FIG.1

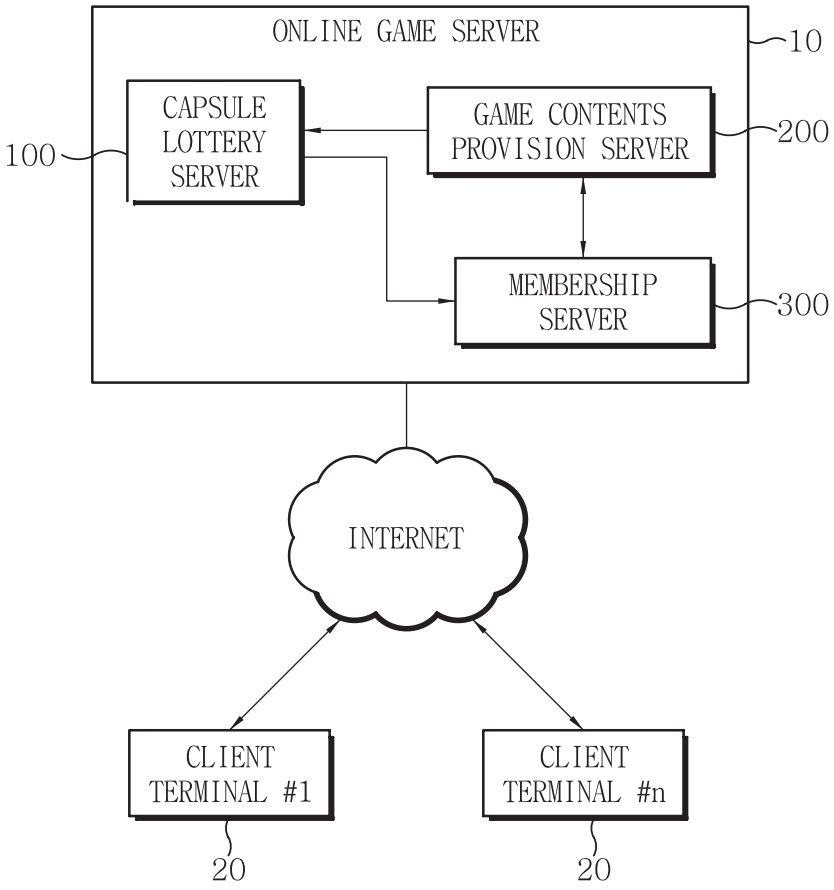

ONLINE GAME SERVER
10
CAPSULE LOTTERY SERVER
100
GAME CONTENTS PROVISION SERVER
200
MEMBERSHIP SERVER
300
INTERNET
CLIENT TERMINAL #1
20
CLIENT TERMINAL #n
20

