

FIG. 1

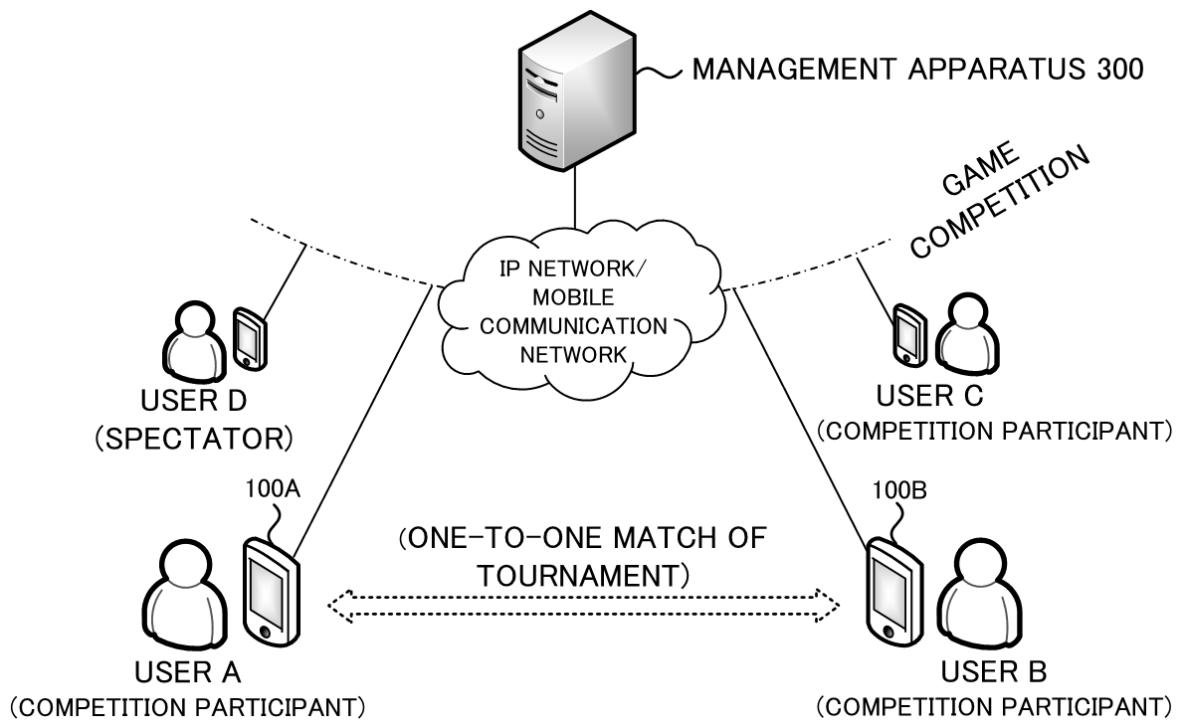


FIG. 2

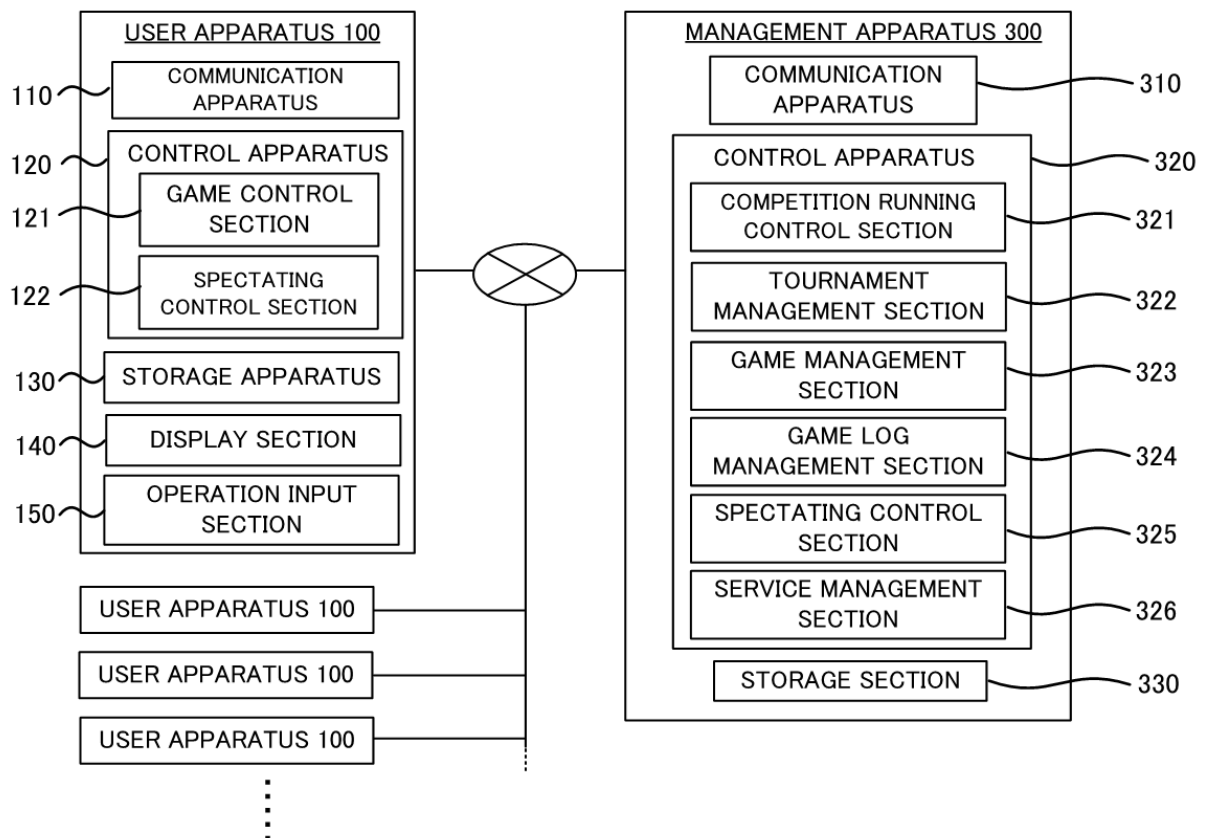


FIG. 3

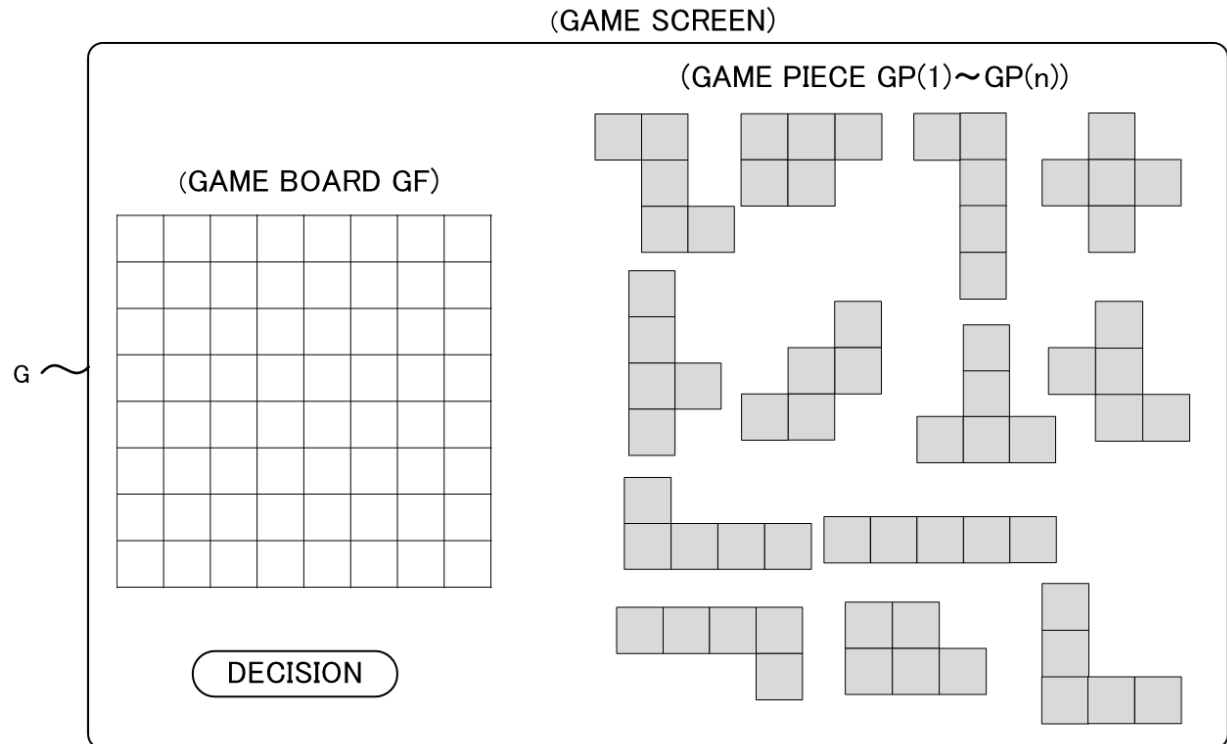


