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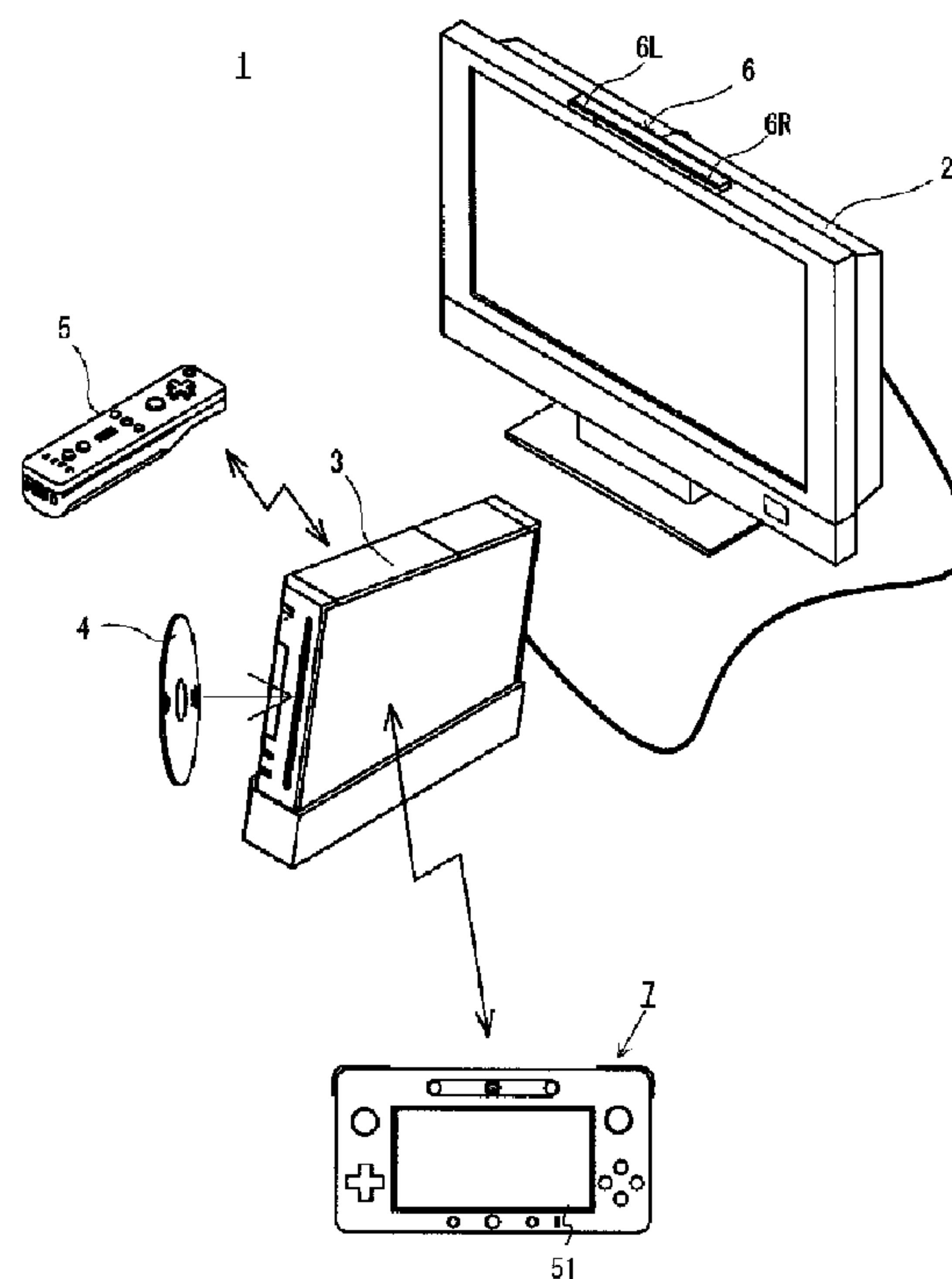
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(57) Abrégé/Abstract:

A game system includes a home-console type game device, a controller device, and a portable display device. The portable display device includes an infrared light-emitting portion capable of emitting infrared light. The controller device wirelessly transmits to the game device operation data including data representing a detection result by an image-capturing section, data representing a detection result by an inertia sensor, and data representing an operation performed on an operation button. The game device receives the operation data from the controller device, and performs a game process based on the operation data. Moreover, the game device successively compresses a first game image, which is successively generated based on the game process, to generate compressed image data. The compressed image data is successively wirelessly transmitted to the portable display device. The portable display device successively receives the compressed image data from the game device, successively expands the compressed image data to obtain the game image, and successively displays the game image.