FIG.2

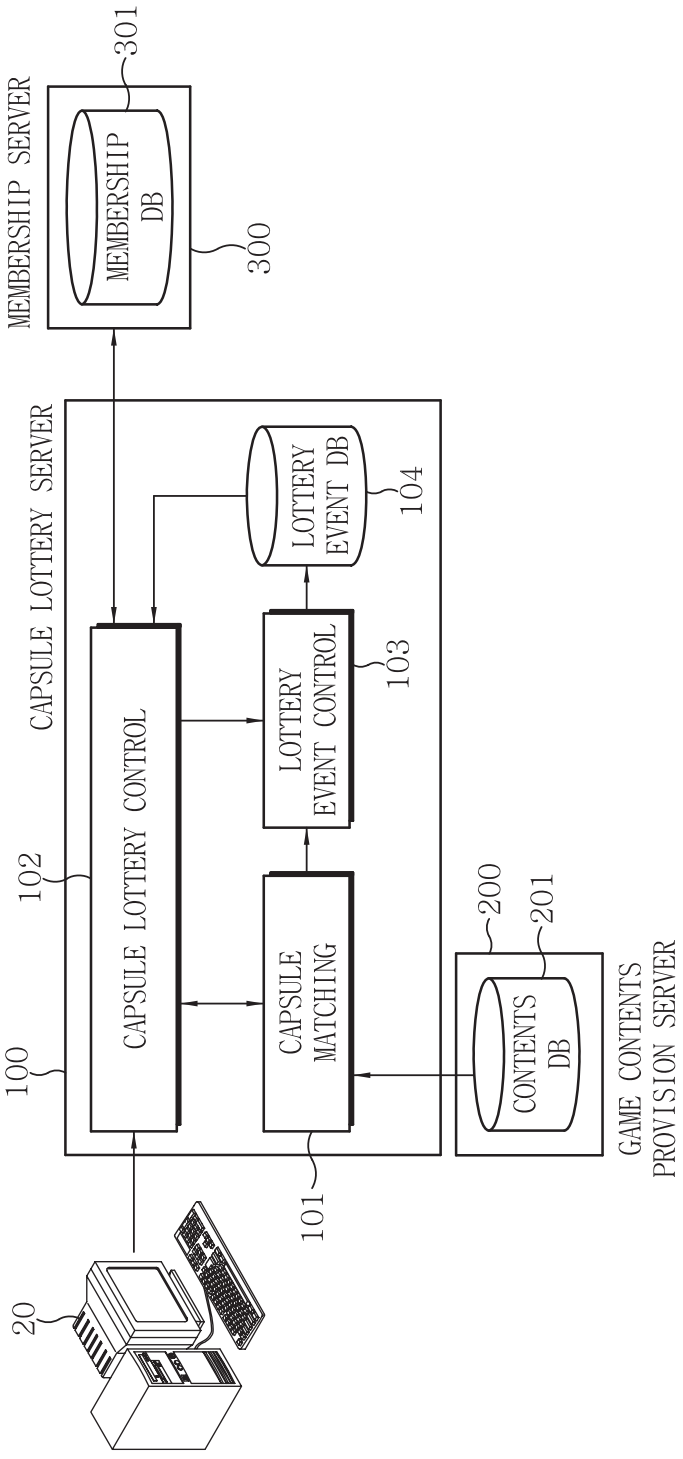

MEMBERSHIP SERVER
301
MEMBERSHIP DB
300
CAPSULE LOTTERY SERVER
LOTTERY EVENT DB
104
LOTTERY EVENT CONTROL
103
CAPSULE LOTTERY CONTROL
102
CAPSULE MATCHING
100
101
200
201
CONTENTS DB
GAME CONTENTS PROVISION SERVER
20

FIG.3

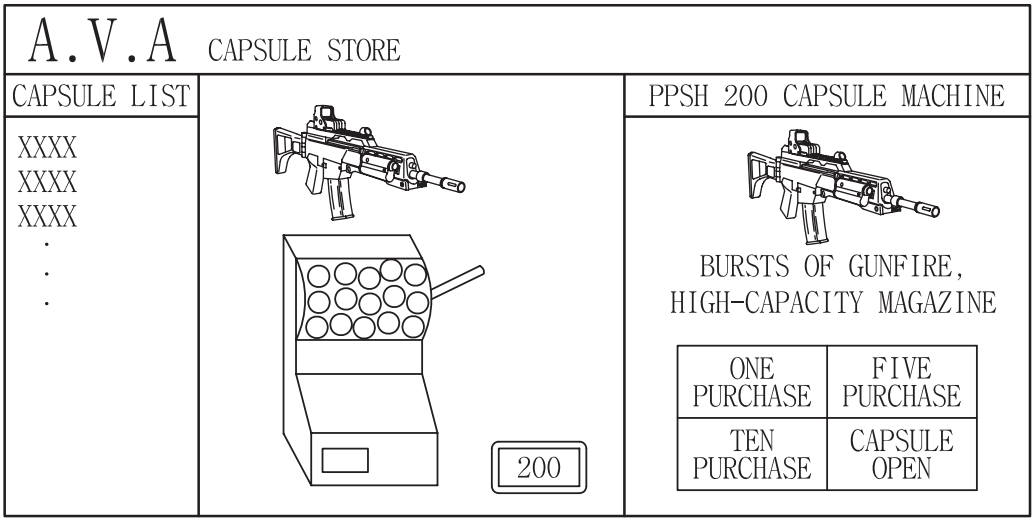

A.V.A CAPSULE STORE
CAPSULE LIST
XXXX
XXXX
XXXX
200
PPSH 200 CAPSULE MACHINE
BURSTS OF GUNFIRE,
HIGH-CAPACITY MAGAZINE
ONE PURCHASE
FIVE PURCHASE
TEN PURCHASE
CAPSULE OPEN

