

ABSTRACT

A communication game system includes a server and a plurality of terminals communicably connected to the server via a network. The terminals each includes a function for displaying plural choices (numerals) on a game screen G12 on a display of the terminal, and a function for notifying the server of selection information specifying a choice selected from the choices. The server includes a function for counting votes on each choice based on the selection information from the terminals and determining a winner such that: if a choice obtained one vote, the winner is a person who casted the vote; if no choice obtained one vote and a choice obtained no vote, no winner occurs; and if no choice obtained one vote and all the choices obtained two or more votes, the winner is those who voted on a choice with fewest votes. The determination result screen G15 displays the result.