temperament according to the individual game scenes in a storage unit, such as in the recording medium 40. The corresponding behavior pattern is read from the dog-behavior pattern table and is displayed on the monitor 28.

[0107] An overview of the dog-raising game executed in the video game machine according to the present invention is described in detail below based on the screen displayed on the monitor 28.

[0108] Fig. 3 illustrates the game scene in which the dog is sitting in a living room. At the top of the screen, a "training" icon 101, a "meal" icon 102, a "grooming" icon 103, a "playing" icon 104, and a "catching" icon 105 are sequentially indicated from the left. On the monitor 28, within the house, not only the living room, but also a western-style room, a kitchen, a bathroom, etc. can be displayed, and outside the house, scenes for walking the dog are displayed. Predetermined icons, such as those shown in Fig. 3, are indicated according to the game scene. As the scenes for walking the dog, game scenes, such as a residential area, a shopping area, a suburb, a promenade, a park, and so on, are displayed.

[0109] The individual icons 101 through 105 are command icons executable on the displayed game scene. At the right corner of the screen, a clock icon 106 is indicated. Within the clock icon 106, an analog clock 107 indicating the time elapsed within the game is indicated at the left, a button 108 for adjusting the rapidity of the time flow in three stages is indicated at the bottom right, and a window 109 for indicating the rapidity of the time flow by numbers 1, 2, and 3, is provided at the upper right. The rapidity of the time flow can be progressively adjusted by pressing the button 108 through the operation of the controller 33.

[0110] When the "training" icon 101 is selected by operating the controller 33, a plurality of command icons, such as "call", "stay", "OK", "give me your paw" , "sit", "another paw", "down", "stand", "errand", etc., are indicated. The above commands can be used in the scenes within the house, such as the doorway, the living room or the kitchen, or the park outside the house, according to the operation of the controller 33. The "call" icon is a command for calling the dog located at a position away from the owner. When the dog approaches and is close to the owner after executing this command, the other commands starting from the "stay" command are ready to be executed.

[0111] The command "stay" is a command (order) for temporarily stopping the action to be made by the dog, such as instructing the dog to wait for eating food. The command "OK" is a command for allowing the dog to make action. The command "give me your paw" is a command for instructing the dog to stretch one of the front paws to the palm of the owner. The command "sit" is a command for instructing the dog to sit. The command "another paw" is a command for instructing the dog to stretch the other front paw to the palm of the owner. The command "down" is a command for instructing the dog to lie down on the ground. The command "stand" is a command for instructing the dog to stand on its two rear paws. The command "errand" is a command for instructing the dog to deliver, for example, a letter, to a specific person. When the dog fulfills an order from the owner, the owner praises, strokes, or feeds the dog. When the dog cannot execute an order from the owner, the owner scolds the dog. The owner's actions enable the dog to reliably execute orders from the owner.

[0112] By pressing predetermined buttons of the controller 33, four "training" commands, such as "praising", "stroking", "scolding", and "hitting", can be selected, though they are not shown as icons. The training commands are used for all the dog's actions selected by the icons, thereby changing the dog's temperament parameters and the emotion parameters.

[0113] In this game, for example, concerning the toilet, it is set that the dog "poops" at home and "urinates" while the owner is walking the dog. At the start of the game when the dog is not yet trained, the dog "poops" or "urinates" in unspecified places. Accordingly, to train the dog to "poop" or "urinate" in specified places, when the dog commences an action to "poop" (stoop down) or "urinate" (raise its rear leg), the "catching" icon 105 is selected to catch the dog and move it to the specified place. If the dog successfully "poops" or "urinates" in the specified place, the owner praises or strokes the dog. This is repeatedly performed every time the dog goes to the toilet, thereby training the dog to "poop" or "urinate" in specified places. If the dog "poops" or "urinates" in unspecified places, the owner scolds or hits the dog, thereby making the dog realize that it has made a mistake and that it should go to the specified places.

[0114] That is, the game is programmed in the following manner. By praising or stroking the dog when the dog has exhibited behavior which satisfies an order from the owner, the probability of executing a behavior pattern matching an order becomes higher. Conversely, by scolding or hitting the dog when the dog has exhibited behavior against an order from the owner, the probability of executing a behavior pattern against an order becomes lower. According to this programming, the "training" commands, such as "praising", "stroking", "scolding", and "hitting", are suitably executed in response to the dog's behavior, thereby making it possible to properly train the dog.

[0115] In the kitchen scene of the game screen, when the "meal" icon 102 is selected, a "dinner" icon is indicated. By selecting the "dinner" icon, a plurality of "food" icons are indicated. By further selecting one of the "food" icons, the dog is fed.

[0116] In the living-room scene or the western-style room scene in the house, or in the park scene outside the house of the game screen, if the "grooming" icon 103 is selected, a "brushing" icon is indicated. By selecting the "brushing" icon, the dog can be brushed. At first, the dog is unwilling to be brushed, but later, the dog quietly accepts being brushed. This may vary