FIG.4

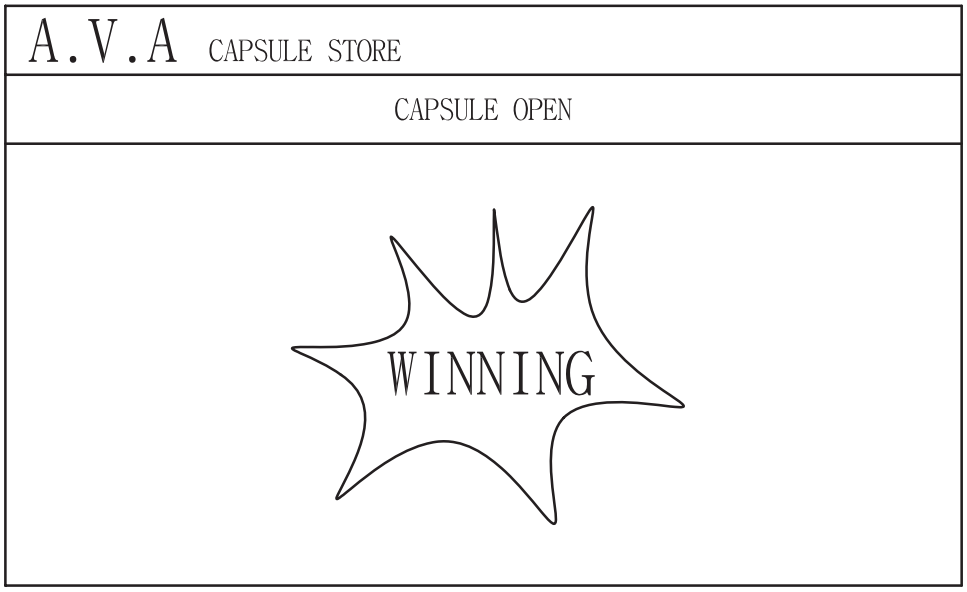

A.V.A CAPSULE STORE
CAPSULE OPEN
WINNING

FIG.5


A.V.A CAPSULE STORE
CAPSULE OPEN
PPSH 200
YOU ARE WINNER

FIG.6

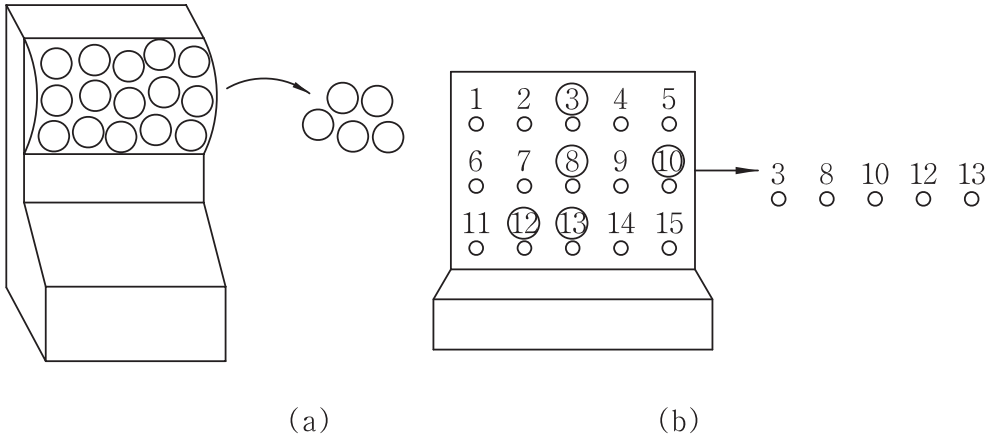

1 2 3 4 5
6 7 8 9 10
11 12 13 14 15
3 8 10 12 13
(a)
(b)

