

[図2]

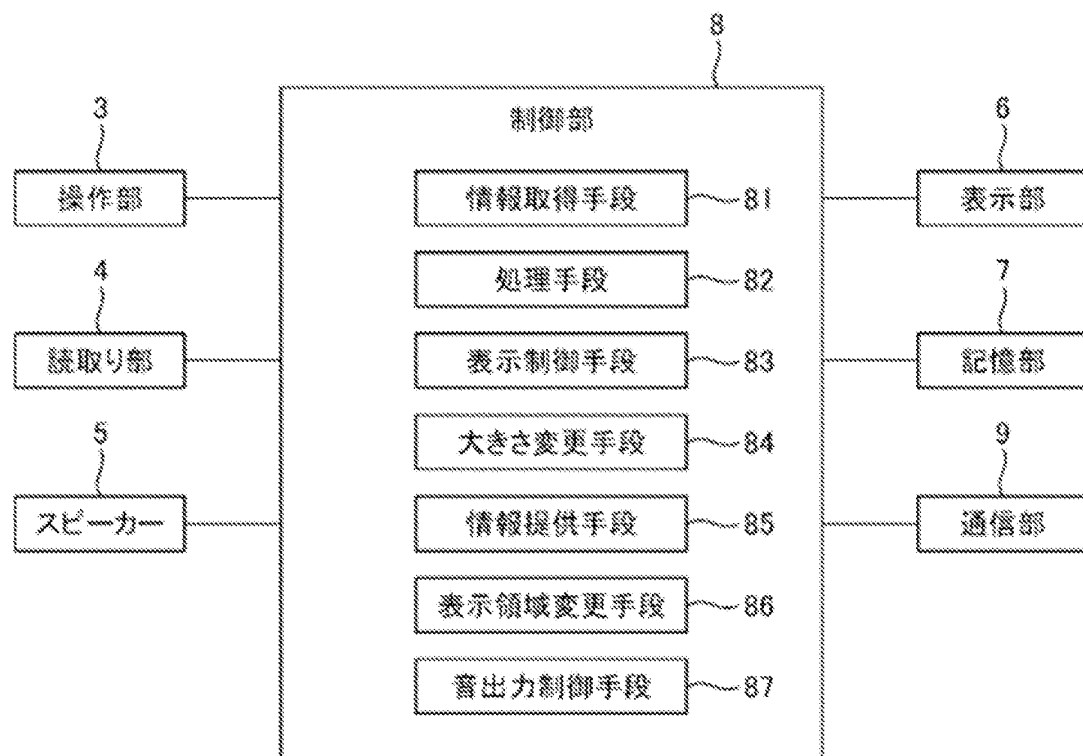


FIG.2

[図3]

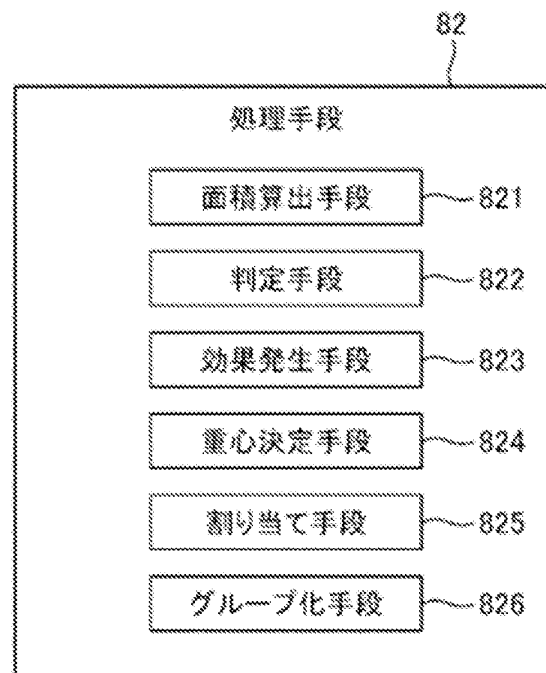


FIG.3

[図4]

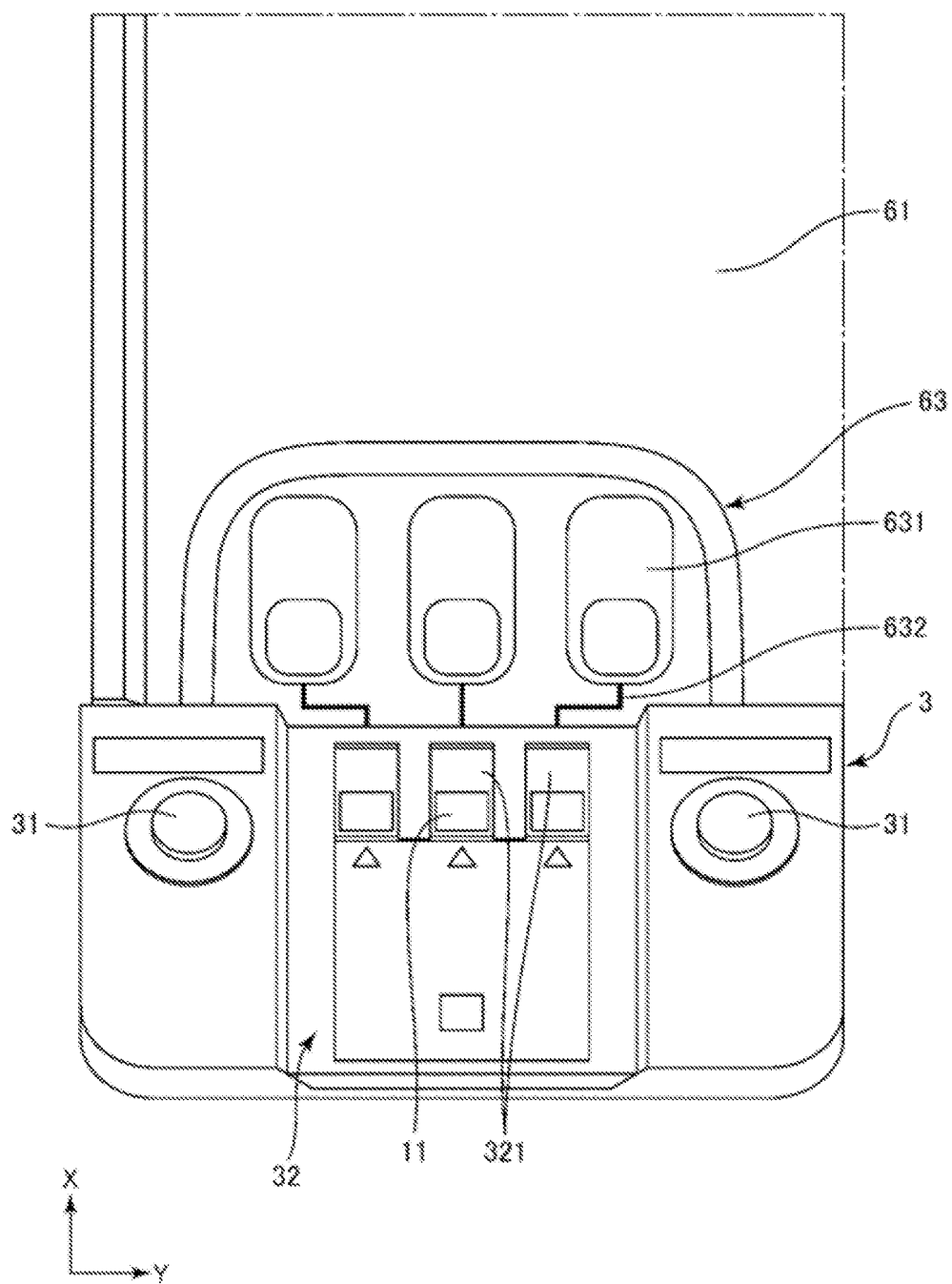


FIG.4

[図5]

