ABSTRACT

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METHOD AND SYSTEM FOR GAME

A method and a system for a game are disclosed. The method includes steps displaying a determination region in at least one section distinguished by neighboring points, on a virtual passage formed by a plurality of points sequentially connected with each other. The method also includes displaying an object moving along the virtual passage on a screen, and determining an accuracy or success/failure of a user input based on a position of the object at a time when the user input is detected and a position of the determination region.

FIG. 3

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