WHAT IS CLAIMED IS:

1. A method for a game, the method comprising:

controlling to display~~ing~~ a ~~first~~ determination region in at least one of sections distinguished by neighboring points, on~~of~~ a virtual passage~~,~~ formed by~~the virtual passage comprising~~ a plurality of points sequentially connected with each other~~and neighboring points in the plurality of points forming the sections~~;

controlling to display~~ing~~ an object ~~configured to~~ movinge on~~along~~ the ~~virtual~~ passage on a screen;~~ and~~

determining~~, using a processor, an~~ accuracy or success/failure of the~~an~~ user input based on a position of the object~~,~~ at a point of time when the user input is recognized~~detected,~~ and a position of the ~~first~~ determination region;~~.~~

~~2. The method of claim 1, further comprising:~~

~~displaying a second determination region in one of the plurality of sections based on a determined probability~~

~~3. The method of claim 2, wherein the determined probability is calculated based on a number of determination regions displayed while the object is moving from a start point to a last point on the virtual passage, a number of determination regions newly created according to a movement of the object from the start point to a current point of the object, and a number of remaining sections to a target point from a section corresponding to the current point of the object.~~

~~4. The method of claim 1, wherein displaying an object configured to move along number of set first sections or displaying the object as pausing, for a determined time period, at a pause point based on a number of set second sections.~~

~~5. The method of claim 1, further comprising:~~

~~determining a moving direction of the object based on a direction variation probability or determining a moving speed of the object based on a moving speed variation range, when the object reaches a target point set based on a number of set first sections or a pause point set based on a number of set second sections,~~

~~wherein displaying the object configured to move along the virtual passage comprises displaying movement of the object based on the determined moving direction or the determined moving speed.~~

~~6. The method of claim 1, further comprising:~~

determining~~displaying~~ an achieved score based on the ability set for the~~of a~~ user or a character of the user, when it is determined that the user input is~~in response to the input being~~ accurate or successful; and

determining whether a target~~goal~~ for the user or the character of the user is achieved, based on the achieved score and a target score set based on a level of difficulty in achieving the target.

~~7. The method of claim 1, wherein at least one of a moving speed of the object, a moving speed variation range of the object, a direction variation probability of the object at a target point, and a number of first sections used to set a target point is determined based on a level of difficulty, and~~

~~wherein movement of the object is displayed based on the at least one of the moving speed of the object, the moving speed variation range of the object, the direction variation probability of the object at the target point, and the number of first sections used to set the target point.~~

~~8. The method of claim 1, further comprising:~~

~~discontinuing display of the first determination region in response to the input being accurate.~~

29. A computer-readable storage medium recording having thereon computer-executable instructions that, when executed by the processor, perform the method of claim 1.

310. A system for ~~playing~~ a game, ~~the system~~ comprising:

a determination region display control unit configured to control to display ~~of~~ a ~~first~~ determination region in at least one of sections distinguished by neighboring points, one~~of~~ a virtual passage~~,~~ formed by~~the virtual passage comprising~~ a plurality of points sequentially connected with each other~~, neighboring points in the plurality of points forming the sections~~;

a determination region display control unit configured to control to display ~~of~~ an object ~~configured to~~ moving~~e~~ on~~along~~ the ~~virtual~~ passage on a screen;~~ and~~

a determination unit configured to determine ~~an~~ accuracy or success/failure of the user~~an~~ input based on a position of the object~~,~~ at a point of time when the user input is recognized~~detected,~~ and a position of the ~~first~~ determination region;~~.~~

~~11. The system of claim 10, wherein the determination region display control unit is configured to display a second determination region in one of the plurality of sections based on a determined probability.~~

~~12. The system of claim 11, wherein the determined probability is calculated based on a number of determination regions displayed while the object is moving from a start point to a last point on the virtual passage, a number of determination regions newly created according to a movement of the object from the start point to a current point of the object, and a number of remaining sections to a target point from a section corresponding to the current point of the object.~~

~~13. The system of claim 10, wherein the object display control unit is configured to control display of movement of the object to move to a target point based~~

~~on a number of set first sections or to display the object as pausing, for a determined time period, at a pause point based on a number of set second sections.~~

~~14. The system of claim 10, further comprising:~~

~~a moving direction determination unit configured to determine a moving direction of the object based on a direction variation probability or configured to determine a moving speed of the object based on a moving speed variation range, when the object reaches a target point set based on a number of set first sections or a pause point set based on a number of set second sections,~~

~~wherein the object display control unit is configured to control display of movement of the object based on the determined moving direction or the determined moving speed.~~

~~15. The system of claim 10, further comprising:~~

an achieved score determination unit configured to determine an achieved score based on the ability set for the user or a character of the~~a~~ user, when it is determined that the user input is~~in response to the input being~~ accurate or successful; and

a target~~goal~~ achieving determination unit configured to determine whether a target~~goal~~ for the user or the character of the user is achieved, based on the achieved score and a target score set based on a level of difficulty in achieving the target.

~~16. The system of claim 10, wherein at least one of a moving speed of the object, a moving speed variation range of the object, a direction variation probability of the object at a target point, and a number of first sections used to set the target point is determined based on a level of difficulty, and~~

~~wherein the object display control unit is configured to control display of movement of the object along the virtual passage based on the at least one of the moving speed of the object, the moving speed variation range of the object, the direction variation probability of the object at the target point, and the number of first sections used to set the target point.~~

~~17. The system of claim 10, further comprising:~~

~~a determination region removing unit configured to discontinue display of the first determination region in response to the input being accurate.~~

418. A game program distribution system~~,~~ comprising:

a game program transmitting unit~~distribution server~~ configured to transmit a game program to a user terminal,

wherein~~, upon execution of~~ the game program comprises~~, the terminal is configured to:~~

a module configured to control the user terminal to display a ~~first~~ determination region in at least one of sections distinguished by neighboring points, one~~of~~ a virtual passage~~,~~ formed by~~the virtual passage comprising~~ a plurality of points sequentially connected with each other~~, neighboring points in the plurality of points forming the sections~~;

a module configured to control the user terminal to display an object ~~configured to~~ moving~~e~~ on~~along~~ the ~~virtual~~ passage on a screen~~; and~~

a module configured to control the user terminal to determine ~~an~~ accuracy or success/failure of the user~~an~~ input based on a position of the object~~,~~ at a point of time when the user input is recognized~~detected,~~ and a position of the ~~first~~ determination region;

a module configured to determine an achieved score based on the ability set for the user or a character of the user, when it is determined that the user input is accurate or successful; and

a module configured to determine whether a target for the user or the character of the user is achieved, based on the achieved score and a target score set based on a level of difficulty in achieving the target.

~~19. The game program distribution system of claim 18, wherein the user terminal is configured to display a second determination region in one of the plurality of sections based on a determined probability.~~