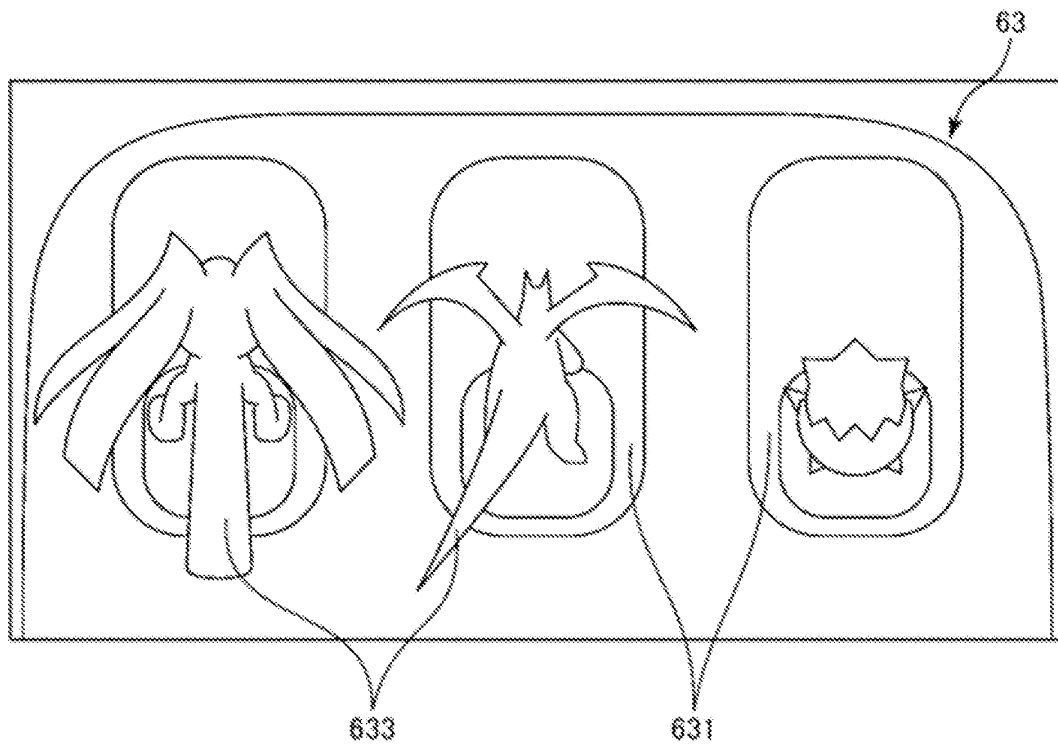


FIG.5

[図6]

	キャラクター	サイズ	レーン比率(幅)	レーン比率(長さ)
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

[図7]

●キャラクタA						
相手方キャラクタ	参考情報			アピール情報		
	文字情報	画像情報	...	音声情報	画像情報	...
B	先に攻撃できそう	ばつくん	...	鳴き声	二重円環	...
C	素早さは互角	ふつう	...	鳴き声	三重円環	...
D	相手の方が早そう	いまひとつ	...	鳴き声	-	...
:	:	:	:	:	:	:

FIG.7

[図8]

種類	ピクセル面積	エフェクト1	エフェクト2	...	割り当て ピクセル領域
指	1~9999	○		...	1 × 1
スタイラスペン	1~9999	○		...	1 × 1
⋮	⋮	⋮	⋮	⋮	⋮
3本指	100000~149999			...	3 × 3
⋮	⋮	⋮	⋮	⋮	⋮
子供掌	100000~149999			...	3 × 3
大人掌	150000~			...	5 × 5
⋮	⋮	⋮	⋮	⋮	⋮

FIG.8

[図9]

●キャラクターA				
	性質		消耗度	表示領域
	素早さ	パワー		
相手方キャラクター1	速い	あり	Yes	62c+62d+61e+61f+61g
			No	62d+61e+61f+61g
相手方キャラクター2	同じ	同じ	—	61e+61f+61g
相手方キャラクター3	遅い	なし	No	61f+61g
			Yes	61g

FIG.9

[図10]

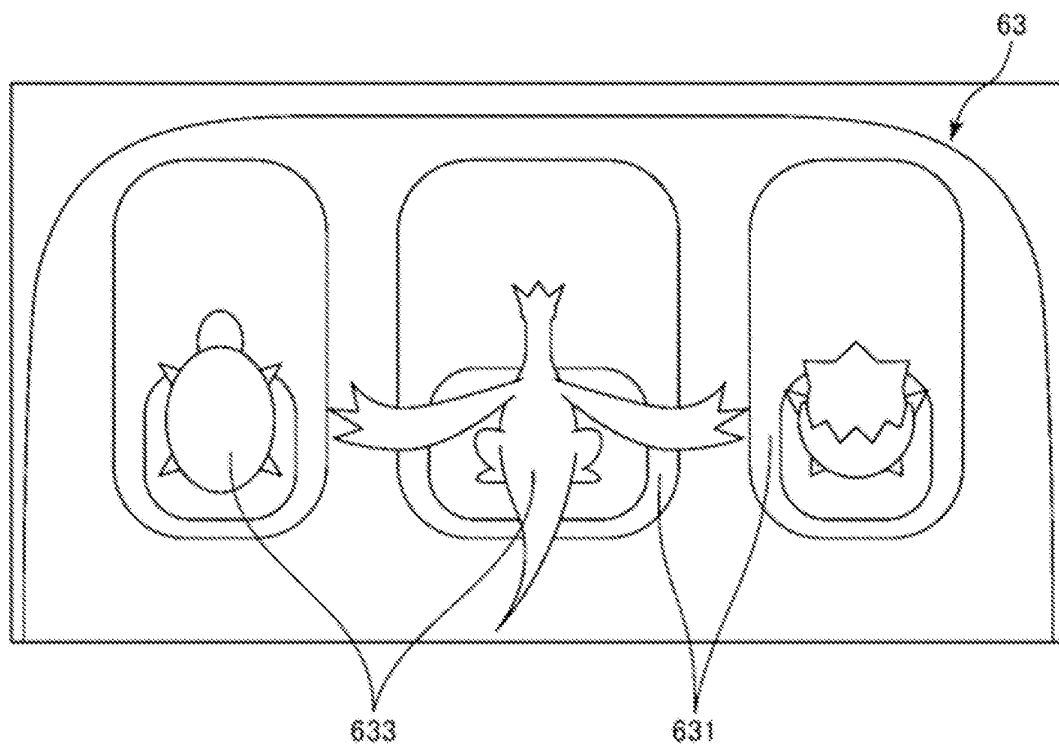


FIG.10

[図11]