FIG. 4

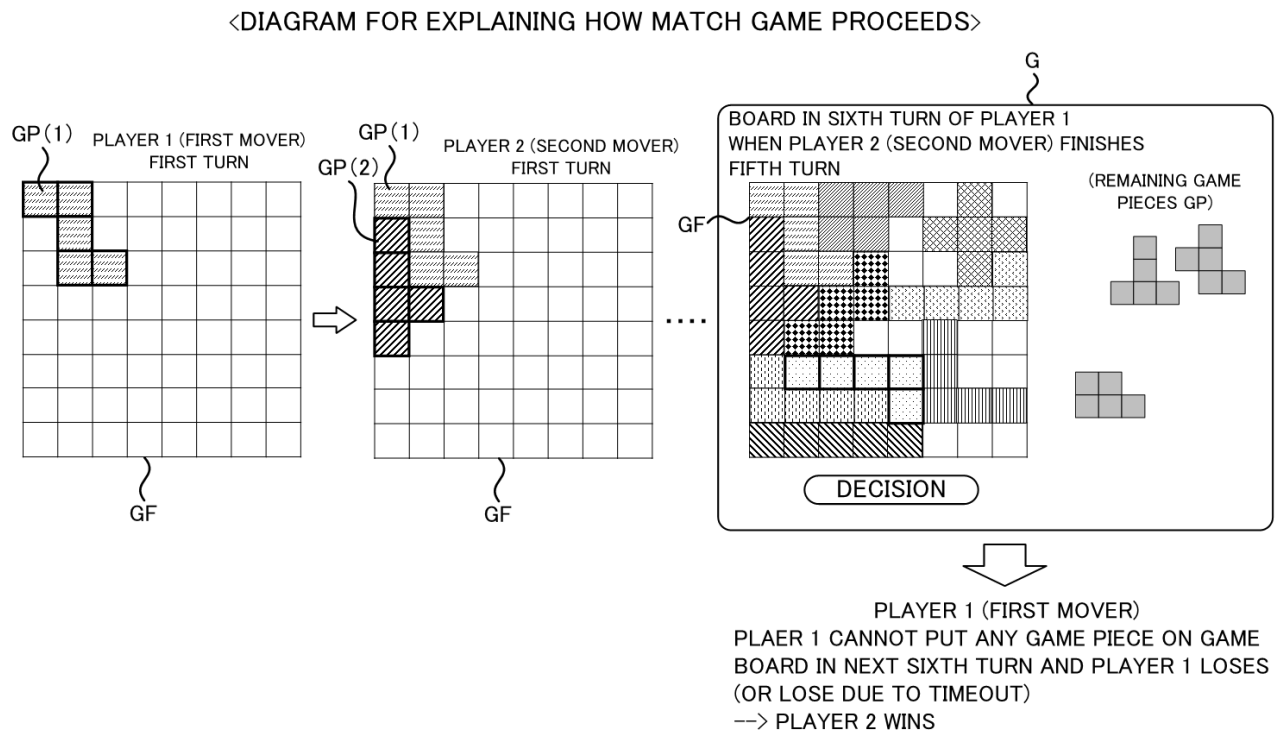


FIG. 5

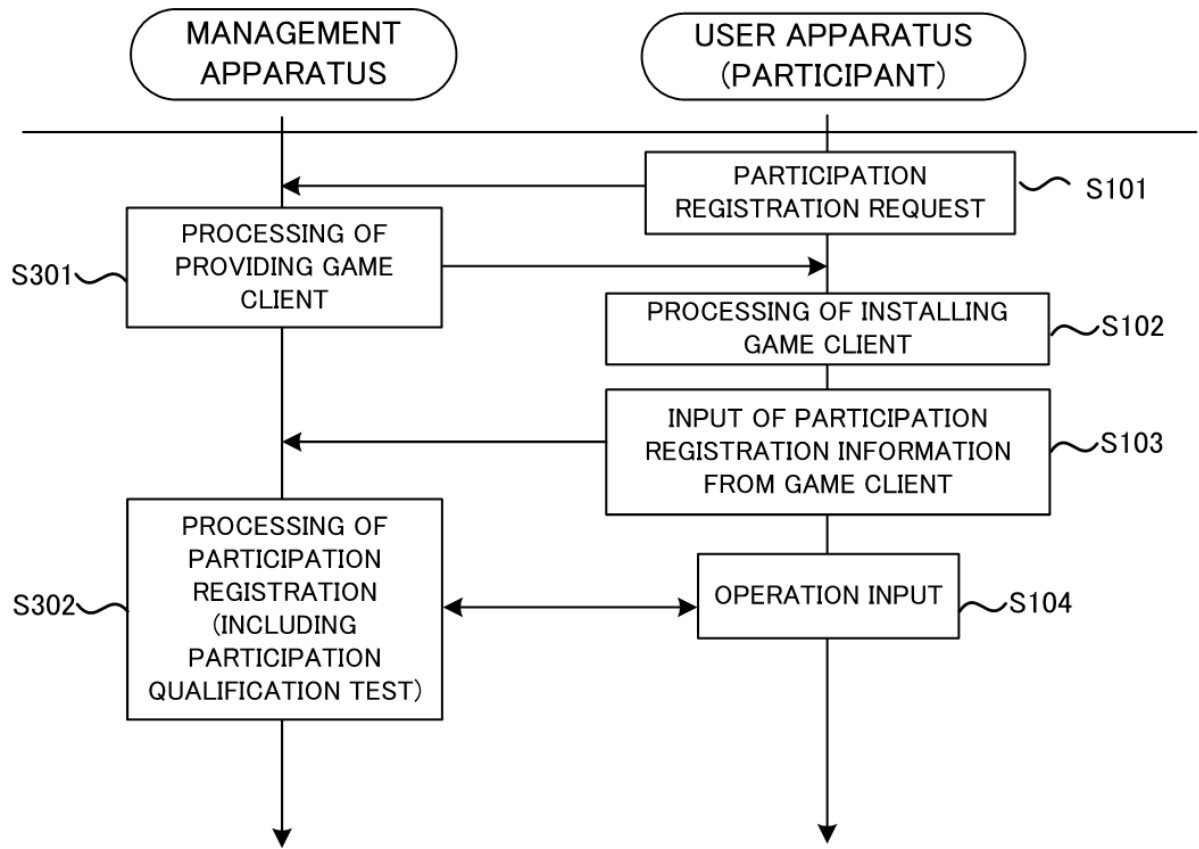


FIG. 6

