(11) **EP 2 096 600 A3**

(12)

EUROPEAN PATENT APPLICATION

(88) Date of publication A3: **09.12.2009 Bulletin 2009/50**

(51) Int Cl.: **G06T 1/00** (2006.01) **A63F 13/06** (2006.01)

A63F 13/10 (2006.01)

(43) Date of publication A2: **02.09.2009 Bulletin 2009/36**

(21) Application number: 09160683.0

(22) Date of filing: 05.06.1997

(84) Designated Contracting States: **DE ES FR GB IT**

(30) Priority: 05.06.1996 JP 14333796

(62) Document number(s) of the earlier application(s) in accordance with Art. 76 EPC: 04077411.9 / 1 498 844 97925285.5 / 0 844 587

(71) Applicant: Sega Enterprises, Ltd Tokyo 144 (JP)

(72) Inventors:

Oba, Norikatsu
 Ohta-ku Tokyo 144 (JP)

Ono, Kenichi
 Ohta-ku Tokyo 144 (JP)

F1 G.14

(74) Representative: Style, Kelda Camilla Karen Page White & Farrer Bedford House John Street London, WC1N 2BF (GB)

- (54) Graphics processing device, graphics processing method, game machine and storage medium
- (57)A device for generating a display in a virtual space consisting of a movable character which can be controlled by a player, segments which move under the control of a program and other segments depicting terrain features. The terrain features being constituted threedimensionally. The device comprising first means for moving a cursor through operation by the player wherein the movement of the character is controlled by a cursor; second means for determining whether a character should fall down a sloped surface; third means for selecting, wherein the determination is made by the second means results in a fall of the character, a direction of the fall on the basis of conditions of the slope and a movement of the character just prior to the fall; fourth means for computing a fall endpoint; fifth means for computing the height differential of the fall in accordance with the height of the character prior to the fall and the height of the character after the fall is computed; sixth means for computing an amount of damage of the character with respect to the fall on the basis of the computed height differential; seventh means for decreasing the power of the character to reflect the amount of damage with respect to the fall;

56

EP 2 096 600 A3



EUROPEAN SEARCH REPORT

Application Number EP 09 16 0683

Category	Citation of document with indication of relevant passages	on, where appropriate,	Relevant to claim	CLASSIFICATION OF THE APPLICATION (IPC)	
Х	BRIAN REYNOLDS: "Civili Instruction Manual" 29 February 1996 (1996- , XP002551881 * pages 1,5,6,75-78,84- * pages 1,5,6,75, colum	02-29), MICROPROSE 88,156,183	1-6	INV. G06T1/00 A63F13/10 A63F13/06	
х	CHRIS SAWYER: "TRANSPO World Editor" GAME MANUAL MICROPOSE, GB, 1 January 1995 (199 1-9,25, XP002325424 * pages 70,77-83 *	MICROPOSE, BRISTOL,	1-6		
				TECHNICAL FIELDS SEARCHED (IPC) A63F G06T	
	The present search report has been d	rawn up for all claims			
Place of search		Date of completion of the search	· I		
Munich		22 October 2009	October 2009 Ruf, Andreas		
CATEGORY OF CITED DOCUMENTS X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure		E : earlier patent door after the filling date D : document cited for L : document cited for	T: theory or principle underlying the invention E: earlier patent document, but published on, or after the filing date D: document cited in the application L: document oited for other reasons &: member of the same patent family, corresponding		