ABSTRACT

A game system includes a home-console type game device, a controller device, and a portable display device. The portable display device includes an infrared light-emitting portion capable of emitting infrared light. The controller device wirelessly transmits to the game device operation data including data representing a detection result by an image-capturing section, data representing a detection result by an inertia sensor, and data representing an operation performed on an operation button. The game device receives the operation data from the controller device, and performs a game process based on the operation data. Moreover, the game device successively compresses a first game image, which is successively generated based on the game process, to generate compressed image data. The compressed image data is successively wirelessly transmitted to the portable display device. The portable display device successively receives the compressed image data from the game device, successively expands the compressed image data to obtain the game image, and successively displays the game image.

DISPLAY DEVICE, GAME SYSTEM, AND GAME PROCESS METHOD

TECHNICAL FIELD

[0001] The present invention relates to a display device for
5 displaying a game image, and the like, which is a portable display
device that can be carried around by the user, and to a game system
and a game process method using such a display device.

BACKGROUND ART

10 [0002] There are conventional game systems in which the player
can perform a game operation by moving the controller device itself
(e.g., see Patent Document 1). For example, a game system described
in Patent Document 1 uses the image-capturing means of the
controller device to capture an image of a marker device, and uses
15 information obtained from the image captured (captured image) as
a game input, thus allowing for an operation of moving the controller
device itself. Specifically, since it is possible to determine
the position or the attitude of the controller device from the
position of the marker device in the captured image, the position
20 of the marker device is obtained as the information described above
to perform a game process in accordance with the position of the
marker device in the game system. Note that in the game system,
while the position at which the marker device is placed is arbitrary,
the marker device is normally placed around the display device
25 because it feels natural for the user to use the controller device

while pointing it toward the screen on which the game image is displayed.

CITATION LIST

5 PATENT DOCUMENT

[0003]

[Patent Document 1] Specification of Japanese Patent No.

4265814

[0004] As described above, in the game system, the user uses
10 the controller device while pointing it toward the display device.
The game system typically uses a non-portable, fixedly-installed
display device such as a television. Therefore, where the captured
image is used as an input, the user needs to use the controller
device while always pointing it toward the fixedly-installed
15 display device. That is, with the game system, the orientation
in which the controller device can be used may be limited, and
there is room for improvement with the degree of freedom in
operations to be performed on the controller device.

20 SUMMARY OF INVENTION

[0005] The present invention may provide a display device, a
game system and a game process method with which it is possible
to improve the degree of freedom in operations to be performed
on the controller device.

25

[0006] The present invention may employ the following configurations (1) to (14).

[0007] (1)

In one embodiment the present invention includes a game
5 system including a home-console type game device, a controller device, and a portable display device.

The game device includes an operation data reception section, a game process section, a game image generation section, a game image compression section, and a data transmission section.
10 The operation data reception section receives operation data from the controller device. The game process section performs a game process based on the operation data. The game image generation section successively generates a first game image based on the game process. The game image compression section successively
15 compresses the first game image to generate compressed image data. The data transmission section successively wirelessly transmits the compressed image data to the portable display device.

The controller device includes an image-capturing section, an inertia sensor, at least one operation button, and an operation
20 data transmission section. The image-capturing section is capable of detecting infrared light. The operation data

transmission section wirelessly transmits the operation data to the game device, wherein the operation data includes data representing a detection result from the image-capturing section, data representing a detection result from the inertia sensor, and
5 data representing an operation performed on the operation button.

The portable display device includes an infrared light-emitting portion, a game image reception section, a game image expansion section, and a display section. The infrared light-emitting portion is capable of emitting infrared light. The
10 game image reception section successively receives the compressed image data from the game device. The game image expansion section successively expands the compressed image data to obtain the first game image. The display section successively displays the first game image obtained by the expansion.

15 [0008] The "game device" may be any device as long as it is an information processing device capable of performing a game process, and generating an image based on the game process. The game device may be a single-purpose information processing device for games, or a general-purpose information processing device such as an
20 ordinary personal computer.

The "controller device" may further include other components, in addition to the components above. For example, the controller device may further include display means and sound outputting means. The "detection result from the image-capturing
25 section" may be the image itself captured by the image-capturing

section, or information obtained from the image (e.g., the marker coordinates to be described later, etc.).

The term "portable" means it has such a size that it can be held in hand and moved around by the user, and the position thereof can be moved to an arbitrary position. Note however that the "portable display device" may be used while being moved in the game as in for example the first to fourth game examples to be described later, or may be used while being fixedly placed (not moved) in the game as in for example the fifth game example to be described later.

The "game system" only needs to include the game device, the controller device, and the portable display device, and may or may not include the external display device displaying the second game image to be described later. That is, the game system may be provided in a form where the external display device is not included or in a form where it is included.

[0009] With the configuration (1) above, the portable display device includes the infrared light-emitting portion and the display section, and the controller device includes the image-capturing section, wherein the game process is performed based on the detection result from the image-capturing section. Therefore, the user can perform a game operation by pointing the image-capturing section of the controller device toward the infrared light-emitting portion of the portable display device. Here, since the display device is portable, the user can place

the display device at an arbitrary position, and can therefore use the controller device while pointing it in an arbitrary orientation. Thus, with the configuration (1) above, it is possible to improve the degree of freedom in operations to be performed on the controller device, as compared with conventional game systems where the orientation in which the controller device can be used may be limited.