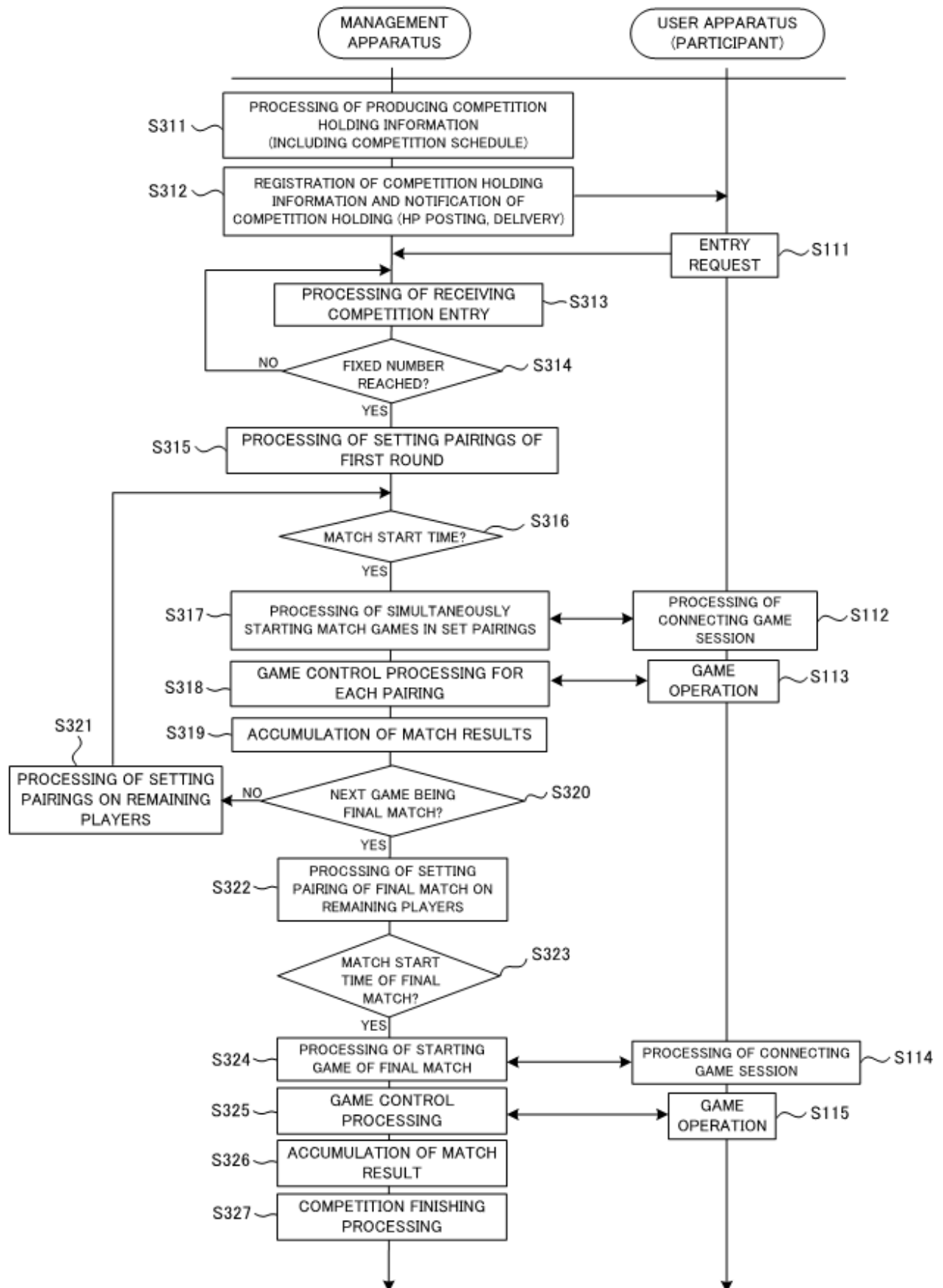


FIG. 7

(GAME MASTER INFORMATION)

GAME BOARD ID	NUMBER OF SQUARES IN GAME FIELD	MAXIMUM TURN NUMBER	NUMBER OF GAME PIECES	GAME PIECE ID	
GF0001	60~64	6	20	GP(1)、GP(2)、....	
GF0002	60~64	6	20		
....					
GF0008	70~75	7	22		
....					