FIG.7

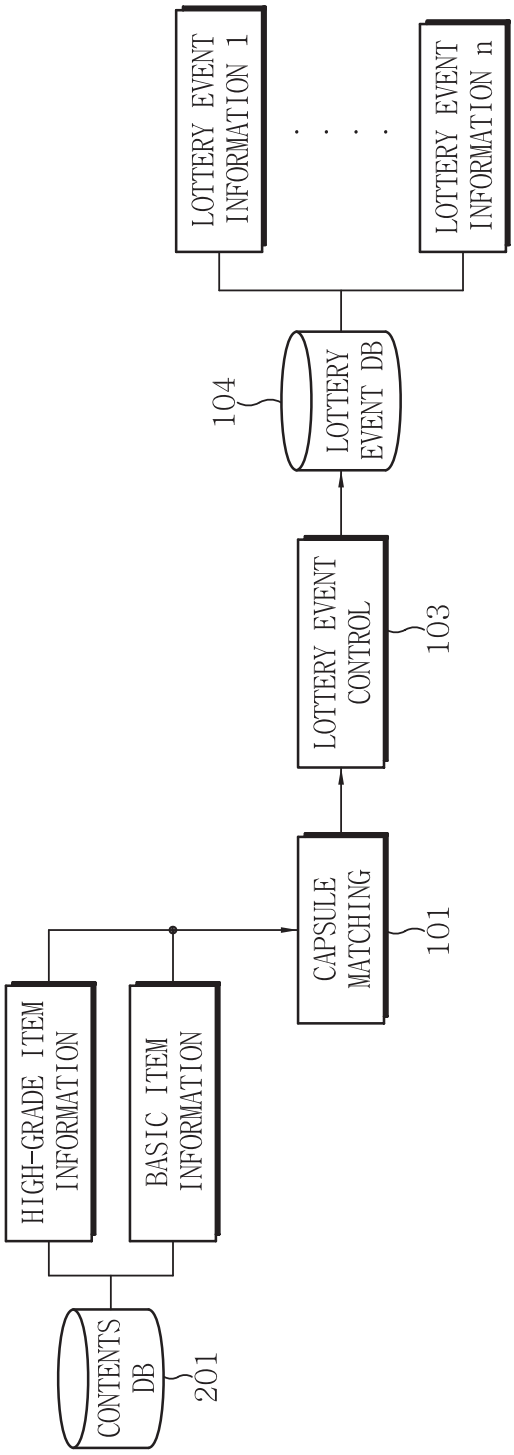

CONTENTS DB
201
HIGH-GRADE ITEM INFORMATION
BASIC ITEM INFORMATION
CAPSULE MATCHING
101
LOTTERY EVENT CONTROL
103
LOTTERY EVENT DB
104
LOTTERY EVENT INFORMATION 1
LOTTERY EVENT INFORMATION n