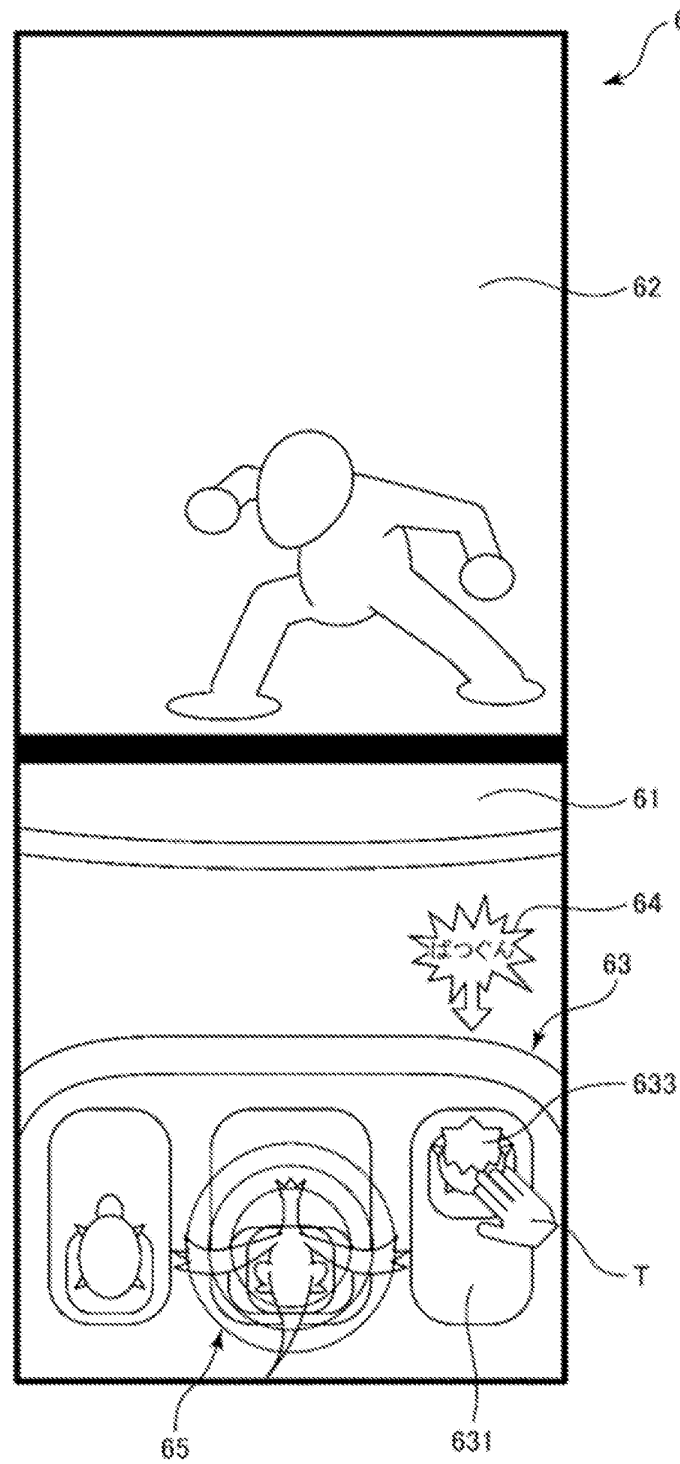


FIG.11

[図12]

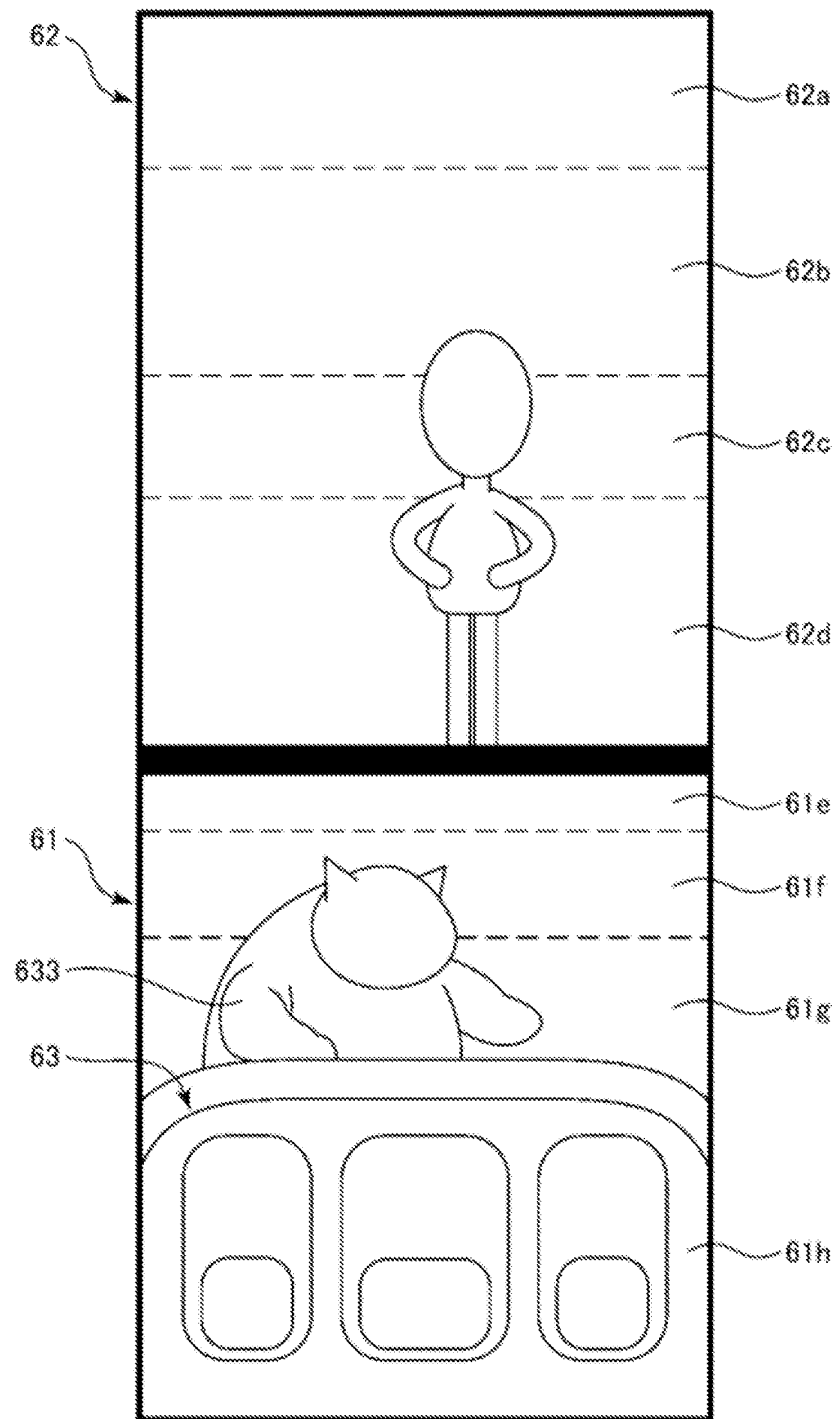


FIG.12

[図13]

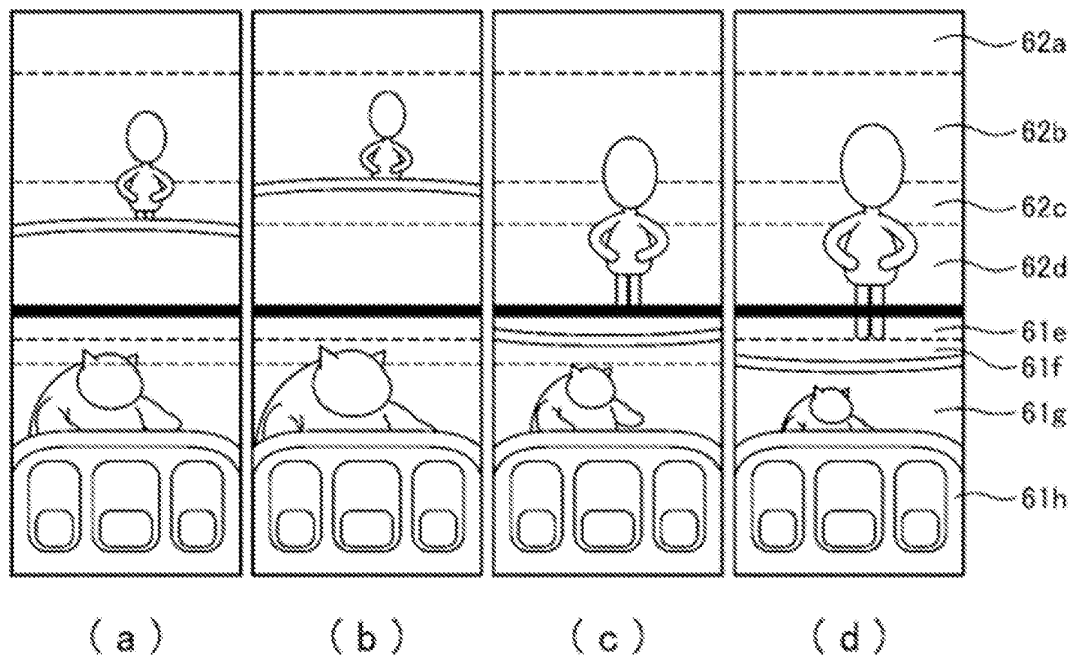


FIG.13

[図14]

