

changed, and the character to be raised may be operated differently in response to the same instruction given through the controller 33. With this arrangement, the game can be made even more entertaining.

(4) The scene may be changed according to the time slot during the game period, such as morning, daytime, evening, night, etc., or the walking scene may be changed according to the seasons, i.e., spring, summer, fall, and winter. This enables the game player to feel the lapse of time within one day or seasonal changes through the game screen. The game player is thus able to enjoy almost the exact feeling of raising the actual character.

(5) In the foregoing embodiment, the temperament is determined from the temperament conversion table shown in Fig. 9 based on the two basic parameters selected by the cumulative absolute values. However, the temperament may be selectively determined based on the two basic parameters corresponding to the greatest and the second greatest positive or negative cumulative value. Alternatively, the temperament may be selectively determined based on the basic parameter corresponding to the greatest positive or negative cumulative value.

(6) In the above-described embodiment, in determining the character's emotion, a predetermined numerical value is subtracted from each of the emotions other than the emotion read from the emotion determining table illustrated in Fig. 11A or 11B, and the total subtracted values are added to the emotion read from the emotion determining table. Then, the emotion having the greatest value is determined to be the character's current emotion. However, the character's emotions may be determined in different manners. For example, a predetermined value may be subtracted from each of the emotions other than the emotion read from the emotion determining table shown in Fig. 11A or 11B without adding the total subtracted value to the read emotion, and the emotion having the greatest value may be set to be the character's current emotion. Alternatively, a predetermined value may be added to the emotion read from the emotion determining table shown in Fig. 11A or 11B without subtracting the added value from each of the other emotions, and the emotion having the greatest value may be set to be the current emotion. Alternatively, the emotion read from the emotion determining table may be determined to be the current emotion as it is.

Claims

1. A video game machine that allows a character to appear in a game space displayed on a display screen of display means, said video game machine being characterized by comprising:

temperament setting means (45) for 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;

behavior-pattern storage means (40) for storing a plurality of behavior patterns which are set in accordance with the temperament of the character;

behavior selection means (47) for selecting one of the behavior patterns in accordance with the temperament of the character; and

behavior control means (48) for causing the character to behave according to the behavior pattern selected by said behavior selection means (47).

2. A video game machine according to claim 1, characterized in that the game space comprises a plurality of game scenes, and the plurality of behavior patterns are set for a specific game scene.
3. A video game machine according to one of claims 1 and 2, characterized in that said behavior-pattern storage means (40) stores not only the behavior patterns which are set in accordance with the temperament of the character, but also behavior patterns which are set according to a lapse of a game period, and said behavior selection means (47) selects not only one of the behavior patterns in accordance with the temperament of the character, but also one of the behavior patterns according to the lapse of the game period.
4. A video game machine according to claim 3, characterized by further comprising demand-action determining means (49) for determining at predetermined intervals whether a demand action has been performed from the character to the game player, wherein the behavior patterns which are set according to the lapse of the game period include the demand actions.
5. A video game machine according to claim 4, characterized in that the demand action is performed according to the temperament of the character.
6. A video game machine according to one of claims 1 to 5, characterized by further comprising at least one operation means (33) for executing an instruction concerning the action.
7. A video game machine according to one of claims 1 to 6, characterized in that said temperament setting means (45) updates the setting of the temperament at predetermined intervals.
8. A video game machine according to one of claims 1