[0010] With the configuration (1) above, the portable display device only needs to perform at least the expansion process for the image data, and the game process may be performed on the game device side. Even if the game process becomes more complicated, it only increases the computation on the game device side, and does not substantially influence the amount of computation of the image expansion process by the portable display device. Therefore, even if a complicated game process is required, the computational load on the portable display device side can be kept within a predetermined range, and the portable display device is not required of high information processing capabilities. This makes it easier to reduce the size and weight of the portable display device, and makes it easier to manufacture the portable display device.

[0011] Moreover, with the configuration (1) above, since the first game image is transmitted, in a compressed form, from the game device to the portable display device, the game image can be wirelessly transmitted at a high speed, and the delay from when

the game process is performed until the game image is displayed is kept small.

[0012] (2)

The game system may further include a marker device capable of emitting infrared light. Then, the game image generation section further generates a second game image based on the game process. The game device further includes an image outputting section and a light emission control section. The image outputting section successively outputs the second game image to an external display device which is separate from the portable display device. The light emission control section controls the light emission of the marker device.

[0013] The "external display device" only needs to be separate from the portable display device, and may include any device, in addition to a television **2** in the embodiment to be described later, as long as it is capable of displaying the second game image generated by the game device. For example, the external display device may be formed as an integral unit (in a single casing) with the game device.

[0014] With the configuration **(2)** above, the game system includes a marker device separate from the infrared light-emitting portion of the portable display device, and the second game image is displayed on an external display device separate from the portable display device on which the first game image is displayed. Thus, where the marker device is placed around the external display device,

the user can use the controller device while pointing it to either one of the two display devices. That is, since the user can operate the controller device while pointing it to either one of the two display devices, the degree of freedom in operations to be performed
5 on the controller device is further improved.

Moreover, with the configuration (2) above, since the portable display device can be placed arbitrarily, it is possible to arbitrarily set the positional relationship between the two display devices. Therefore, by placing the two display devices
10 at appropriate positions in accordance with the content of the game, it is possible to realize a more realistic operation using the controller device, and to realize a game with better playability (see the fifth game example to be described later). By changing the positional relationship between the two display devices as
15 necessary, it is possible to accommodate various games where two display devices are used in various positional relationships.

[0015] With the configuration (2) above, since the second game image can be displayed on the external display device, two different types of game images can be presented to the player. Therefore,
20 the game space can be expressed in various methods with two types of game images. Thus, with the configuration (2) above, it is possible to present to the player game images that are easier to view and easier to perform game operations with.

[0016] (3)
25 The game system may include two controller devices. Then,

the game process section performs the game process based on the operation data received from the controller devices.

[0017] With the configuration (3) above, a game operation can be performed while pointing one controller device toward the portable display device, and a game operation can be performed while pointing the other controller device toward the marker device. Therefore, where the marker device is placed around the external display device, two players can simultaneously play a game (e.g., the fifth game example to be described later) in which the controller device and the display device are used as a set.

[0018] (4)

The light emission control section may control the light emission of the marker device and the infrared light-emitting portion in accordance with content of the game process.

[0019] To "control (the light emission of the marker device and the infrared light-emitting portion) in accordance with content of the game process" includes to control the light emission in accordance with the type of the game program executed by the game device, and to control the light emission in accordance with the game status (the object being controlled by the player, the manner in which the object is being controlled, or the status of the game's progress) during the execution of the same game program.

[0020] With the configuration (4) above, the game device can control which one of the marker device and the infrared light-emitting portion is to be lit (or both are to be lit) in

accordance with the content of the game process. Here, depending on the content of the game, only one of the two light-emitting devices, i.e., the marker device and the infrared light-emitting portion of the portable display device, may be used. Where two
5 light-emitting devices are both lit, one may not be able to accurately perform an operation using the controller device because the game device cannot determine from which light-emitting device the image-capturing section of the controller device is detecting the infrared light. In contrast, with the configuration (4) above,
10 light can be emitted from an appropriate one of the two light-emitting devices in accordance with the content of the game process, and it is therefore possible to accommodate various games, and to prevent an operation with the controller device from being inaccurate due to erroneous detection.

15 [0021] (5)

The light emission control section may generate control data representing control instructions for the light emission of the infrared light-emitting portion. Then, the data transmission section wirelessly transmits the control data to the portable
20 display device. The portable display device further includes a control data reception section for receiving the control data from the game device. The infrared light-emitting portion operates based on the received control data.

[0022] The "data transmission section" may transmit the "control
25 data" together with the image data, or may transmit it at a different

point in time from the transmission of the image data. That is, even where the image data are successively transmitted, transmit data are transmitted only when necessary, and do not need to be successively transmitted together with the image data.

5 [0023] With the configuration (5) above, the game device can easily control the light emission of the infrared light-emitting portion by transmitting the control data to the portable display device.