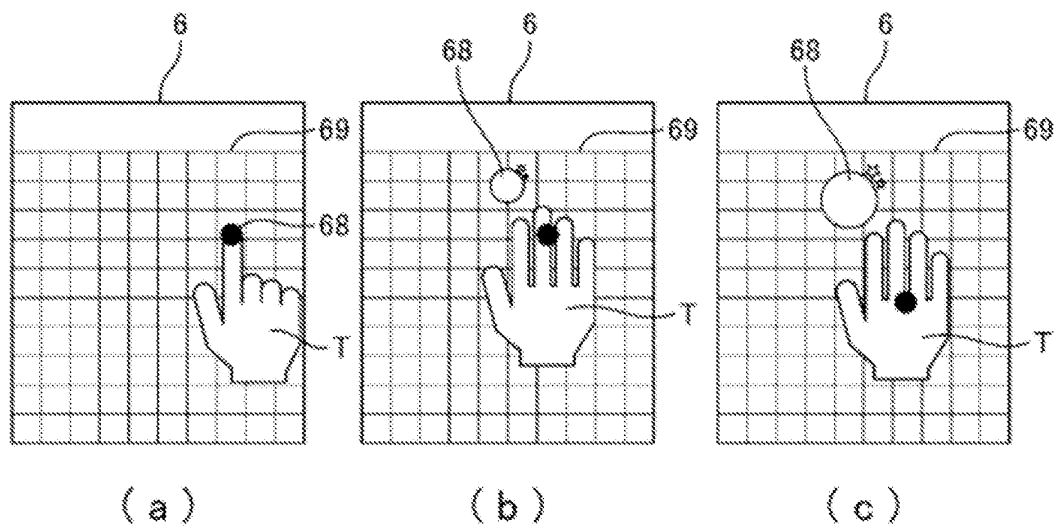


FIG.14

[図15]

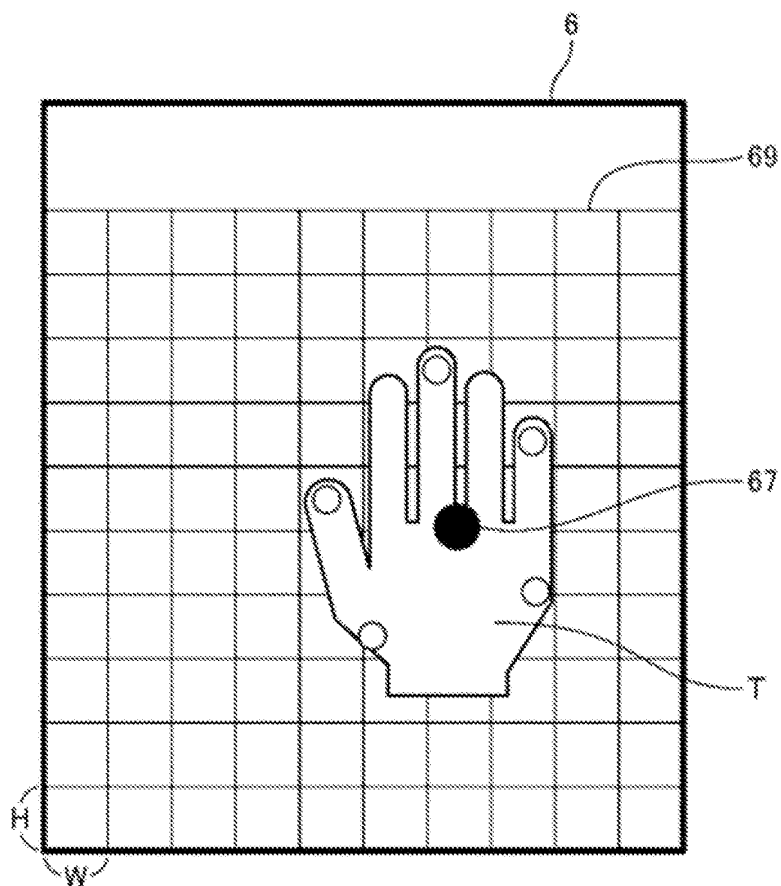
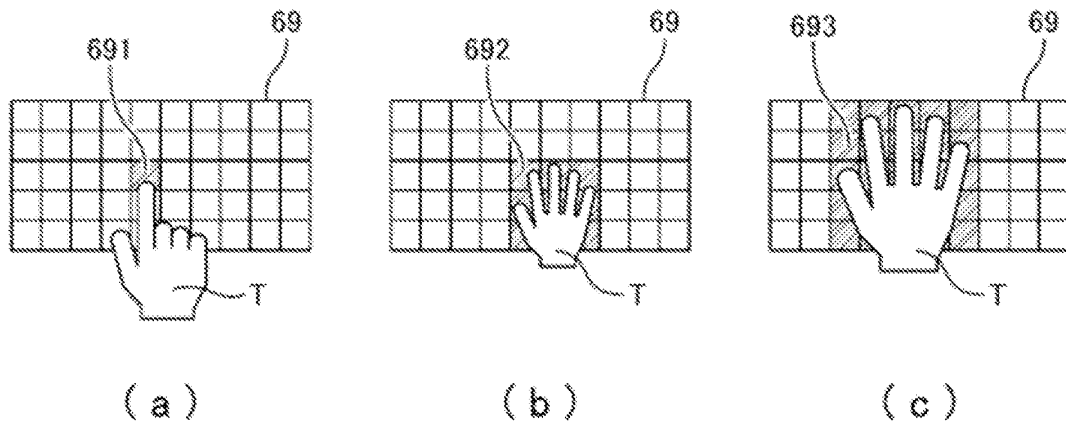
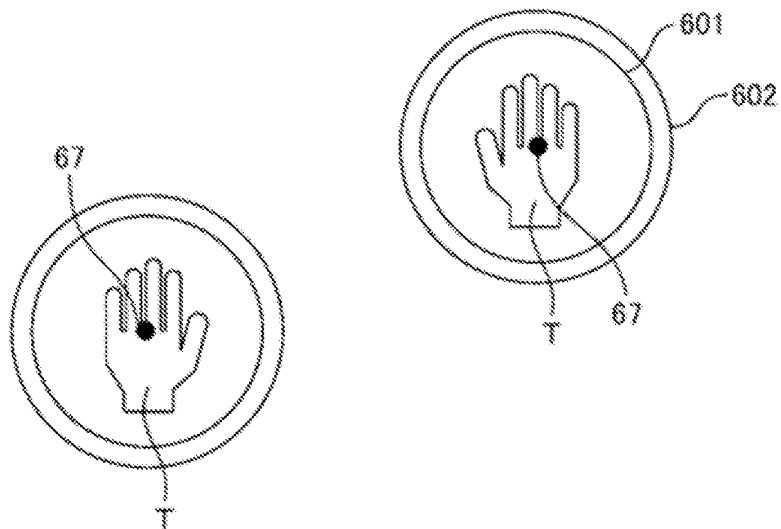


