

to 7, characterized in that the temperament of the character is determined in accordance with predetermined parameters.

9. A video game machine according to claim 8, characterized in that said temperament setting means (45) comprises numerical-value providing means (451) for providing a numerical value used as an index for the predetermined parameter according to an instruction content concerning the action and the temperament of the character when the instruction is executed, addition means (452) for adding the provided numerical value for each of the predetermined parameters, and temperament selection means (453) for selectively determining the temperament according to an addition result obtained by said addition means (452).
10. A video game machine according to one of claims 1 to 9, characterized by further comprising emotion setting means (46) for setting one of a plurality of emotions for the character in accordance with an instruction content concerning the action, wherein said behavior selection means (47) selects one of the behavior patterns from said behavior-pattern storage means (40) in accordance with the temperament and emotion of the character, and said behavior control means (48) causes the character to behave according to the behavior pattern selected by said behavior selection means (47).
11. A video game machine according to claim 10, characterized in that said emotion setting means (46) sets the emotion in accordance with the temperament of the character when the instruction concerning the action is executed.
12. A video game machine according to one of claims 10 and 11, characterized by further comprising emotion storage means (40) for storing a numerical value used as an index for each of the emotions, wherein said emotion setting means (46) comprises subtraction means (462) for subtracting a predetermined value from the numerical values currently stored in said emotion storage means (40) corresponding to the emotions other than the emotion determined by said emotion setting means (46) according to the instruction content concerning the action and the temperament of the character when the instruction is executed, addition means (463) for adding the subtracted value to the numerical value currently stored in said emotion storage means (40) corresponding to the emotion determined by said emotion setting means (46), and emotion selection means (464) for selectively determining the emotion having the greatest index value from said emotion storage means (40).

13. A video game machine according to one of claims 1 to 12, characterized by further comprising character storage means (40) for storing a plurality of characters, and character selection means (42) for selecting one of the plurality of characters.

14. A video game machine according to claim 6, characterized in that a plurality of icons for specifying an instruction content given by said operation means (33) are indicated on the display screen of said display means, and said operation means (33) selects one of the plurality of icons.

15. A video game machine according to claim 1, characterized in that said behavior selection means (47) further selects one of the behavior patterns in accordance with various situations in the game space.

16. A method for controlling a character behavior in a video game that allows a character to appear in a game space, said method characterized by comprising:

a game-screen output step of outputting a game screen including the character to a display screen of display means;

a temperament setting step of providing a temperament of the character in accordance with an action performed on the character by a game player and the temperament of the character when the action is performed;

a behavior-pattern selection step of selecting, according to the temperament of the character, one of a plurality of behavior patterns which are set in accordance with the temperament of the character; and

a character-behavior control step of causing the character to behave according to the selected behavior pattern.

17. A computer-readable recording medium for recording a video game program that allows a character to appear in a game space, said game program characterized by comprising:

a game-screen output step of outputting a game screen including the character to a display screen of display means;

a temperament setting step of providing a temperament of a character in accordance with an action performed on the character by a game player and the temperament of the character when the action is performed;

a behavior-pattern selection step of selecting, according to the temperament of the character, one of a plurality of behavior patterns which are set in accordance with the temperament of the