[0024] (6)

10 An example of the present invention is a portable display device capable of wirelessly communicating with a game device. The game device receives, from a controller device including an image-capturing section capable of detecting infrared light, data representing a detection result of the image-capturing section,
15 and successively transmits, to the display device, compressed image data which is obtained by compressing a game image generated based on a game process performed based on the data.

The display device includes an infrared light-emitting portion, a game image reception section, a game image expansion
20 section, and a display section. The infrared light-emitting portion is capable of emitting infrared light. The game image reception section successively receives the compressed image data from the game device. The game image expansion section successively expands the compressed image data to obtain the game
25 image. The display section successively displays the game image

obtained by the expansion.

[0025] With the configuration (6) above, as with the configuration (1) above, the portable display device includes the infrared light-emitting portion and the display section, and the controller device includes the image-capturing section, wherein the game process is performed based on the detection result from the image-capturing section. Therefore, as with the configuration (1) above, the user can place the display device at an arbitrary position, and can therefore use the controller device while pointing it in an arbitrary orientation, thus improving the degree of freedom in operations to be performed on the controller device.

With the configuration (6) above, as with the configuration (1) above, the portable display device is not required of high information processing capabilities, thus making it easier to reduce the size and weight of the portable display device, and making it easier to manufacture the portable display device. With the configuration (6) above, since the game image is transmitted, in a compressed form, from the game device to the portable display device, the game image can be wirelessly transmitted at a high speed, and the delay from when the game process is performed until the game image is displayed is kept small.

[0026] (7)

The display device may further include a touch panel, an inertia sensor, and an operation data transmission section.

The touch panel is provided on a screen of the display section.
The operation data transmission section wirelessly transmits to
the game device operation data including output data of the touch
panel and the inertia sensor. Then, the game device performs the
5 game process based on the operation data.

[0027] With the configuration (7) above, the portable display
device can function also as a controller device. For example,
where the display device is used in the game system, the user can
perform an operation by moving the display device itself while
10 looking at the screen of the display section, or the display device
can be used as display means such that it is placed at an arbitrary
position and another controller device is used while being pointed
toward the display device. That is, with the configuration (7)
above, a multi-purpose device can be provided as it can be used
15 either as a controller device or as a display device.

[0028] (8)

The game device may wirelessly transmit a game sound
generated based on the game process to the display device. Then,
the game device further includes a game sound reception section
20 for receiving the game sound from the game device; and a speaker
for outputting the game sound received by the game sound reception
section.

[0029] With the configuration (8) above, the game sound
wirelessly transmitted from the game device to the display device
25 may be transmitted in a compressed form as in the embodiment to

be described later, or may be transmitted in an uncompressed form.

[0030] With the configuration (8) above, as with the game image, the game sound can be outputted from the display device.

[0031] (9)

5 The portable display device may further include a microphone. Then, the operation data transmission section further wirelessly transmits data of sound detected by the microphone to the game device.

[0032] With the configuration (9) above, the data of sound
10 wirelessly transmitted from the controller device to the game device may be transmitted in a compressed form as in the embodiment to be described later, or may be transmitted in an uncompressed form.

[0033] With the configuration (9) above, the sound (microphone
15 sound) detected by the microphone of the controller device is transmitted to the game device. Therefore, the game device can use the microphone sound as the game sound, or use a result of performing a sound recognition process on the microphone sound as the game input.

20 [0034] (10)

 The display device may further include a camera and a camera image compression section. The camera image compression section compresses a camera image captured by the camera to generate compressed captured image data. Then, the operation data
25 transmission section further wirelessly transmits the compressed

captured image data to the game device.

[0035] With the configuration (10) above, the camera image captured by the camera of the display device is transmitted to the game device. Therefore, the game device may use the camera
5 image as the game image, or use a result of performing an image recognition process on the camera image as the game input. With the configuration (5) above, since the camera image is transmitted in a compressed form, the camera image can be wirelessly transmitted at high speed.

10 [0036] (11)

The display device may include a plurality of front surface operation buttons, and direction input sections capable of specifying directions. The plurality of front surface operation buttons are provided on a front surface of the display device,
15 on which a screen of the display section is provided, on opposite sides of the screen. The direction input sections are provided on the front surface on opposite sides of the screen. Then, the operation data further includes data representing operations performed on the plurality of front surface operation buttons and
20 the direction input sections.

[0037] With the configuration (11) above, the operation buttons and the direction input sections are provided on opposite sides of the screen of the display device. Therefore, since the player can operate the operation buttons and the direction input sections
25 while holding the display device (typically with the thumbs), it

is possible to easily operate the operation buttons and the direction input sections even while performing the operation of moving the display device.

[0038] (12)

5 The display device may further include a plurality of back surface operation buttons and a plurality of side surface operation buttons. The plurality of back surface operation buttons are provided on a back surface of the display device. The back surface is a surface opposite to the front surface of the
10 display device, on which the screen of the display section and the touch panel are provided. The plurality of side surface operation buttons are provided on a side surface between the front surface and the back surface. Then, the operation data further includes data representing operations performed on the plurality
15 of back surface operation buttons and the side surface operation buttons.