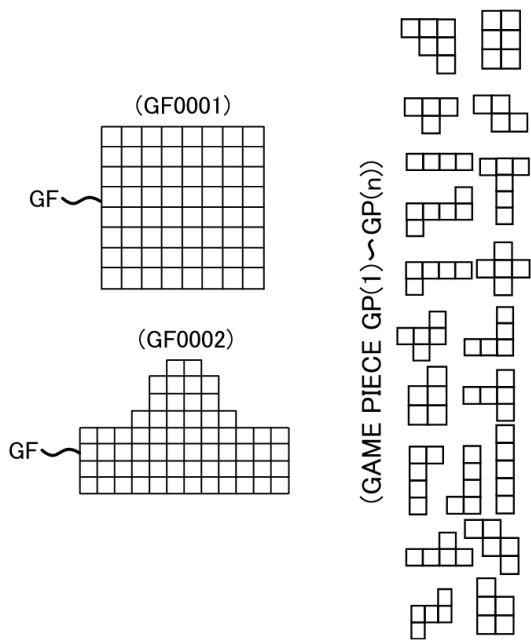


FIG. 8

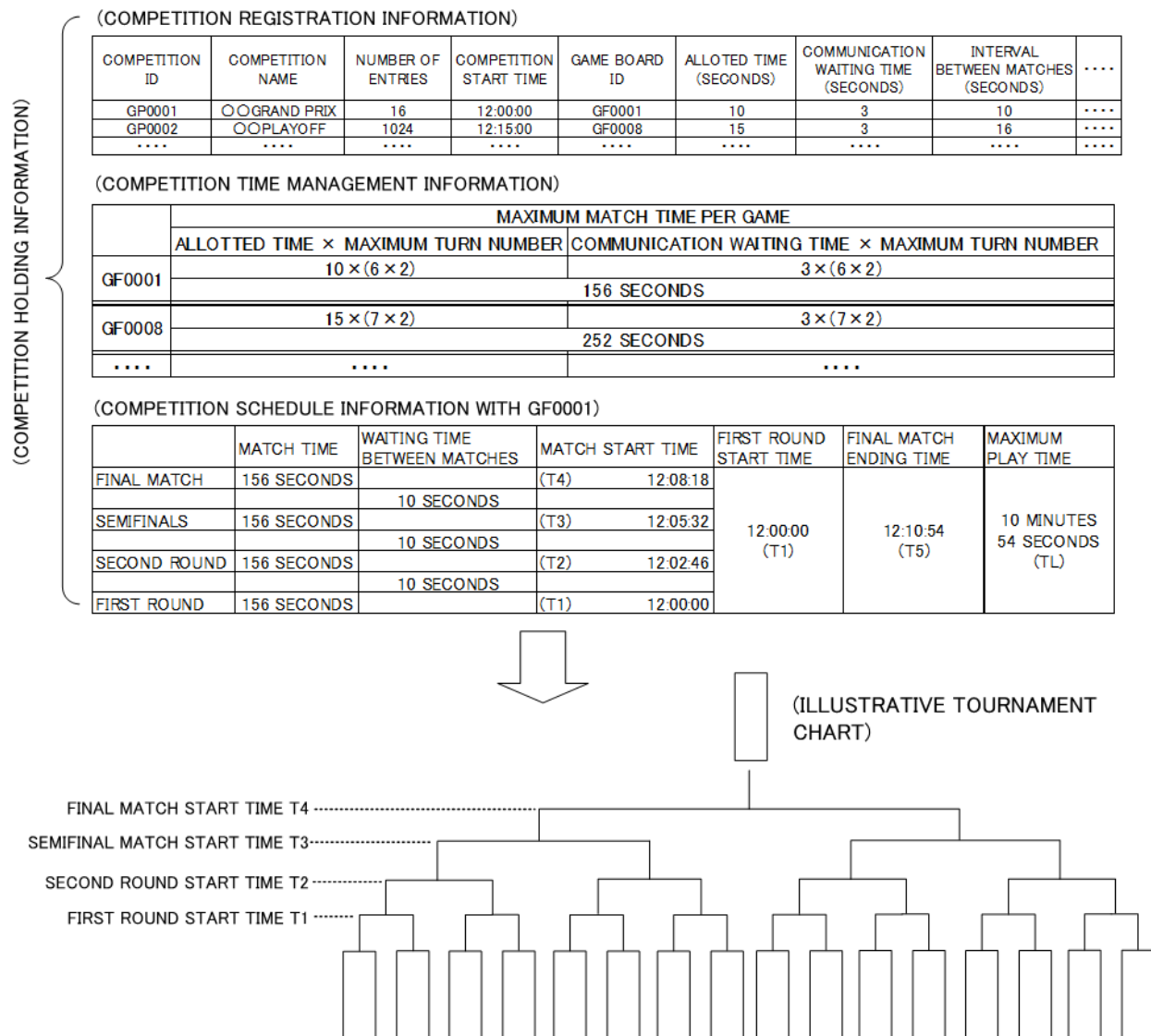


FIG. 9

(COMPETITION SCHEDULE INFORMATION WITH GF0008)

	MATCH TIME	WAITING TIME BETWEEN MATCHES	MATCH START TIME	FIRST ROUND START TIME	FINAL MATCH ENDING TIME	MAXIMUM PLAY TIME
FINAL MATCH	252 SECONDS	16 SECONDS	10:39:54	10:00:00	10:44:06	44 MINUTES 6 SECONDS
SEMIFINALS	252 SECONDS	16 SECONDS	10:35:28			
QUARTER FINALS	252 SECONDS	16 SECONDS	10:31:02			
ROUND OF 16	252 SECONDS	16 SECONDS	10:26:36			
SIXTH ROUND	252 SECONDS	16 SECONDS	10:22:10			
FIFTH ROUND	252 SECONDS	16 SECONDS	10:17:44			
FOURTH ROUND	252 SECONDS	16 SECONDS	10:13:24			
THIRD ROUND	252 SECONDS	16 SECONDS	10:08:56			
SECOND ROUND	252 SECONDS	16 SECONDS	10:04:28			
FIRST ROUND	252 SECONDS	16 SECONDS	10:00:00			

