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Category:Multiplayer and single-player video games Category:Take-Two Interactive games Category:Video games using procedural generation Category:Video games set in the 21st century1. Field of the Invention The present invention relates to a semiconductor memory device having a non-volatile memory function. 2. Description of the Related Art In recent years, flash memories have been developed as a non-volatile memory with which data can be electrically erased and written. It has also been proposed to

use a flash memory in a system-on-chip (SoC) that integrates a variety of functions including an MPU (Microprocessor Unit), a peripheral circuit and a memory into a single chip. In the SoC, data is written in the flash memory in a block unit, and data is erased in a block unit to prevent, for example, a write operation from being erroneously performed to a memory cell that stores data written in an adjacent block. There are two methods of writing data in and erasing data from a flash memory. One is a so-called "sequential writing" method in which

a data memory cell array is divided into a plurality of blocks, and data is sequentially written in the blocks in accordance with block addresses. The other is a so-called "random writing" method in which data is written in a memory cell in random address. It is, however, not easy to achieve an electrical erasing operation in a block unit of a flash memory by using the above-mentioned sequential writing method. That is, data is erased in a block unit by using the random writing method, and hence the number of writing/erasing cycles is

small. The writing/erasing cycles is expressed by the product of the number of times of writing data to the memory cell and the number of times of erasing data from the memory cell in a unit of block. This is because the number of erasing cycles is proportional to the number of blocks and the number of writing cycles is proportional to the number of blocks. Since there

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