[0039] With the configuration (12) above, operation buttons are provided on the back surface and the side surface of the display device. Therefore, since the player can operate these operation
20 buttons while holding the display device (typically with the index fingers or the middle fingers), it is possible to easily operate the operation buttons even while performing the operation of moving the display device.

[0040] (13)

25 The display device may further include a magnetic sensor.

Then, the operation data further includes data of a detection result of the magnetic sensor.

[0041] With the configuration (13) above, the display device includes the magnetic sensor, and the output result of the magnetic sensor is used in the game process in the game device. Therefore, the player can perform the game operation by moving the display device. Since the game device can determine the absolute attitude of the display device in the real space from the output result from the magnetic sensor, it is possible to accurately calculate the attitude of the display device by using the output result from the inertia sensor and the output result from the magnetic sensor, for example.

[0042] (14)

While the inertia sensor may be any inertia sensor, it may include, for example, a 3-axis acceleration sensor and a 3-axis gyrosensor.

[0043] With the configuration (14) above, by using two types of sensors, i.e., an acceleration sensor and a gyrosensor, as the inertia sensor, it is possible to accurately calculate the movement and the attitude of the portable display device.

[0044] Another example of the present invention may be embodied as a game process method carried out in the game system of the configurations (1) to (5).

25 ADVANTAGEOUS EFFECTS OF INVENTION

[0045] According to the present invention, a portable display device is provided with an infrared light-emitting portion, and a game image is displayed on the display device so that it is possible to use a controller device while pointing it in an arbitrary direction, and it is possible to improve the degree of freedom in operations to be performed on the controller device.

BRIEF DESCRIPTION OF THE DRAWINGS

[0046] FIG. 1 is an external view of a game system 1.

10 FIG. 2 is a block diagram showing an internal configuration of a game device 3.

FIG. 3 is a perspective view showing an external configuration of a controller 5.

15 FIG. 4 is a perspective view showing an external configuration of the controller 5.

FIG. 5 is a diagram showing an internal configuration of the controller 5.

FIG. 6 is a diagram showing an internal configuration of the controller 5.

20 FIG. 7 is a block diagram showing a configuration of the controller 5.

FIG. 8 is a diagram showing an external configuration of a terminal device 7.

25 FIG. 9 is a diagram showing the terminal device 7 being held by the user.

FIG. 10 is a block diagram showing an internal configuration of the terminal device 7.

FIG. 11 is a table showing various data used in the game process.

5 FIG. 12 is a main flow chart showing the flow of the game process performed by the game device 3.

FIG. 13 is a flow chart showing the detailed flow of the game control process.

FIG. 14 is a diagram showing the screen of a television 10 2 and the terminal device 7 in the first game example.

FIG. 15 is a diagram showing the screen of the television 2 and the terminal device 7 in the second game example.

FIG. 16 is a diagram showing an example of a television game image displayed on the television 2 in the third game example.

15 FIG. 17 is a diagram showing an example of a terminal game image displayed on the terminal device 7 in the third game example.

FIG. 18 is a diagram showing an example of a television game image displayed on the television 2 in the fourth game example.

20 FIG. 19 is a diagram showing an example of a terminal game image displayed on the terminal device 7 in the fourth game example.

FIG. 20 is a diagram showing how the game system 1 is used in the fifth game example.

25 FIG. 21 is a diagram showing how devices included in the

game system **1** are connected with one another in a case where the game system **1** is connected to an external device via a network.

DESCRIPTION OF EMBODIMENTS

5 [0047] [1. General configuration of game system]

A game system **1** according to an embodiment of the present invention will now be described with reference to the drawings. FIG. **1** is an external view of the game system **1**. In FIG. **1**, the game system **1** includes a non-portable display device (hereinafter
10 referred to as a "television") **2** such as a television receiver, a home-console type game device **3**, an optical disc **4**, a controller **5**, a marker device **6**, and a terminal device **7**. In the game system **1**, the game device **3** performs a game process based on a game operation performed by using the controller **5**, and a game image obtained
15 through the game process is displayed on the television **2** and/or the terminal device **7**.

[0048] In the game device **3**, the optical disc **4** typifying an information storage medium used for the game device **3** in a replaceable manner is detachably inserted. An information
20 processing program (typically, a game program) to be executed by the game device **3** is stored in the optical disc **4**. The game device **3** has, on the front surface thereof, an insertion opening for the optical disc **4**. The game device **3** reads and executes the information processing program stored in the optical disc **4** which
25 is inserted through the insertion opening, so as to perform the

game process.

[0049] The television **2** is connected to the game device **3** through a connecting cord. A game image obtained as a result of the game process performed by the game device **3** is displayed on the television

5 **2**. The television **2** includes a speaker **2a** (FIG. **2**), and the speaker **2a** outputs a game sound obtained as a result of the game process. Note that in other embodiments, the game device **3** and the non-portable display device may be an integral unit. The communication between the game device **3** and the television **2** may
10 be wireless communication.