FIG.8

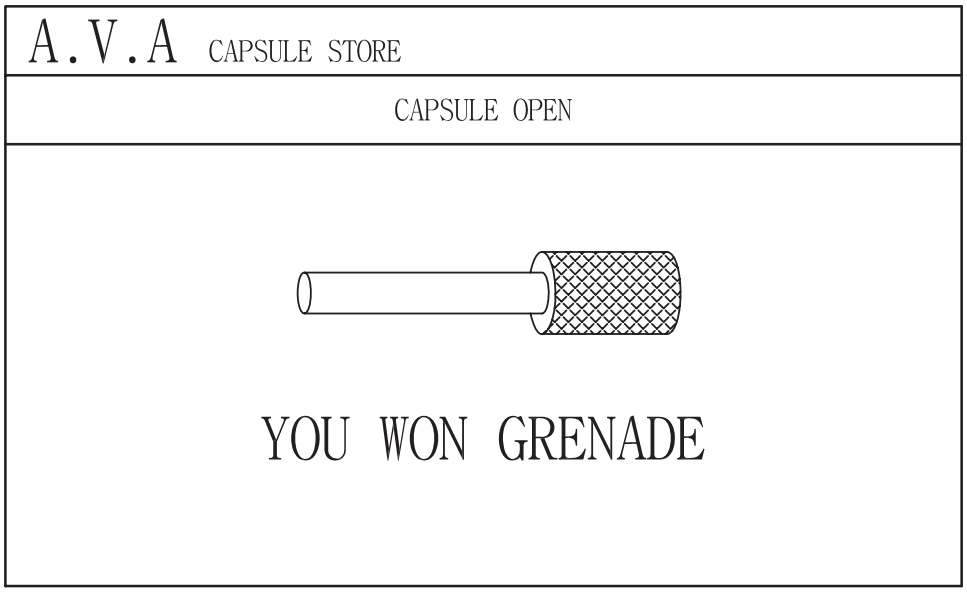


FIG.9

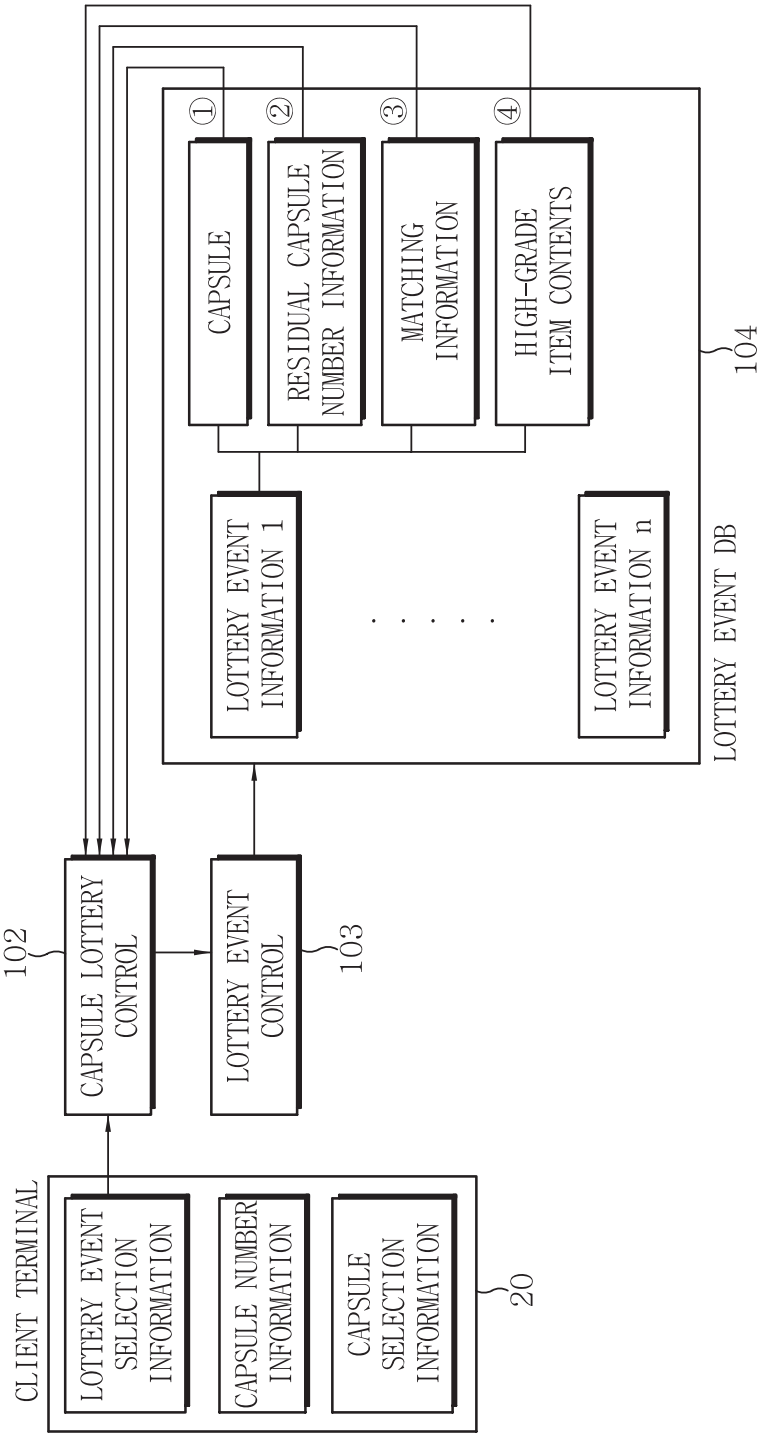

CLIENT TERMINAL
LOTTERY EVENT SELECTION INFORMATION
CAPSULE NUMBER INFORMATION
CAPSULE SELECTION INFORMATION
20
CAPSULE LOTTERY CONTROL
102
LOTTERY EVENT CONTROL
103
①
②
③
④
CAPSULE
RESIDUAL CAPSULE NUMBER INFORMATION
MATCHING INFORMATION
HIGH-GRADE ITEM CONTENTS
LOTTERY EVENT INFORMATION 1
LOTTERY EVENT INFORMATION n
LOTTERY EVENT DB
104