FIG. 10

(COMPETITION SCHEDULE INFORMATION WITH DIFFERENT GAME BOARDS IN ONE COMPETITION)

	GAME BOARD	MATCH TIME	WAITING TIME BETWEEN MATCHES	MATCH START TIME	FIRST ROUND START TIME	FINAL MATCH ENDING TIME	MAXIMUM PLAY TIME
FINAL MATCH	GF0008	252 SECONDS	16 SECONDS	14:30:00	14:00:00	14:34:12	34 MINUTES 12 SECONDS
SEMIFINALS	GF0008	252 SECONDS	16 SECONDS	14:25:32			
QUARTER FINALS	GF0008	252 SECONDS	16 SECONDS	14:21:04			
ROUND OF 16	GF0008	252 SECONDS	10 SECONDS	14:16:36			
SIXTH ROUND	GF0001	156 SECONDS	10 SECONDS	14:13:50			
FIFTH ROUND	GF0001	156 SECONDS	10 SECONDS	14:11:04			
FOURTH ROUND	GF0001	156 SECONDS	10 SECONDS	14:08:18			
THIRD ROUND	GF0001	156 SECONDS	10 SECONDS	14:05:32			
SECOND ROUND	GF0001	156 SECONDS	10 SECONDS	14:02:46			
FIRST ROUND	GF0001	156 SECONDS	10 SECONDS	14:00:00			

FIG. 11

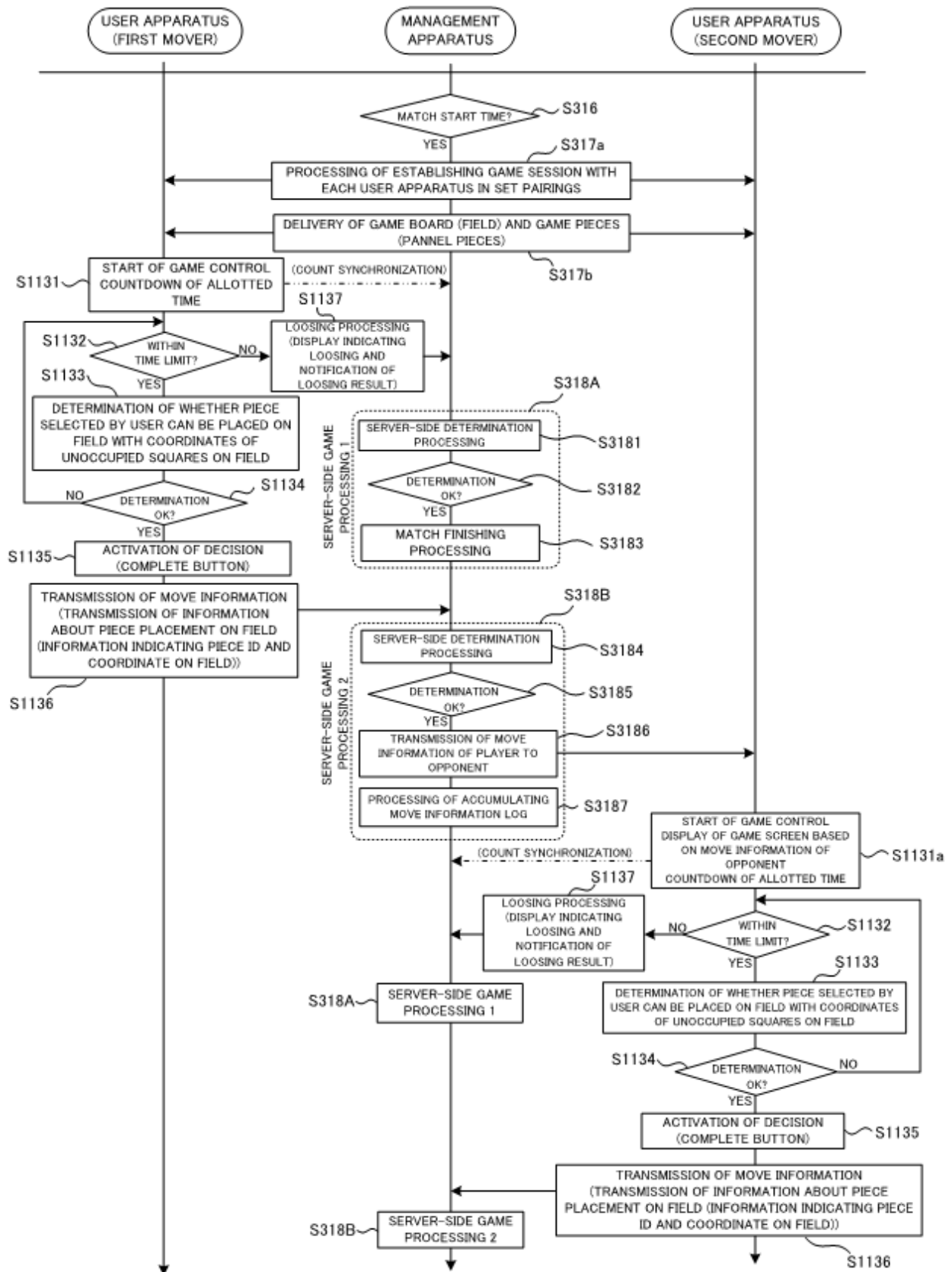


FIG. 12

(PAIRING SETTING INFORMATION)