[0050] The marker device **6** is provided along the periphery of the screen (on the upper side of the screen in FIG. **1**) of the television **2**. The user (player) can perform a game operation of moving the controller **5**, the details of which will be described
15 later, and the marker device **6** is used by the game device **3** for calculating the movement, the position, the orientation, etc., of the controller **5**. The marker device **6** includes two markers **6R** and **6L** on both ends thereof. Specifically, a marker **6R** (as well as the marker **6L**) includes one or more infrared LEDs (Light
20 Emitting Diodes), and emits an infrared light forward from the television **2**. The marker device **6** is connected to the game device **3**, and the game device **3** is able to control the lighting of each infrared LED of the marker device **6**. Note that the marker device **6** is portable, and the user can install the marker device **6** at
25 any position. While FIG. **1** shows an embodiment where the marker

device **6** is installed on top of the television **2**, the position and the direction of installment of the marker device **6** are not limited to this.

[0051] The controller **5** provides the game device **3** with operation data representing the content of an operation performed on the controller itself. The controller **5** and the game device **3** can communicate with each other by wireless communication. In the present embodiment, the wireless communication between the controller **5** and the game device **3** uses, for example, Bluetooth (Registered Trademark) technology. In other embodiments, the controller **5** and the game device **3** may be connected by a wired connection. While the number of the controllers **5** included in the game system **1** is one in the present embodiment, the game device **3** can communicate with a plurality of controllers, and a game can be played by multiple players by using a predetermined number of controllers at the same time. The detailed configuration of the controller **5** will be described later.

[0052] The terminal device **7** has such a size that it can be held in hand by the user, and the user can hold and move the terminal device **7**, or can use the terminal device **7** placed at an arbitrary position. The terminal device **7**, whose detailed configuration will be described later, includes an LCD (Liquid Crystal Display) **51** as display means, and input means (a touch panel **52**, a gyrosensor **64**, etc., to be described later). The terminal device **7** and the game device **3** can communicate with each other by wireless connection

(or wired connection). The terminal device **7** receives data of an image (e.g., a game image) generated by the game device **3** from the game device **3**, and displays the image on the LCD **51**. Note that while an LCD is used as the display device in the present embodiment, the terminal device **7** may include any other display device such as a display device utilizing EL (Electro Luminescence), for example. The terminal device **7** transmits operation data representing the content of an operation performed on the terminal device itself to the game device **3**.

10 [0053] [2. Internal configuration of game device **3**]

Next, an internal configuration of the game device **3** will be described with reference to FIG. **2**. FIG. **2** is a block diagram illustrating an internal configuration of the game device **3**. The game device **3** includes a CPU (Central Processing Unit) **10**, a system LSI **11**, an external main memory **12**, a ROM/RTC **13**, a disc drive **14**, an AV-IC **15**, and the like.

[0054] The CPU **10** performs game processes by executing a game program stored in the optical disc **4**, and functions as a game processor. The CPU **10** is connected to the system LSI **11**. To the system LSI **11**, the external main memory **12**, the ROM/RTC **13**, the disc drive **14**, and the AV-IC **15** as well as the CPU **10** are connected. The system LSI **11** performs processes for controlling data transmission between the respective components connected thereto, generating an image to be displayed, acquiring data from an external device, and the like. The internal configuration of the system

LSI **11** will be described below. The external main memory **12** of a volatile type stores a program such as a game program read from the optical disc **4** and a game program read from a flash memory **17**, and various data, and the external main memory **12** is used as
 5 a work area and a buffer area for the CPU **10**. The ROM/RTC **13** includes a ROM (a so-called boot ROM) incorporating a boot program for the game device **3**, and a clock circuit (RTC: Real Time Clock) for counting time. The disc drive **14** reads program data, texture data, and the like from the optical disc **4**, and writes the read data into
 10 an internal main memory **11e** to be described below or the external main memory **12**.

[0055] The system LSI **11** includes an input/output processor (I/O processor) **11a**, a GPU (Graphics Processor Unit) **11b**, a DSP (Digital Signal Processor) **11c**, a VRAM (Video RAM) **11d**, and the internal
 15 main memory **11e**. Although not shown in the figures, these components **11a** to **11e** are connected with each other through an internal bus.

[0056] The GPU **11b**, acting as a part of rendering means, generates an image in accordance with a graphics command (rendering command)
 20 from the CPU **10**. The VRAM **11d** stores data (data such as polygon data and texture data) necessary for the GPU **11b** to execute the graphics command. When an image is generated, the GPU **11b** generates image data using data stored in the VRAM **11d**. Note that in the present embodiment, the game device **3** generates both the game image
 25 displayed on the television **2** and the game image displayed on the

terminal device **7**. Hereinafter, the game image displayed on the television **2** may be referred to as the "television game image", and the game image displayed on the terminal device **7** may be referred to as the "terminal game image".

