



(12) EUROPEAN PATENT APPLICATION

(43) Date of publication: 12.04.2000 Bulletin 2000/15  
(51) Int. Cl.<sup>7</sup>: G06F 19/00, A63F 13/10, A63F 13/00  
(21) Application number: 99119126.3  
(22) Date of filing: 05.10.1999

(84) Designated Contracting States:  
AT BE CH CY DE DK ES FI FR GB GR IE IT LI LU  
MC NL PT SE  
Designated Extension States:  
AL LT LV MK RO SI  
(30) Priority: 06.10.1998 JP 28451398  
(71) Applicant: Konami Co., Ltd.  
Kobe-shi, Hyogo-ken (JP)

(72) Inventor: Kumagai, Hitoshi  
Sapporo-shi Hokkai-do (JP)  
(74) Representative:  
Müller-Boré & Partner  
Patentanwälte  
Grafinger Strasse 2  
81671 München (DE)

(54) Method for controlling character behavior in video games, video game machine, and computer-readable recording medium on which video game program is recorded

(57) A highly entertaining video game machine that allows a character to appear in a game space is provided. The video game machine includes a storage medium (40) for storing a plurality of preset behavior patterns. A behavior-pattern selection unit (47) selects one of the behavior patterns according to various situations, such as the temperament and emotion of the

character. A character-behavior control unit (48) causes the character to behave according to the selected behavior pattern. The temperament setting of the character is changed by a temperament setting unit (45). The emotion setting of the character is changed by an emotion setting unit (46).

FIG. 2

