

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A non-transitory computer-readable storage medium having stored therein a game program causing a computer of an information processing apparatus to provide execution comprising:

controlling a player character in a virtual space based on a first operation input;

in association with selecting, based on a selection operation, a boarding character that the player character can board and providing a boarding instruction, causing the player character to board the boarding character and bringing the player character into a state where the player character can move, wherein

the boarding character is selected among a plurality of types of characters that the player character owns, and

~~the player character is configured to capture a character based on interaction with the character in the virtual space, and the captured character becomes owned in association with the player character;~~

in association with providing a second operation input when the player character is in the air, causing the player character to board an air boarding character and bringing the player character into a state where the player character can move in the air; and

while the player character is aboard the air boarding character, moving the player character, aboard the air boarding character, in the air based on a third operation input.

2. (Previously Presented) The non-transitory computer-readable storage medium having stored therein the game program according to claim 1, wherein

the boarding character further includes a ground boarding character configured to move on the ground, and/or a water boarding character configured to move on or in water.

3. (Previously Presented) The non-transitory computer-readable storage medium having stored therein the game program according to claim 1, wherein

the game program further causes the computer to provide execution comprising:

causing damage to the player character in association with the player character falling from a height exceeding a first reference, or falling from the air toward the ground at a speed exceeding a second reference.

4. (Canceled)

5. (Previously Presented) The non-transitory computer-readable storage medium having stored therein the game program according to claim 1, wherein the game program further causes the computer to provide execution comprising:

generating, for display, a first visual object representing the boarding character and/or the air boarding character; and

generating, for display, a second visual object representing the boarding character and/or the air boarding character.

6. (Previously Presented) The non-transitory computer-readable storage medium of claim 5, wherein the first visual object is displayed in a miniature form compared to the second visual object.

7. (Previously Presented) The non-transitory computer-readable storage medium of claim 5, wherein display of the first visual object is changed in association with a further selection operation.

8. (Currently Amended) An information processing apparatus, comprising:  
processing circuitry including at least one processor; and  
a display, wherein the processing circuitry is configured to:  
control a player character in a virtual space based on a first operation input;  
in association with selecting, based on a selection operation, a boarding character that the player character can board and providing a boarding instruction, cause the player character to board the boarding character and bring the player character into a state where the player character can move, wherein

the boarding character is selected among a plurality of types of characters that the player character owns, and  
.....the player character is configured to capture a character based on interaction with the character in the virtual space, and the captured character becomes owned in association with the player character;

in association with providing a second operation input when the player character is in the air, cause the player character to board an air boarding character and bringing the player character into a state where the player character can move in the air; and

while the player character is aboard the air boarding character, move the player character, aboard the air boarding character, in the air based on a third operation input.

9. (Currently Amended) A system, comprising:

a processor; and

a memory configured to store computer readable instructions that, when executed by the processor, cause the system to:

control a player character in a virtual space based on a first operation input;

in association with selecting, based on a selection operation, a boarding character boardable by the player character, and in association with providing a boarding instruction, cause the player character to board the boarding character and enter a state in which the player character is movable, wherein

the boarding character is selected among a plurality of types of characters associated with the player character, and

~~the player character is configured to capture a character based on interaction with the character in the virtual space, and the captured character becomes associated with the player character;~~

in association with providing a second operation input while the player character is in the air, cause the player character to board an air boarding character and enter a state in which the player character is movable in the air; and

while the player character is aboard the air boarding character, move the player character in the air based on a third operation input.

10. (Previously Presented) The system of claim 9, wherein the player character boarding the boarding character includes the player character entering a state where the player character moves integrally with the boarding character.

11. (Previously Presented) The system of claim 9, wherein the player character boarding the boarding character includes a state where the player character rides the boarding character.

12. (Previously Presented) The system of claim 9, wherein the player character boarding the boarding character includes a state where the player character dangles from the boarding character.

13. (Previously Presented) The system of claim 9, wherein the player character boarding the boarding character includes a state where the player character holds on to the boarding character.

14. (Previously Presented) The system of claim 9, wherein the boarding character is selected among the plurality of types of characters obtained by the player character.

15. (Canceled)

16. (Previously Presented) The system of claim 9, wherein damage to the player character is caused in association with the player character falling from a height exceeding a first reference, or falling from the air toward the ground at a speed exceeding a second reference.

17. (Currently Amended) A method for moving a player character implemented using an information processing system having at least one processor, the method comprising:  
controlling a player character in a virtual space based on a first operation input;  
in association with selecting a first character rideable by the player character, causing the player character to ride the first character and entering a state in which the player character is movable, wherein

.....the player character is configured to capture the first character based on interaction with the first character in the virtual space, and the captured first character becomes obtained by the player character;

in association with providing a second operation input while the player character is in the air, causing the player character to ride a second character and entering a state in which the player character is movable in the air; and

moving the player character in the air, while the player character is riding the second character, based on a third operation input.

18. (Previously Presented) The method of claim 17, wherein the first character includes a boarding character and the second character includes an air boarding character.

19. (Previously Presented) The method of claim 17, wherein the player character is caused to ride the first character and enter the state in which the player character is movable in association with providing an instruction to ride the first character.

20. (Previously Presented) The method of claim 17, wherein the first character is selected based on a selection operation.

21. (Previously Presented) The method of claim 17, wherein the first character is selected among a plurality of types of characters obtained by the player character.

22. (Currently Amended) The non-transitory computer-readable storage medium having stored therein the game program according to claim 1, wherein ~~in association with the player character approaching a ground of the virtual space, while the~~ player character is configured to switch from moving in the air aboard the air boarding character to moving on at least a ground of the virtual space, switching from the air boarding character to aboard the boarding character ~~when a distance between the player character and the ground satisfy a threshold value.~~

23. (Previously Presented) The non-transitory computer-readable storage medium having stored therein the game program according to claim 1, wherein the player character is configured to stop falling in the air while the player character is aboard the air boarding character.

24. (New) The non-transitory computer-readable storage medium having stored therein the game program according to claim 1, wherein the player character is configured to battle the character or catch the character in the virtual space, and the caught character becomes owned in association with the player character.