Claims

[Claim 1] An information processing device outputting display data relating to a throwing game, in which points associated with a segment, which a throwing object hits, from among a plurality of segments provided on a target are sequentially subtracted from a score, and finishing is decided by making the score match a reference value, the information processing device comprising:

a per-segment least throws count calculating unit that calculates a per-segment least throws count that is a smallest count of throws necessary to make the score match the reference value, in association with each segment from among the plurality of segments, in a case of assuming that the throwing object hits the segment in a next throw;

a display data generating unit that generates display data for displaying at least one segment from among the plurality of segments in a display form based on the per-segment least throws count associated with the segment; and

an output unit that outputs the display data.

[Claim 2] The information processing device according to claim 1, further comprising:

a target least throws count deciding unit that decides a target least throws count, which is a smallest value from among the per-segment least throws counts associated with respective segments of the plurality of segments; and

a throw count difference calculating unit that calculates a throw count difference that is a value obtained by subtracting the target least throws count from the per-segment least throws count associated with respective segments of the plurality of segments, wherein

the display data generating unit generates the display data for displaying the at least one segment from among the plurality of segments in the display form based on the throw count difference.

[Claim 3] The information processing device according to claim 2, further comprising:

a recommended segment selecting unit that selects, from the plurality of segments, a recommended segment that is a segment regarding which hitting is recommended, on the basis of predetermined selection conditions, wherein

the display data generating unit generates the display data for displaying the recommended segment in an enhanced manner.

[Claim 4] The information processing device according to claim 3, wherein

the predetermined selection conditions are stipulated including at least one of

a first minor condition that is based on the throw count difference associated with each segment of the plurality of segments,

a second minor condition that is based on a type of each segment of the plurality of segments,

a third minor condition that is based on the points associated with each segment of the plurality of segments, and

a fourth minor condition under which the score is within a predetermined range that is specified for the recommended segment.

[Claim 5] The information processing device according to claim 4, wherein the first minor condition includes a condition under which the throw count difference associated with a subject segment, which is a segment that is to be a candidate for

the recommended segment from among the plurality of segments, is a predetermined first threshold value or lower.

[Claim 6] The information processing device according to claim 4, wherein the first minor condition includes a condition that a sum of the throw count difference associated with a subject segment, which is a segment serving as a candidate for the recommended segment from among the plurality of segments, and the throw count difference associated with an adjacent segment that is at least one segment adjacent to the subject segment is equal to or less than a predetermined second threshold value.

[Claim 7] The information processing device according to claim 3, further comprising:

an audio data generating unit that generates audio data relating to the recommended segment, wherein

the output unit further outputs the audio data.

[Claim 8] An information processing method of outputting display data relating to a throwing game, in which points associated with a segment, which a throwing object hits, from among a plurality of segments provided on a target are sequentially subtracted from a score, and finishing is decided by making the score match a reference value, the method comprising the steps of:

calculating a per-segment least throws count that is a smallest count of throws necessary to make the score match the reference value, in association with each segment from among the plurality of segments, in a case of assuming that the throwing object hits the segment in a next throw;

generating display data for displaying at least one segment from among the plurality of segments in a display form based on the per-segment least throws count associated with the segment; and

outputting the display data.

[Claim 9] A program causing a computer to function as an information processing device that outputs display data relating to a throwing game, in which points associated with a segment, which a throwing object hits, from among a plurality of segments provided on a target are sequentially subtracted from a score, and finishing is decided by making the score match a reference value, the computer being functioned as:

a per-segment least throws count calculating unit that calculates a per-segment least throws count that is a smallest count of throws necessary to make the score match the reference value, in association with each segment from among the plurality of segments, in a case of assuming that the throwing object hits the segment in a next throw;

a display data generating unit that generates display data for displaying at least one segment from among the plurality of segments in a display form based on the per-segment least throws count associated with the segment; and

an output unit that outputs the display data.

[Claim 10] A throwing game device, comprising:

the information processing device according to any one of claims 1 to 7; and

the target.