5 **[0057]** The DSP **11c**, functioning as an audio processor, generates sound data using sound data and sound waveform (tone quality) data stored in the internal main memory **11e** or the external main memory **12**. Note that in the present embodiment, also with the game sound as with the game image, there are generated both a game sound
10 outputted from the speaker of the television **2** and a game sound outputted from the speaker of the terminal device **7**. Hereinafter, the game sound outputted from the television **2** may be referred to as a "television game sound", and the game sound outputted from the terminal device **7** may be referred to as a "terminal game sound".

15 **[0058]** As described above, of the images and sounds generated in the game device **3**, data of the image and sound outputted from the television **2** is read out by the AV-IC **15**. The AV-IC **15** outputs the read image data to the television **2** via an AV connector **16**, and outputs the read sound data to the speaker **2a** provided in the
20 television **2**. Thus, an image is displayed on the television **2**, and a sound is outputted from the speaker **2a**.

[0059] Of the images and sounds generated in the game device **3**, data of the image and sound outputted from the terminal device **7** is transmitted to the terminal device **7** by an input/output
25 processor **11a**, etc. The data transmission to the terminal device

7 by the input/output processor 11a, or the like, will be described later.

[0060] The input/output processor 11a exchanges data with components connected thereto, and downloads data from an external
5 device. The input/output processor 11a is connected to the flash memory 17, a network communication module 18, a controller communication module 19, an extension connector 20, a memory card connector 21, and a codec LSI 27. An antenna 22 is connected to the network communication module 18. An antenna 23 is connected
10 to the controller communication module 19. The codec LSI 27 is connected to a terminal communication module 28, and an antenna 29 is connected to the terminal communication module 28.

[0061] The game device 3 can be connected to a network such as the Internet to communicate with an external information processing
15 device (e.g., other game devices, various servers, etc.). That is, the input/output processor 11a can be connected to a network such as the Internet via the network communication module 18 and the antenna 22 to communicate with an external information processing device connected to the network. The input/output
20 processor 11a regularly accesses the flash memory 17, and detects the presence or absence of any data which needs to be transmitted to the network, and when detected, transmits the data to the network via the network communication module 18 and the antenna 22. Further,
the input/output processor 11a receives data transmitted from an
25 external information processing device and data downloaded from

a download server via the network, the antenna **22** and the network communication module **18**, and stores the received data in the flash memory **17**. The CPU **10** executes a game program so as to read data stored in the flash memory **17** and use the data on the game program.

5 The flash memory **17** may store save data (game result data or unfinished game data) of a game played using the game device **3** in addition to data exchanged between the game device **3** and an external information processing device. The flash memory **17** may store a game program.

10 **[0062]** The game device **3** can receive operation data from the controller **5**. That is, the input/output processor **11a** receives operation data transmitted from the controller **5** via the antenna **23** and the controller communication module **19**, and stores (temporarily stores) it in a buffer area of the internal main memory
15 **11e** or the external main memory **12**.

[0063] The game device **3** can exchange data such as images and sounds with the terminal device **7**. When transmitting a game image (terminal game image) to the terminal device **7**, the input/output processor **11a** outputs data of a game image generated by the GPU
20 **11b** to the codec LSI **27**. The codec LSI **27** performs a predetermined compression process on the image data from the input/output processor **11a**. The terminal communication module **28** wirelessly communicates with the terminal device **7**. Therefore, image data compressed by the codec LSI **27** is transmitted by the terminal
25 communication module **28** to the terminal device **7** via the antenna

29. Note that in the present embodiment, the image data transmitted from the game device 3 to the terminal device 7 is image data used in a game, and the playability of a game is adversely influenced if there is a delay in the image displayed in the game. Therefore, it is preferred to eliminate delay as much as possible for the transmission of image data from the game device 3 to the terminal device 7. Therefore, in the present embodiment, the codec LSI 27 compresses image data by using a compression technique with high efficiency such as the H.264 standard, for example. Note that other compression techniques may be used, and image data may be transmitted uncompressed if the communication speed is sufficient. The terminal communication module 28 is, for example, a Wi-Fi certified communication module, and may perform wireless communication at high speed with the terminal device 7 using a MIMO (Multiple Input Multiple Output) technique employed in the IEEE802.11n standard, for example, or may use other communication schemes.

[0064] The game device 3 transmits sound data to the terminal device 7, in addition to image data. That is, the input/output processor 11a outputs sound data generated by the DSP 11c to the terminal communication module 28 via the codec LSI 27. The codec LSI 27 performs a compression process on sound data, as with image data. While the compression scheme for sound data may be any scheme, it is preferably a scheme with high compression ratio and little sound deterioration. In other embodiments, the sound data may

be transmitted uncompressed. The terminal communication module **28** transmits the compressed image data and sound data to the terminal device **7** via the antenna **29**.