FIG.15

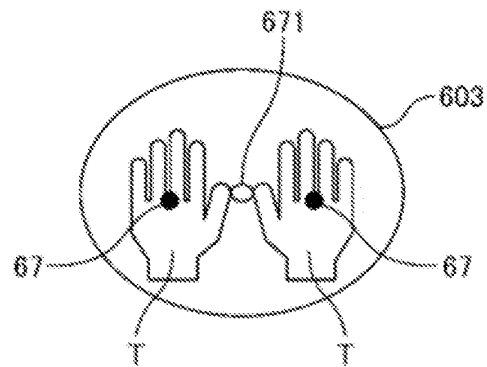
[図16]

**FIG.16**

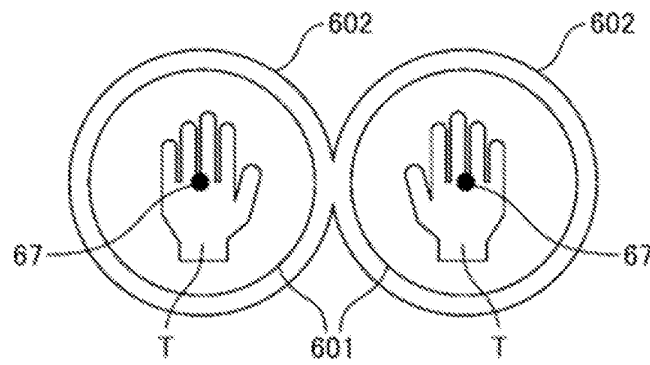
[図17]

**FIG.17**

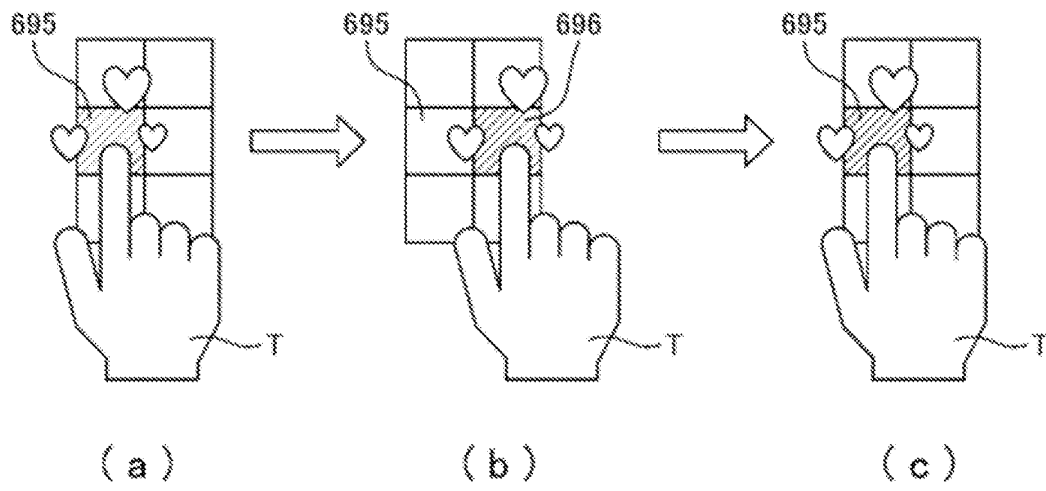
[図18]

**FIG.18**

[図19]

**FIG.19**

[図20]

**FIG.20**

[図21]

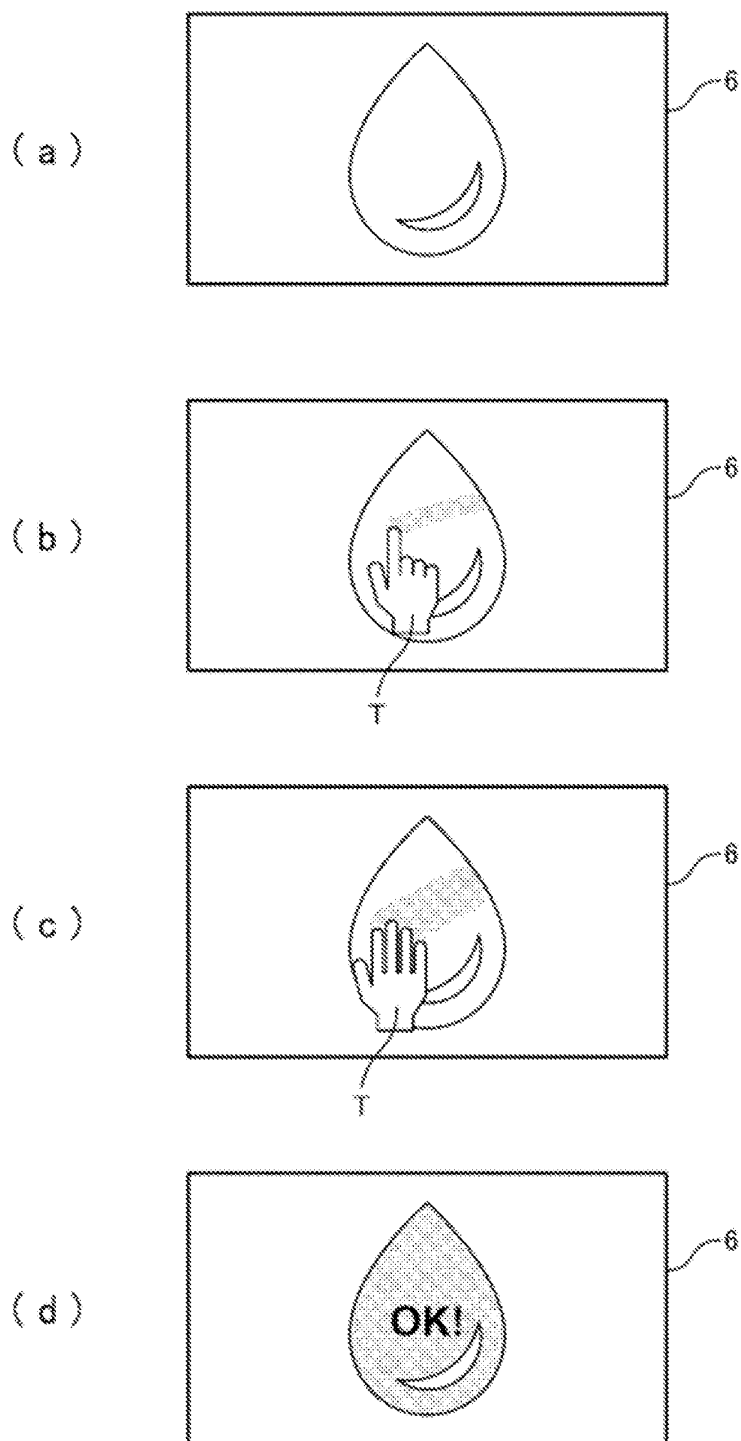


FIG.21

[図22]

