according to the dog's temperament. By brushing the dog, the emotions are changed according to its temperament. If the dog is not taken care of for a certain period, the dog suffers from various diseases. Conversely, if the dog is excessively taken care of, the dog also gets a disease.

[0117]   When the "play" icon 104 is selected, icons, such as a cuddly bear, a trumpet, a ball, etc., are indicated on the monitor 28. By selecting one of the icons, the dog is able to play with the selected toy. Some dogs like playing with toys, and other dogs do not, which is determined by the dog's temperament.

[0118]   Although it is not shown in Fig. 3, a "diary" command is selected to save game data. At the start of the game, optional settings, such as loading the game data, changing the cursor speed, the message speed, or sound, and so on, can be made. Additionally, while the owner is walking the dog, the neighbors check how well the owner has trained the dog so far by testing whether the dog is able to perform actions, such as "give me your paw", "sit", "errand", etc., or by testing the owner for item D. Additionally, there may be a demand for a new training item from the neighbors. The above-mentioned situation is recorded in the "diary".

[0119]   Although it is not shown in Fig. 3, by selecting a "walking" command, the owner is able to walk the dog in the residential area, the shopping area, the suburb, the promenade, or the park. The owner is also able to take the dog to the veterinary clinic.

[0120]   A description is now given of the outline of the game procedure with reference to the flow chart of the procedure of the dog-raising game shown in Fig. 4 and the flow of the dog's actions for one day shown in Fig. 5.

[0121]   The types of dogs are first displayed on the monitor 28. The game player selects (obtains) a desired dog from the displayed dogs and starts to raise it. The game content recorded on the recording medium 40 is displayed on the monitor 28 by the game-screen output unit 43, so that a predetermined game screen containing the character, such as the one shown in Fig. 3, is displayed. In this game, upon reaching a predetermined time T_I within the period of the game, the dog wakes up without being instructed from the game player, and sleeps without being instructed when a predetermined time T_n is reached. That is, a predetermined behavior pattern is automatically selected according to the lapse of the game period, and the dog behaves in response to the selected behavior pattern. When the dog wakes up, the setting of the dog's temperament is changed.

[0122]   In Fig. 4, it is first determined in step ST1 whether a predetermined time (time N) has been reached. If the outcome of step ST1 is yes, a demand for "walking", "playing", "cleaning after doing the toilet", "stroking", "feeding", etc., is made from the dog, and thus, in step ST5, the game player determines from the dog's behavior and the lapse of time which demand the dog is making, and the corresponding operation or

processing is suitably performed by selecting one of the commands indicated on the monitor 28. If it is found in step ST1 that the predetermined time has not been reached, the determination of step ST1 is repeatedly made until the time N has been reached. The corresponding operation or processing performed by the game player in step ST5 produces an enormous influence on how the dog will be raised.

[0123]   Subsequently, in step ST10, the dog executes a predetermined behavior pattern selected from the dog-behavior pattern table according to the preset temperament. It is then determined in step ST15 whether the day has passed (whether it is the time when the dog sleeps). If the result of step ST15 is yes, it is further determined in step ST20 whether a predetermined period required for raising the dog has elapsed. If the outcome of step ST20 is yes, the raising of the dog is completed. If it is found in step ST15 that the day has not passed, the process returns to step ST1, and the corresponding processing is repeatedly executed. If it is found in step ST20 that the predetermined period has not elapsed, the process also returns to step ST1, and the corresponding processing is repeatedly executed.

[0124]   The present invention is not restricted to the foregoing embodiment, and the following various modifications may be made.

(1) In the foregoing embodiment, the dog's temperament setting is changed according to the cumulative numerical values used as indices, which are determined by the content described in the "conditions for increasing and decreasing the numerical value" column shown in Fig. 7 added to or subtracted from the basic parameters a through i. The indices for setting the temperament do not have to be numerical values. For example, predetermined signs may be provided according to the content described in the "conditions for increasing and decreasing the numerical value" column shown in Fig. 7. The signs may be then added, and the resulting value may be used for determining the dog's temperament.

(2) In the foregoing embodiment, the character raised in the game is a dog. However, the character to be raised is not limited to a dog, and may be other pets or animals other than pets. Additionally, the present invention is not restricted to character-raising games, and may be used in other types of games. In short, the present invention may be suitably used in any game in which character's behavior is autonomously changed according to various situations in a game space. According, the game can be highly entertaining.

(3) At the start of the game, a plurality of owners (owner characters) who keep the character to be raised may be provided and selected. Thus, the settings of the gender and appearance of the owner characters displayed on the game screen may be