COMPETITION NAME	DATE AND TIME	MATCH ID	MATCH NAME	PLAYER 1 (FIRST MOVER)	PLAYER 2 (SECOND MOVER)
○○GRAND PRIX		S0001	FINAL MATCH		

(GAME LOG)

MATCH ID	PLAYER	FIRST TURN	SECOND TURN	
S0001	PLAYER 1 (FIRST MOVER)	GAME PIECE GP(5)、SQUARE COORDINATE No1(1、2、10、18、19)		
	PLAYER 2 (SECOND MOVER)	GAME PIECE GP(18)、SQUARE COORDINATE No1(9、17、25、26、33)		

(EXAMPLE OF SQUARE COORDINATES ON GAME BOARD)

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56
57	58	59	60	61	62	63	64

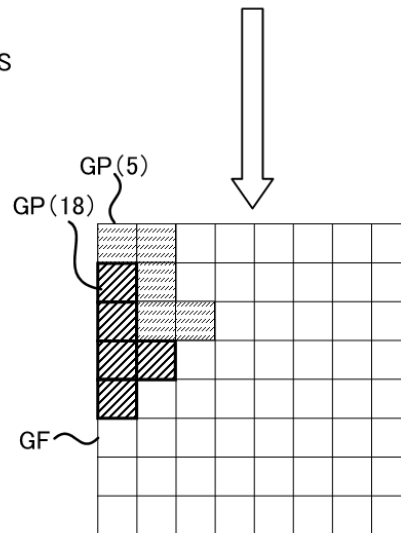
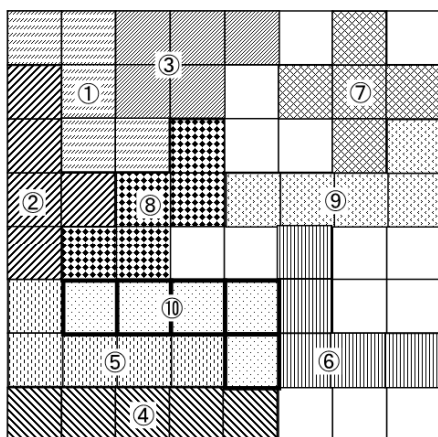
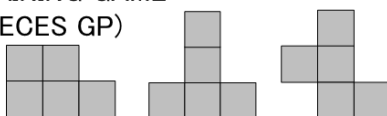


FIG. 13

(GAME RECORD INFORMATION)

(GAME RECORD OF MATCH)

(REMAINING GAME
PIECES GP)

DATE AND TIME:

COMPETITION NAME:

PLAYER NAME (FIRST MOVER):

RANKING:

PLAYER NAME (SECOND MOVER)

RANKING

※ 1 TO 10 INDICATE ORDER OF GAME PIECES
PUT ON GAME BOARD

PREVIOUS MOVE



NEXT MOVE



AUTOMATIC REPRODUCTION

FIG. 14

(EVENT MANAGEMENT INFORMATION)

EVENT ID	EVENT PROCESSING	TIMING OF EVENT PROCESSING
I0001	ADD NEW GAME PIECE	
I0002	REMOVE ALREADY DISPLAYED PIECE	
I0003	REPLACE ALREADY DISPLAYED PIECE WITH GAME PIECE OF DIFFERENT SHAPE	
....		