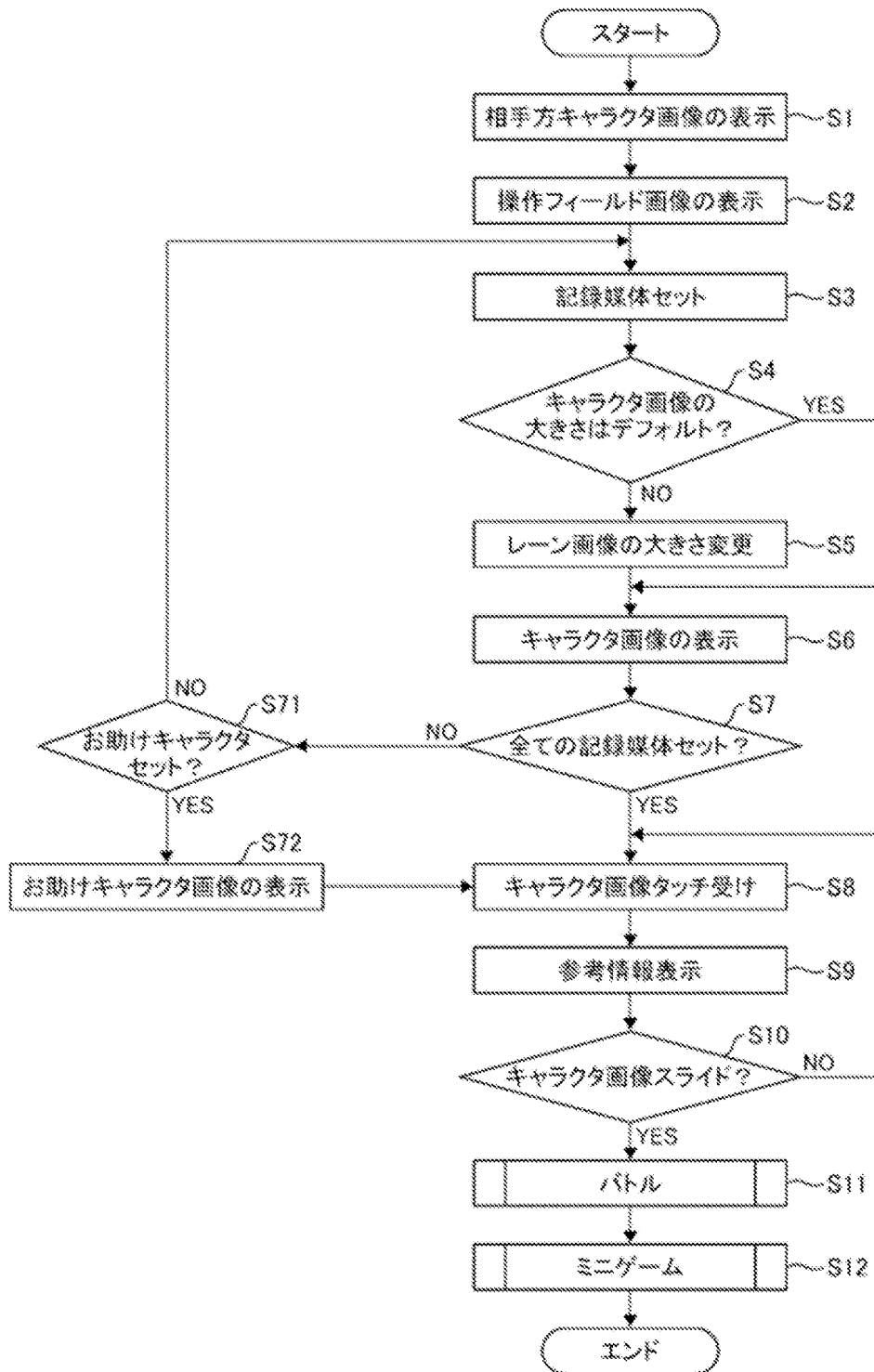


FIG.22

[図23]

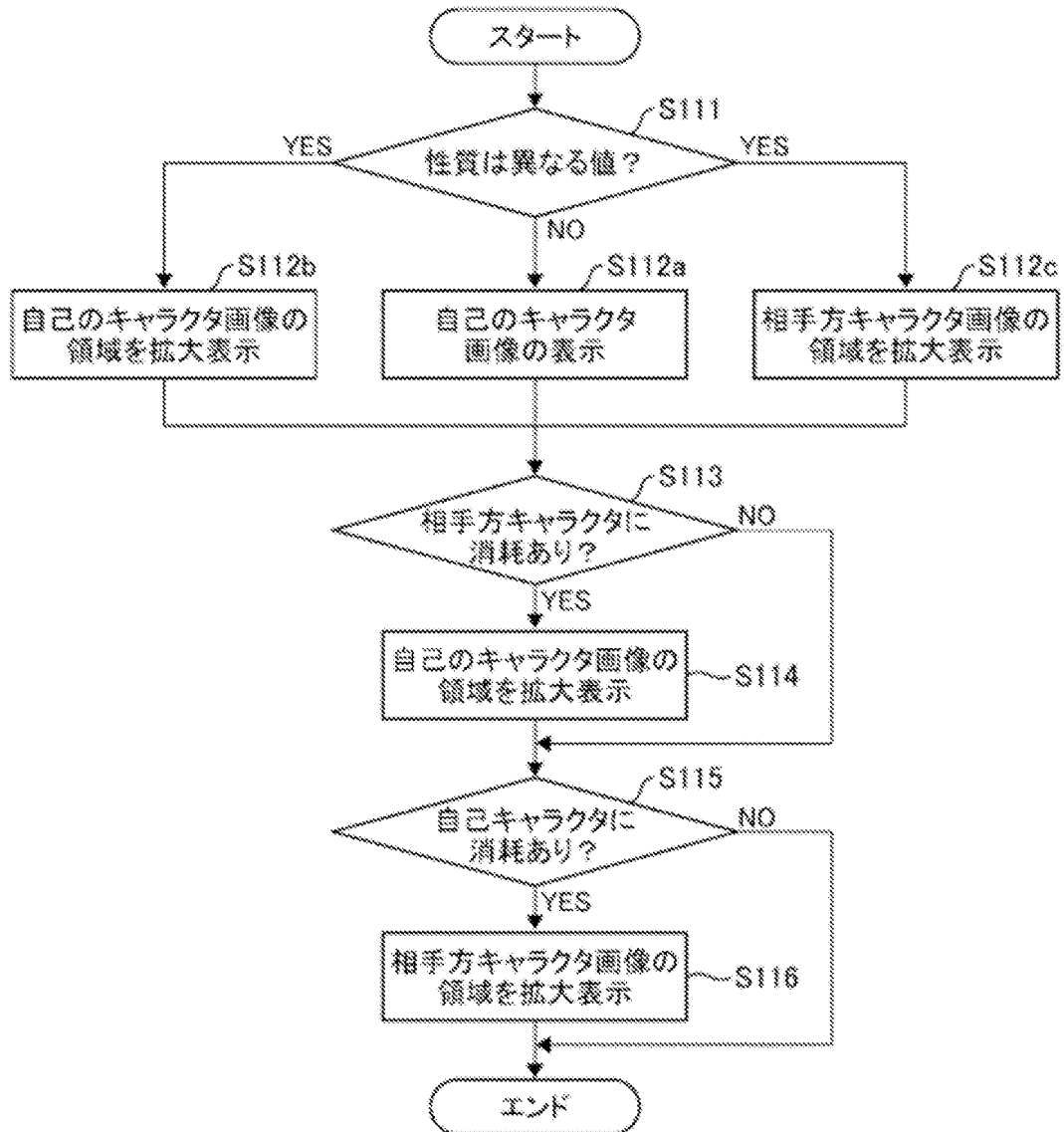


FIG.23

[図24]