FIG.10

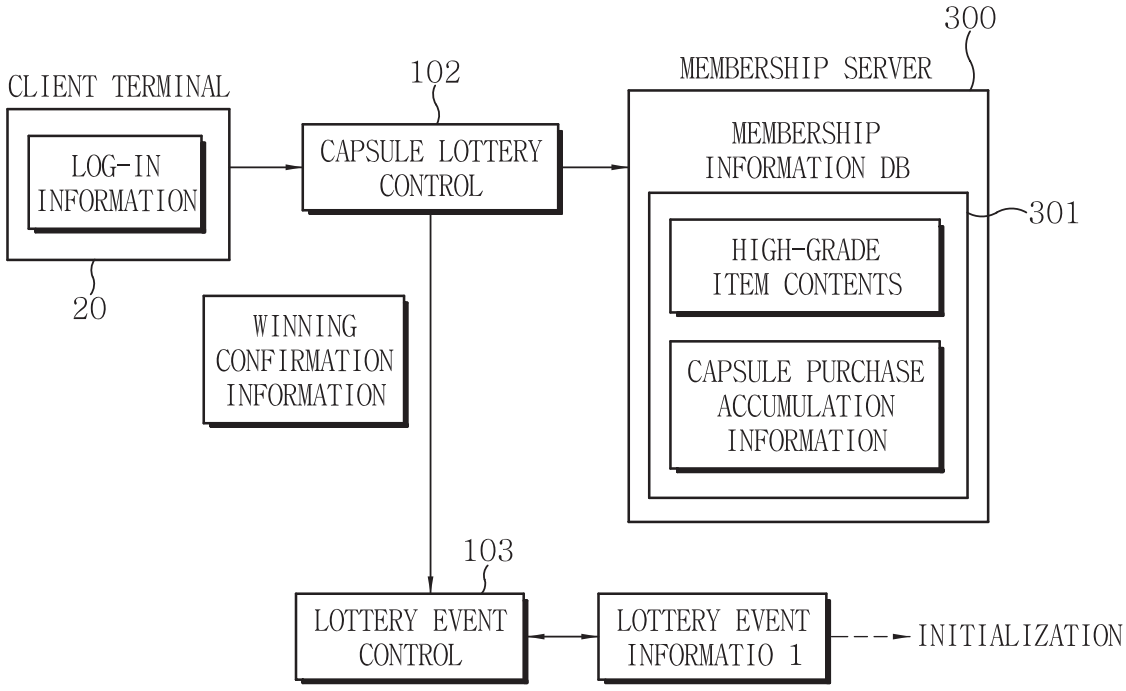

CLIENT TERMINAL
LOG-IN INFORMATION
20
102
CAPSULE LOTTERY CONTROL
WINNING CONFIRMATION INFORMATION
300
MEMBERSHIP SERVER
MEMBERSHIP INFORMATION DB
301
HIGH-GRADE ITEM CONTENTS
CAPSULE PURCHASE ACCUMULATION INFORMATION
103
LOTTERY EVENT CONTROL
LOTTERY EVENT INFORMATIO 1
INITIALIZATION