FIG. 15

<GAME CONTROL INCLUDING EVENT PROCESSING>

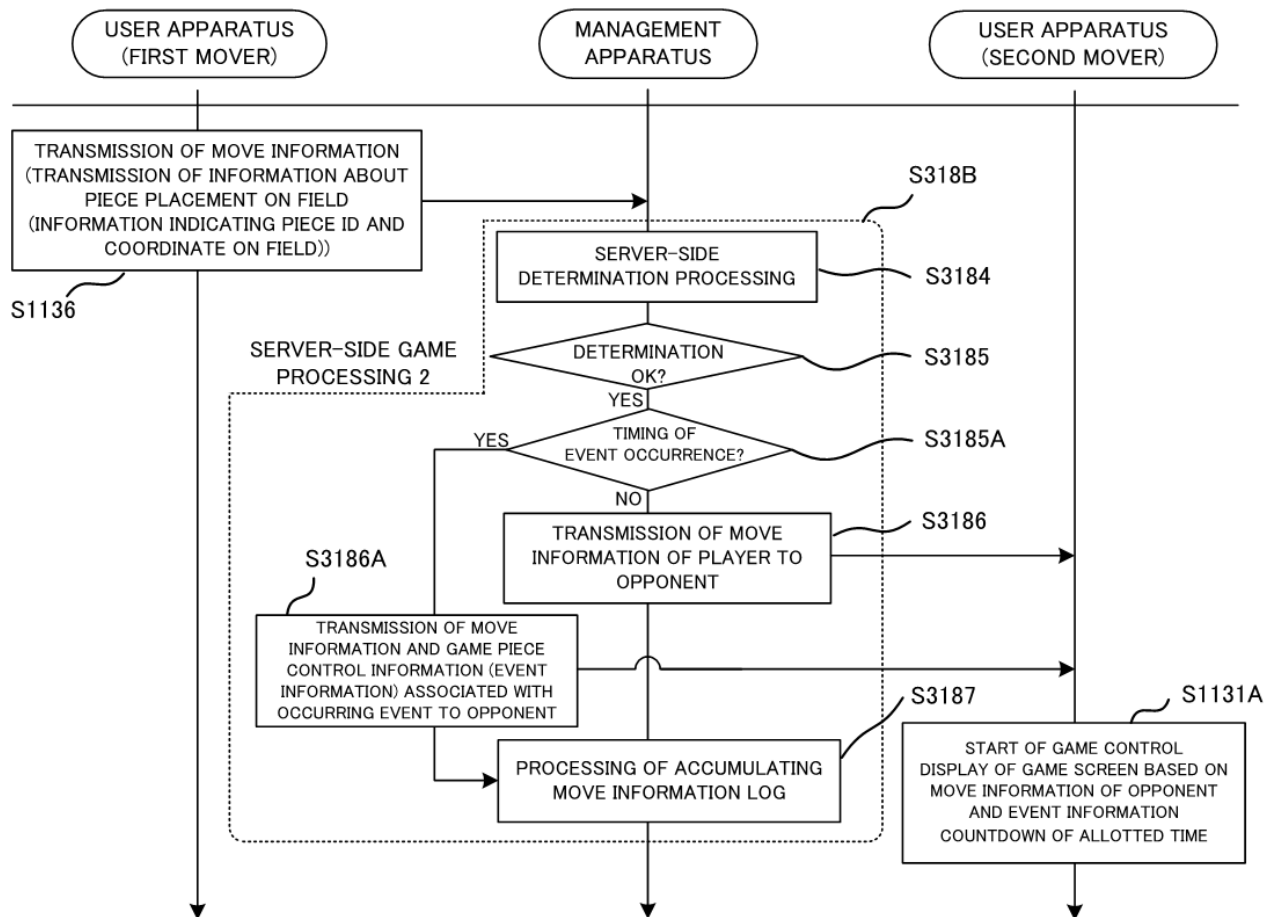


FIG. 16

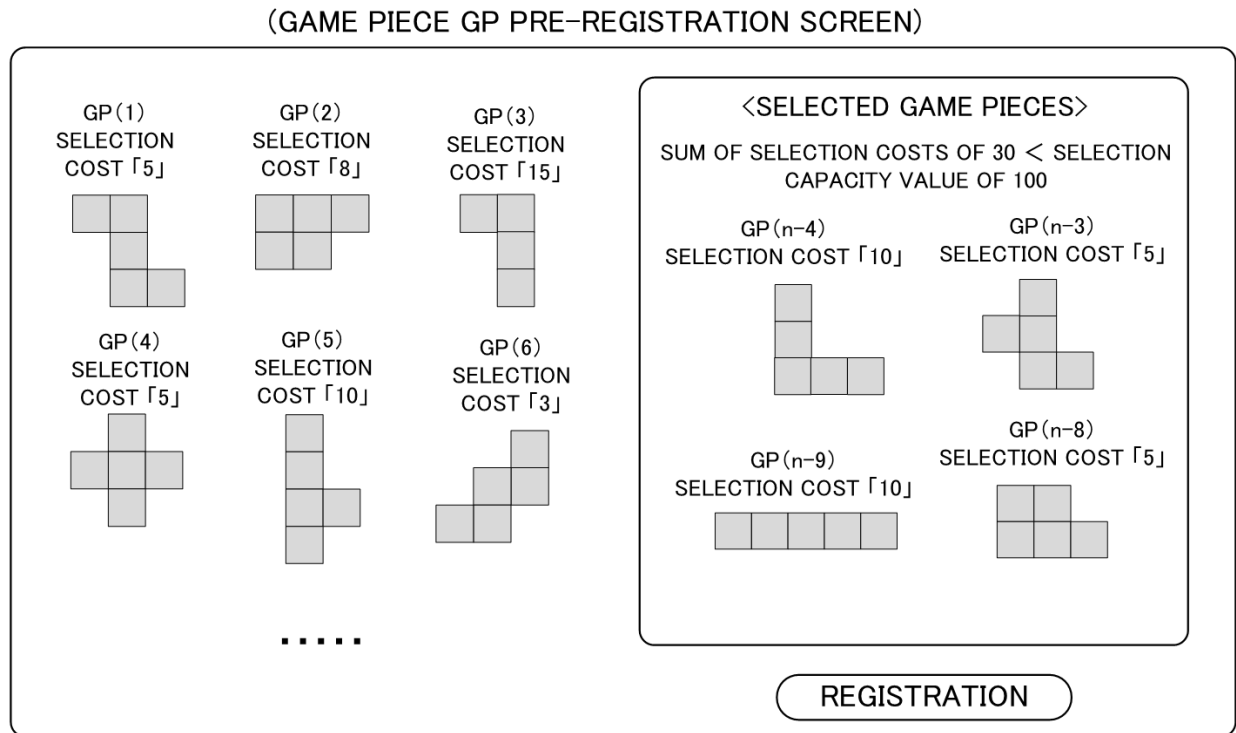


FIG. 17