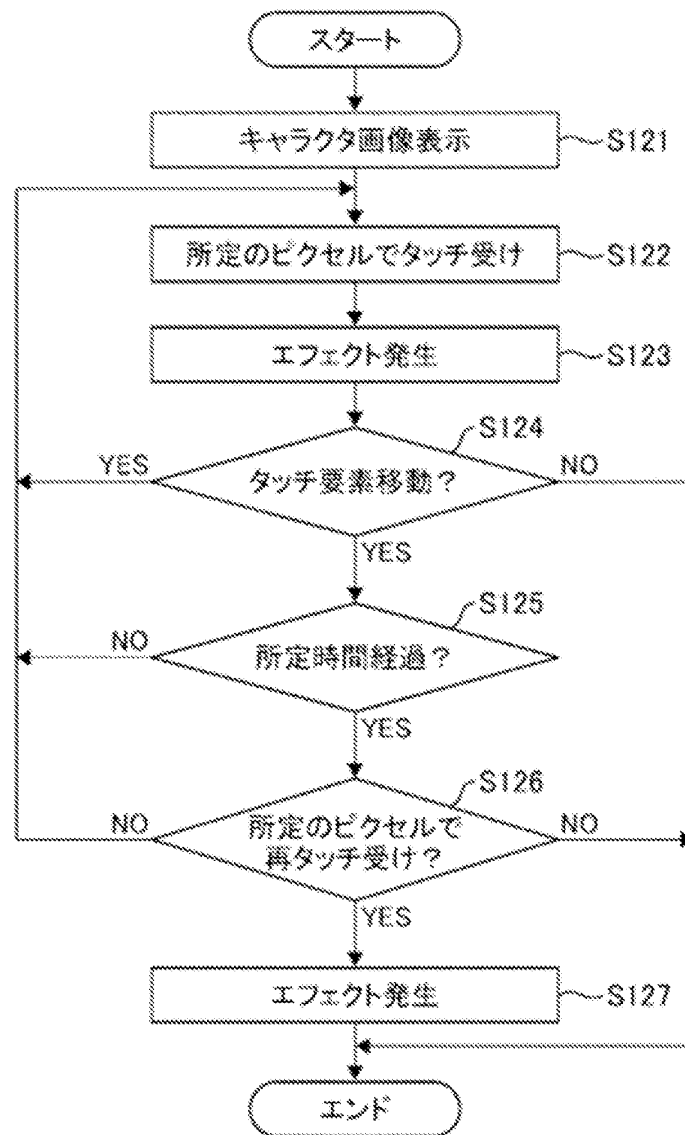


FIG.24

[図25]

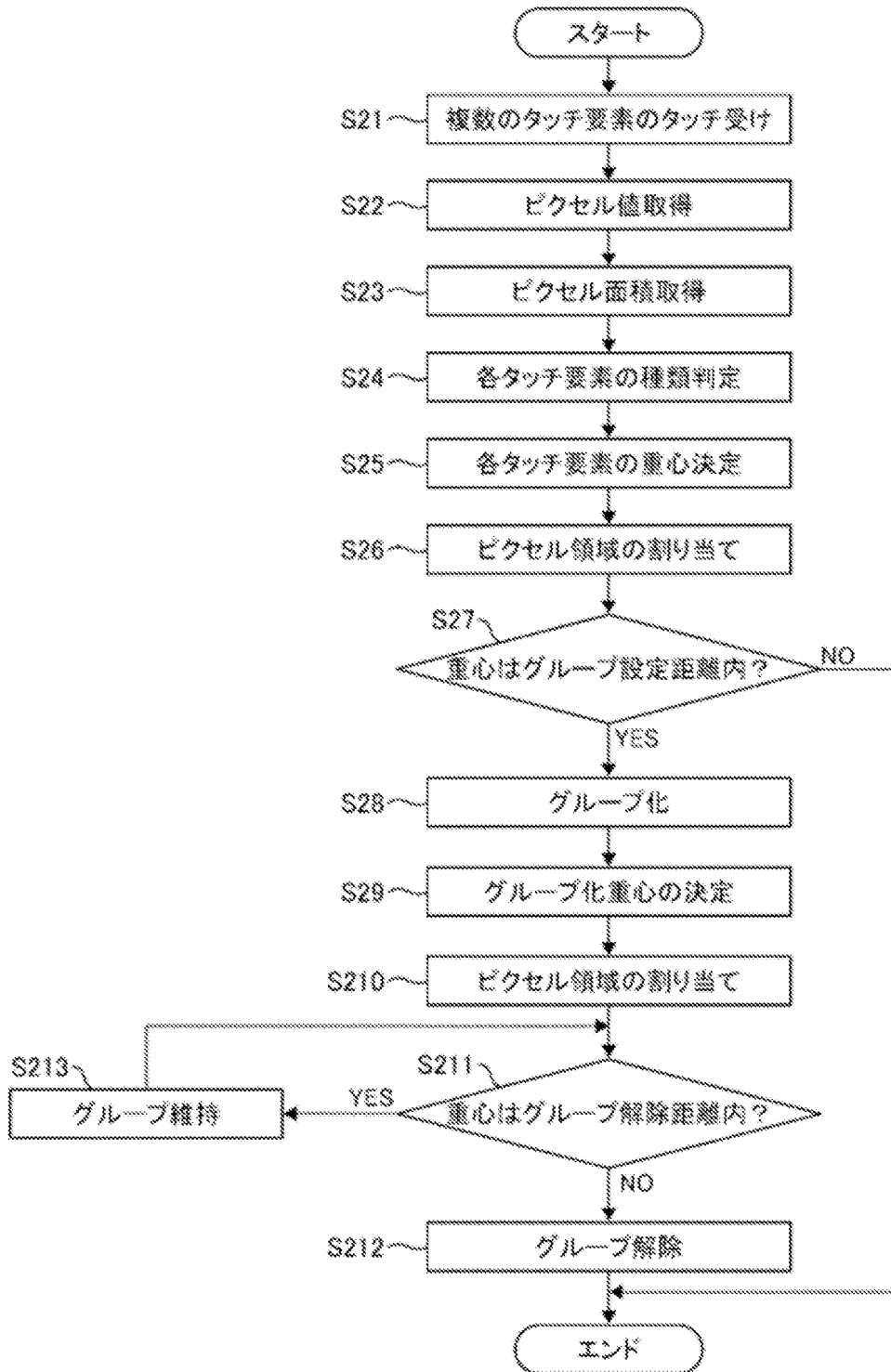


FIG.25

[図26]

