

SHOOTING GAME SYSTEM

Abstract

A game processing element screens out at least one shooting target according to a judgment condition of a special target from a game picture in real time, and calculates to generate a real-time total multiplier, which is included in an odds multiple of the special target. If an attack bullet hits the special target the processing element judges whether the special target is hit down at a second probability. The product of the second probability and the odds multiple is equal to a rate of RTP. Accordingly, the second probability and the odds multiple is in negative correlation. Therefore, if the special target is hit down, a player obtains the sum of the odds multiples of the shooting targets meeting the judgment condition, and a game special effect thereof is realistically presented on the game picture that the shooting target meeting the judgment condition is hit down.

FIG. 1