demands may be added according to the content of the game.

[0097] It is determined whether, for example, a demand for "walking", is performed according to the relationship between the dog's temperament and the cumulative value of the predetermined basic parameter. If the dog's temperament is A, a demand for "walking" is not made when the cumulative value of the predetermined basic parameter is less than a predetermined value. When the cumulative value of the predetermined basic parameter is not less than the predetermined value, a demand for "walking" is performed. In this manner, a predetermined value is set for the dog's temperament, and the cumulative value of the corresponding basic parameter is compared with the predetermined value by the demand-action determining unit 49, which is one of the functions provided for the CPU 11, thereby determining whether the demand is actually carried out. The relationships between the dog's temperament and the cumulative values of the basic parameters are stored as a table in a storage unit, such as in the recording medium 40. Other demands may be executed and determined in a manner similar to a demand for "walking" as discussed above.

[0098] In making a demand for "walking", the dog takes, for example, the following action, i.e., going to the doorway and holding a leash in the mouth, and begging the owner to go for a walk. In this case, the dog behaves in various ways according to its temperament, such as casting an upward glance, wagging its tail, looking sad, and so on. In making a demand for "playing", the dog takes, for example, the following action, i.e., holding a toy in the mouth and begging the owner to play. In this case, the dog behaves in various ways according to its temperament, such as wagging its tail, barking, etc. When making a rebellious action against a persistent order, the dog tries to avoid the order by moving to the corner of a room or moving to another room.

[0099] The dog's behavior patterns corresponding to the abovementioned various demands and actions in response to persistent orders are stored in a storage unit, such as in the recording medium 40 as a dog-behavior pattern table. Such demands and actions are indicated in correspondence with the dog's temperament according to the game scene. When there is a predetermined demand from the dog (i.e., when it is determined by the demand-action determining unit 49 that a demand has been made), the corresponding behavior pattern is read from the dog-behavior pattern table by the behavior-pattern selection unit 47 and is displayed on the monitor 28.

(4) Versatility in the dog's action

[0100] In the game used in this embodiment, the dog is kept inside the house and makes various actions (behavior) according to the dog's temperament and emotions. As the dog's actions, for example, "reacting to the owner who has just returned to the room", "positioning in the room", "toilet", "playing with a toy", etc. are preset.

[0101] The above-mentioned actions (behavior) may be determined according to the relationships between the dog's temperament shown in Fig. 6 and the cumulative values of the predetermined parameters shown in Fig. 7, or they may be determined only by the dog's temperament or a combination of the dog's temperament and emotions. It is thus possible to provide versatile aspects for the game, thereby making the game highly entertaining. In this game, it is not essential that the above-described actions be entirely provided. Some of the actions may be selected, or other actions may be added according to the content of the game.

[0102] For example, in regards to "reacting to the owner who has just returned to the room", when the owner returns to the doorway, the dog may ignore or bark at the owner, or may show a friendly attitude toward the owner according to the dog's temperament or the cumulative value of the predetermined basic parameter. The relationships between the dog's temperament and the cumulative values of the basic parameters are stored as a table in a storage unit, such as in the recording medium 40.

[0103] Concerning "positioning in the room", the place in the room at which the dog is located is determined by a combination of the dog's temperament and emotions. That is, the dog may be positioned far back in the room or at the corner of the room according to a combination of the dog's temperament and emotions. The relationships between the dog's temperament and emotions are stored as a table in a storage unit, such as in the recording medium 40.

[0104] Regarding "playing with a toy", it is determined whether the dog plays with a toy according to the index value of a toy parameter set for, for example, a cuddly bear, a ball, etc. That is, the toy parameters are provided for the individual toys as initial values according to the dog's temperament. By executing "playing with a toy", a predetermined value for each toy is added (or subtracted) by an addition unit (or a subtraction unit), which is one of the functions provided for the CPU 11.

[0105] The above-mentioned predetermined value varies according to the dog's temperament, and an extra value is further added or subtracted by "praising", "stroking", or "feeding" the dog immediately after the dog has played with a toy. An extra value is also added or subtracted according to the dog's emotion. When the cumulative value is small, the dog ignores or escapes from a toy. As the cumulative value increases, the probability of playing with a toy becomes higher. The relationships between the cumulative values and the probability of playing with a toy are stored as a table in a storage unit, such as in the recording medium 40.

[0106] The above-described various actions (behavior) exhibited by the dog are stored as a dog-behavior pattern table in correspondence with the dog's