



(12) **EUROPEAN PATENT APPLICATION**

(43) Date of publication:
12.04.2000 Bulletin 2000/15

(51) Int. Cl.⁷: **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