FIG.11

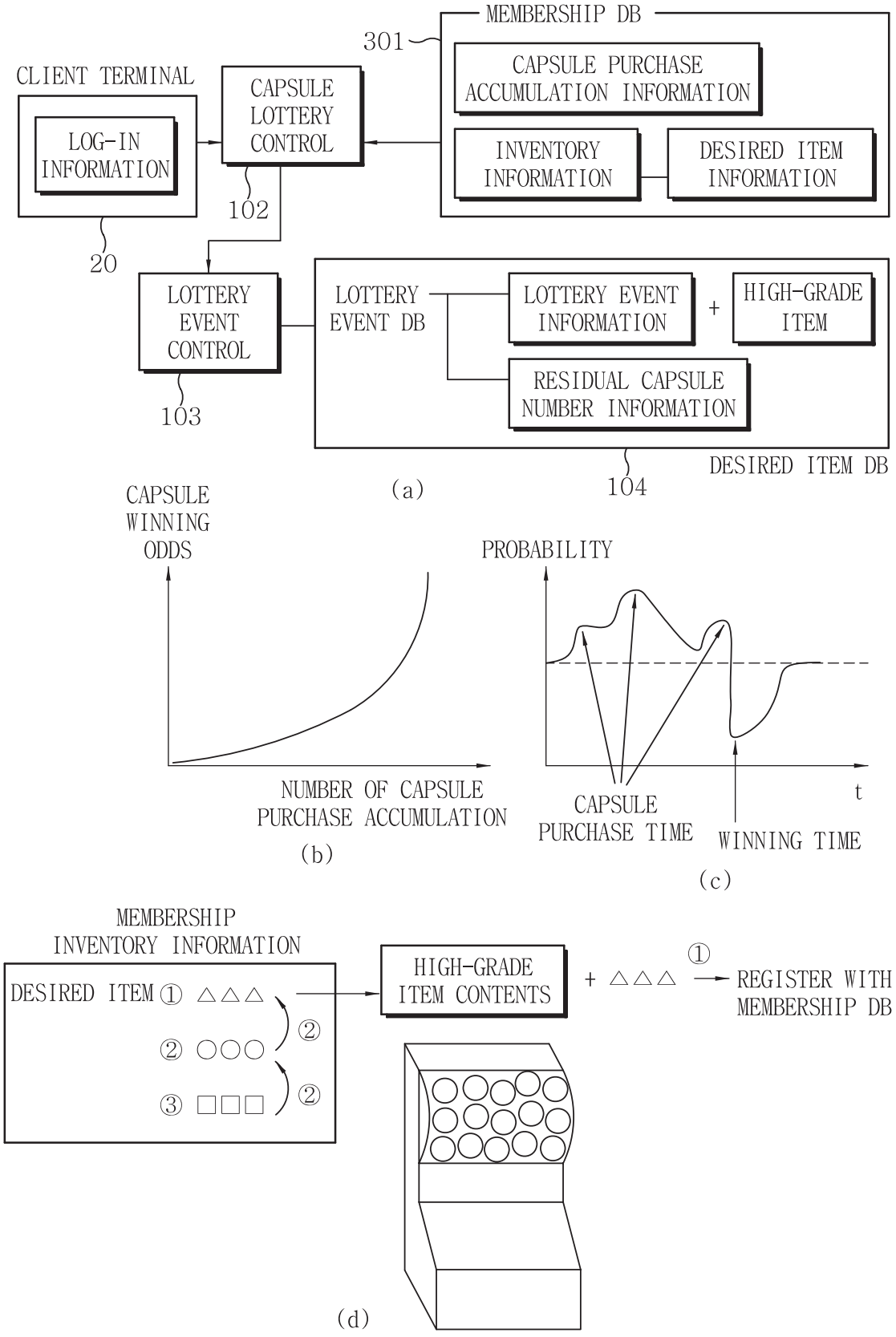
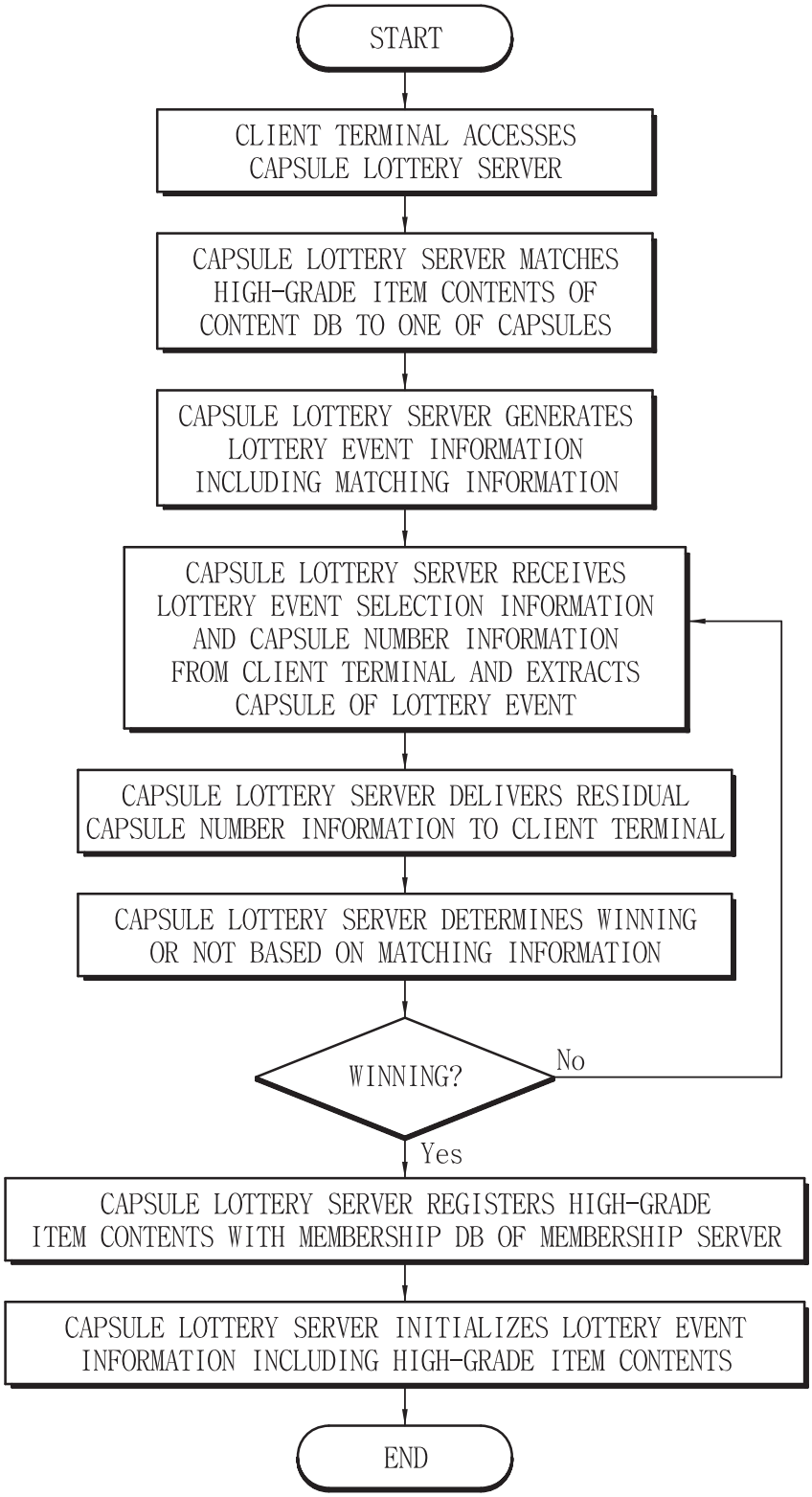

