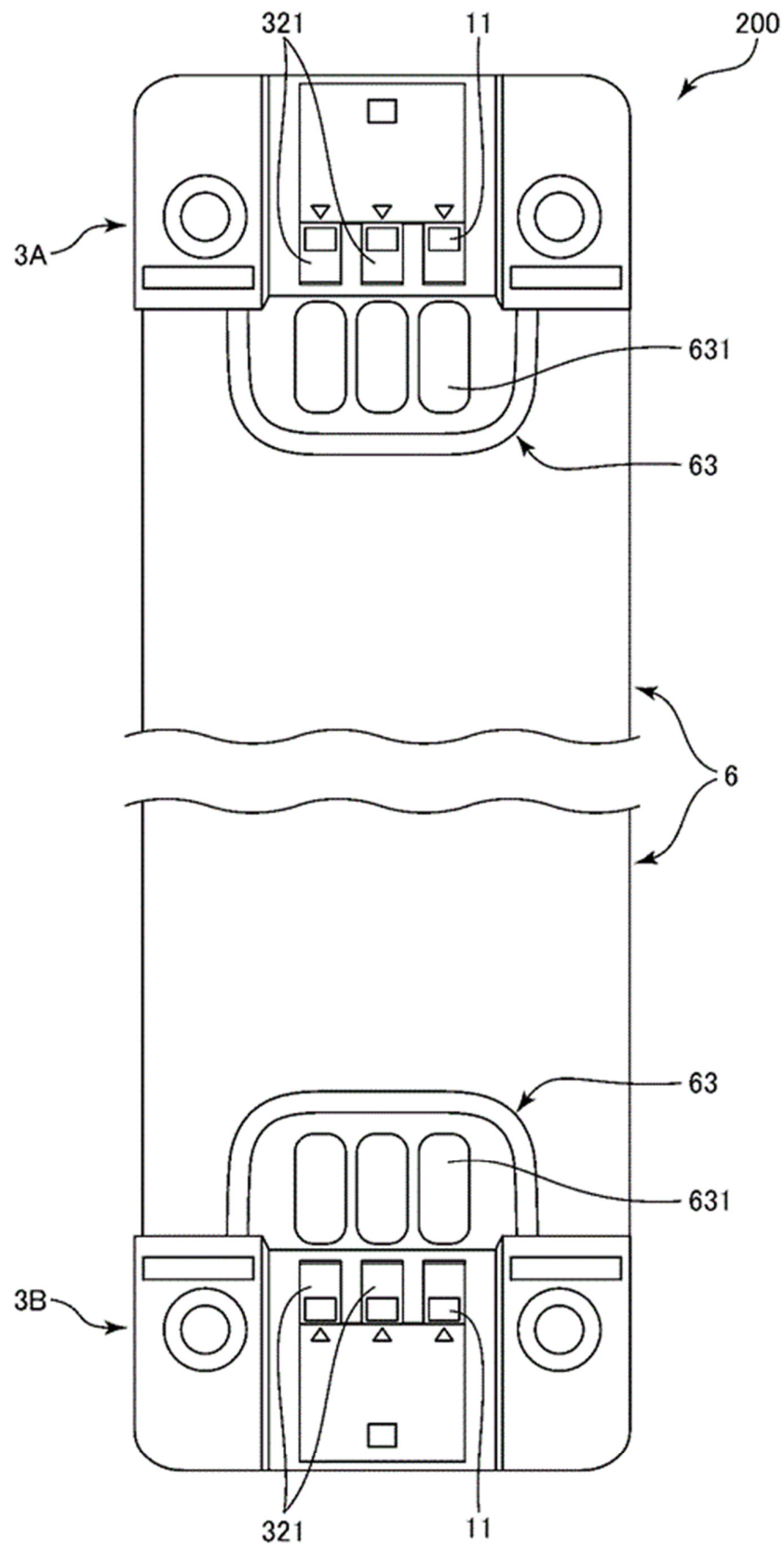
FIG.22

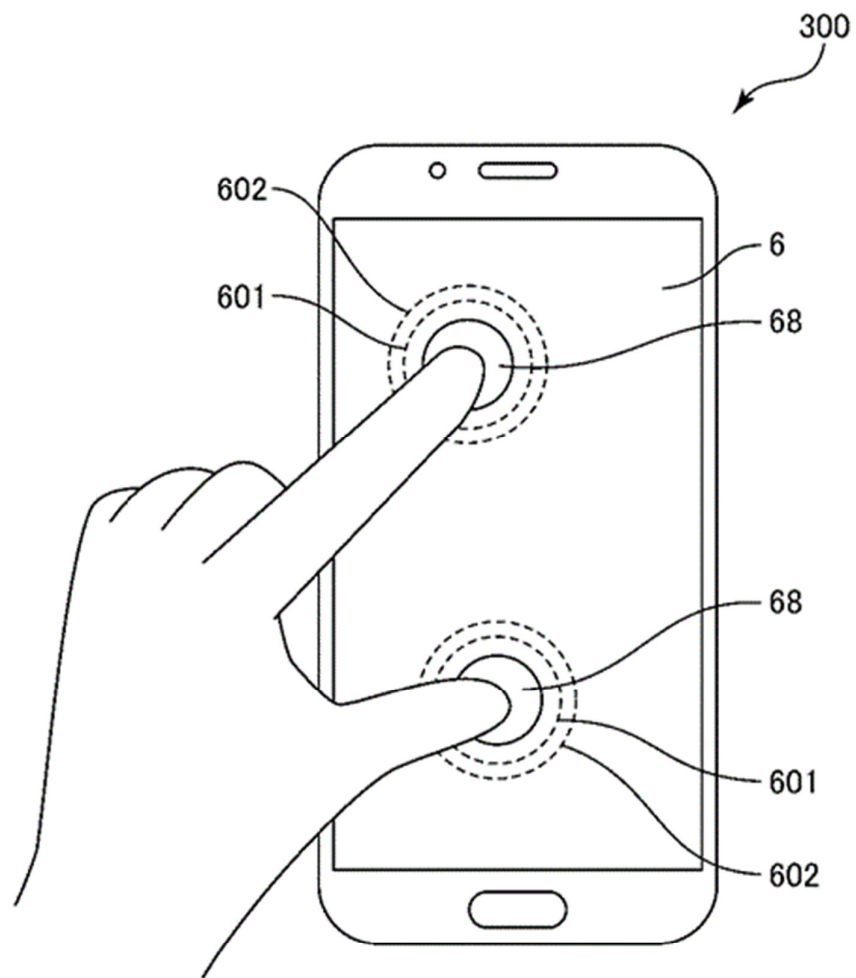
**FIG.23**

**FIG.24**

**FIG.25**

**FIG.26**

**FIG.27**

**FIG.28**