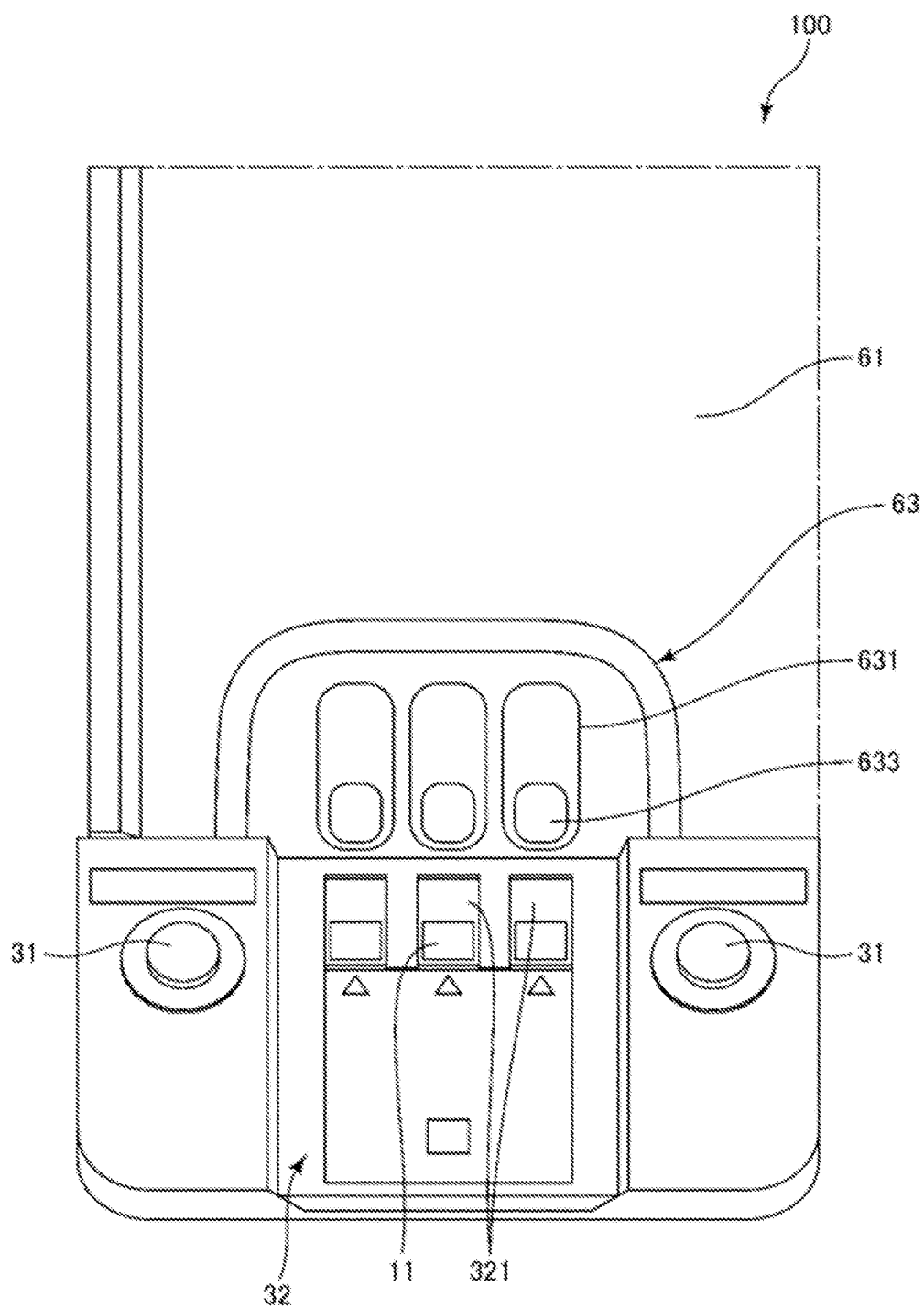


FIG.26

[図27]

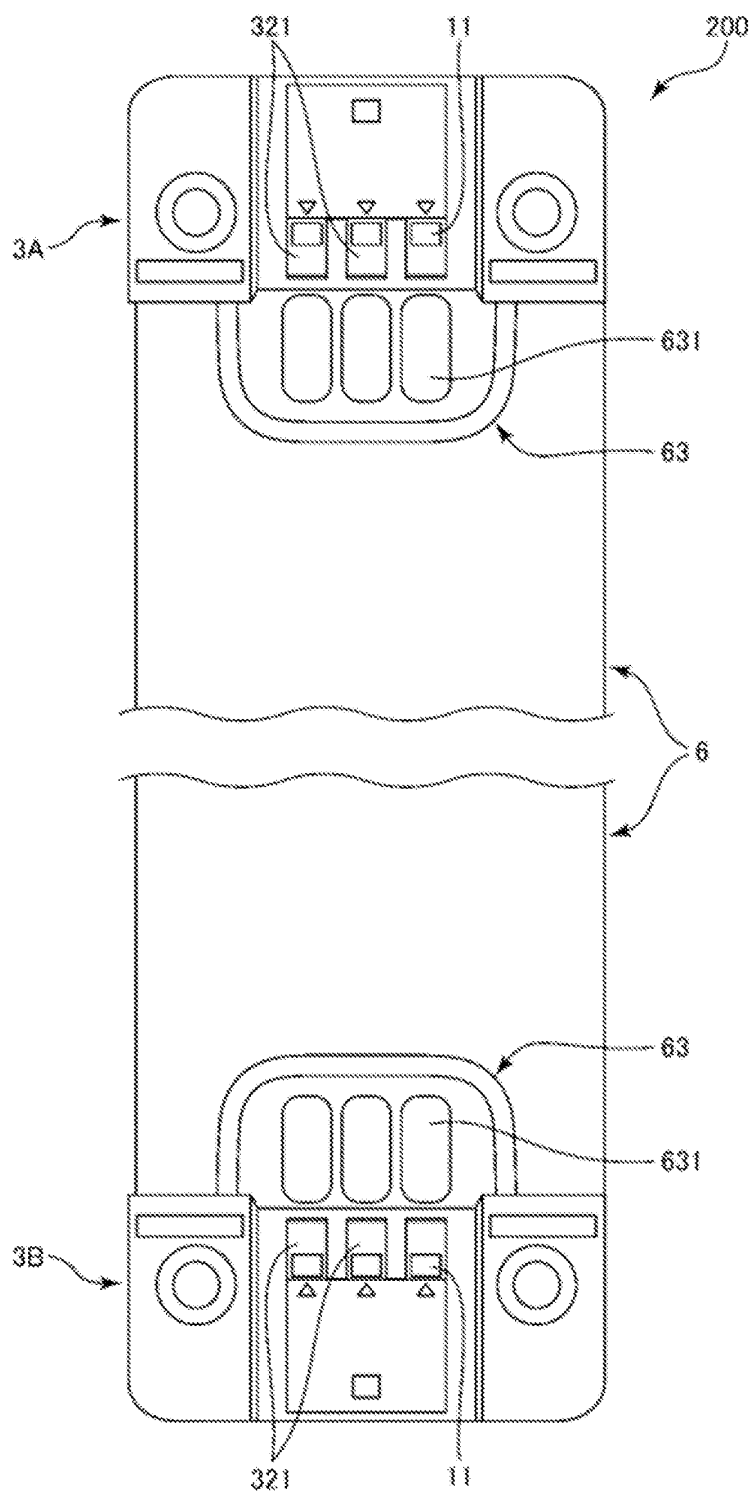
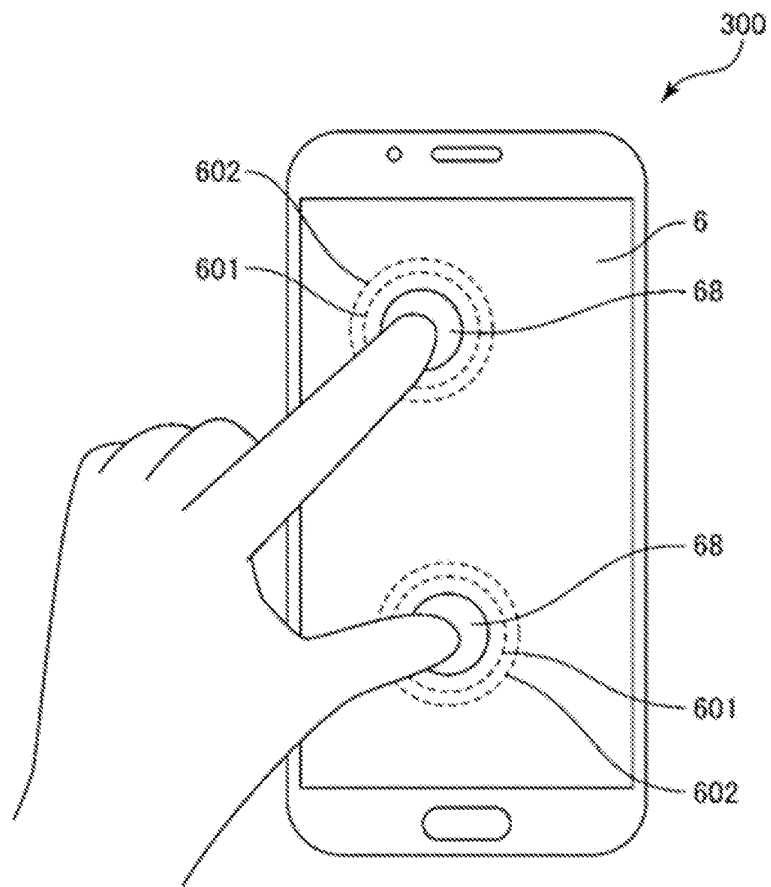


FIG.27

[図28]

**FIG.28**