MEMBERSHIP DB
301
CAPSULE PURCHASE ACCUMULATION INFORMATION
INVENTORY INFORMATION
DESIRED ITEM INFORMATION
CLIENT TERMINAL
LOG-IN INFORMATION
20
CAPSULE LOTTERY CONTROL
102
LOTTERY EVENT CONTROL
103
LOTTERY EVENT DB
LOTTERY EVENT INFORMATION
+
HIGH-GRADE ITEM
RESIDUAL CAPSULE NUMBER INFORMATION
DESIRED ITEM DB
104
(a)
CAPSULE WINNING ODDS
NUMBER OF CAPSULE PURCHASE ACCUMULATION
(b)
PROBABILITY
t
CAPSULE PURCHASE TIME
WINNING TIME
(c)
MEMBERSHIP INVENTORY INFORMATION
DESIRED ITEM ① △△△
② ○○○
③ □□□
②
②
HIGH-GRADE ITEM CONTENTS
+ △△△
①
REGISTER WITH MEMBERSHIP DB
(d)

FIG.12


START
CLIENT TERMINAL ACCESSES CAPSULE LOTTERY SERVER
CAPSULE LOTTERY SERVER MATCHES HIGH-GRADE ITEM CONTENTS OF CONTENT DB TO ONE OF CAPSULES
CAPSULE LOTTERY SERVER GENERATES LOTTERY EVENT INFORMATION INCLUDING MATCHING INFORMATION
CAPSULE LOTTERY SERVER RECEIVES LOTTERY EVENT SELECTION INFORMATION AND CAPSULE NUMBER INFORMATION FROM CLIENT TERMINAL AND EXTRACTS CAPSULE OF LOTTERY EVENT
CAPSULE LOTTERY SERVER DELIVERS RESIDUAL CAPSULE NUMBER INFORMATION TO CLIENT TERMINAL
CAPSULE LOTTERY SERVER DETERMINES WINNING OR NOT BASED ON MATCHING INFORMATION
WINNING?
No
Yes
CAPSULE LOTTERY SERVER REGISTERS HIGH-GRADE ITEM CONTENTS WITH MEMBERSHIP DB OF MEMBERSHIP SERVER
CAPSULE LOTTERY SERVER INITIALIZES LOTTERY EVENT INFORMATION INCLUDING HIGH-GRADE ITEM CONTENTS
END