[0065] Moreover, the game device **3** transmits various control data to the terminal device **7** as necessary, in addition to the image data and the sound data. Control data is data representing control instructions for components of the terminal device **7**, and it for example represents an instruction for controlling the lighting of a marker section (a marker section **55** shown in FIG. **10**), an instruction for controlling the image-capturing operation of a camera (a camera **56** shown in FIG. **10**), etc. The input/output processor **11a** transmits control data to the terminal device **7** in response to an instruction of the CPU **10**. Note that while the codec LSI **27** does not perform a data compression process in the present embodiment for the control data, it may perform a compression process in other embodiments. Note that the above-described data transmitted from the game device **3** to the terminal device **7** may be encrypted as necessary or may not be encrypted.

[0066] The game device **3** can receive various data from the terminal device **7**. In the present embodiment, the terminal device **7** transmits operation data, image data and sound data, the details of which will be described later. Data transmitted from the terminal device **7** are received by the terminal communication module **28** via the antenna **29**. The image data and the sound data from

the terminal device **7** are subjected to a compression process similar to that on the image data and the sound data from the game device **3** to the terminal device **7**. Therefore, these image data and sound data are sent from the terminal communication module **28** to the
5 codec LSI **27**, and subjected to an expansion process by the codec LSI **27** to be outputted to the input/output processor **11a**. On the other hand, the operation data from the terminal device **7** may not be subjected to a compression process since the amount of data is small as compared with images and sounds. It may be encrypted
10 as necessary, or it may not be encrypted. Therefore, after being received by the terminal communication module **28**, the operation data is outputted to the input/output processor **11a** via the codec LSI **27**. The input/output processor **11a** stores (temporarily stores) data received from the terminal device **7** in a buffer area
15 of the internal main memory **11e** or the external main memory **12**.
[0067] The game device **3** can be connected to another device or an external storage medium. That is, the input/output processor **11a** is connected to the extension connector **20** and the memory card connector **21**. The extension connector **20** is a connector for an
20 interface, such as USB or SCSI. The extension connector **20** can receive a medium such as an external storage medium, a peripheral device such as another controller, or a wired communication connector which enables communication with a network in place of the network communication module **18**. The memory card connector
25 **21** is a connector for connecting thereto an external storage medium

such as a memory card. For example, the input/output processor
11a can access an external storage medium via the extension
connector 20 or the memory card connector 21 to store data in the
external storage medium or read data from the external storage
5 medium.

[0068] The game device 3 includes a power button 24, a reset
button 25, and an eject button 26. The power button 24 and the
reset button 25 are connected to the system LSI 11. When the power
button 24 is on, power is supplied to the components of the game
10 device 3 from an external power supply through an AC adaptor not
shown. When the reset button 25 is pressed, the system LSI 11
reboots a boot program of the game device 3. The eject button
26 is connected to the disc drive 14. When the eject button 26
is pressed, the optical disc 4 is ejected from the disc drive 14.

15 [0069] Note that in other embodiments, some of the components
of the game device 3 may be provided as extension devices separate
from the game device 3. Then, an extension device may be connected
to the game device 3 via the extension connector 20, for example.
Specifically, an extension device may include components of the
20 codec LSI 27, the terminal communication module 28 and the antenna
29, for example, and can be attached/detached to/from the extension
connector 20. Thus, by connecting the extension device to a game
device which does not include the above components, the game device
can communicate with the terminal device 7.

25 [0070] [3. Configuration of controller 5]

Next, with reference to FIGS. 3 to 7, the controller 5 will be described. FIG. 3 is a perspective view illustrating an external configuration of the controller 5. FIG. 4 is a perspective view illustrating an external configuration of the controller 5.

5 FIG. 3 is a perspective view showing the controller 5 as viewed from the top rear side thereof, and FIG. 4 is a perspective view showing the controller 5 as viewed from the bottom front side thereof.

[0071] As shown in FIGS. 3 and 4, the controller 5 has a housing
10 31 formed by, for example, plastic molding. The housing 31 has a generally parallelepiped shape extending in a longitudinal direction from front to rear (Z-axis direction shown in FIG. 3), and as a whole is sized to be held by one hand of an adult or a child. A user can perform game operations by pressing buttons
15 provided on the controller 5, and moving the controller 5 itself to change the position and the orientation (tilt) thereof.

[0072] The housing 31 has a plurality of operation buttons. As shown in FIG. 3, on the top surface of the housing 31, a cross button 32a, a first button 32b, a second button 32c, an A button
20 32d, a minus button 32e, a home button 32f, a plus button 32g, and a power button 32h are provided. In the present specification, the top surface of the housing 31 on which the buttons 32a to 32h are provided may be referred to as a "button surface". On the other hand, as shown in FIG. 4, a recessed portion is formed on
25 the bottom surface of the housing 31, and a B button 32i is provided

on a rear slope surface of the recessed portion. The operation buttons **32a** to **32i** are assigned, as necessary, their respective functions in accordance with the game program executed by the game device **3**. Further, the power button **32h** is intended to remotely
5 turn ON/OFF the power of the main unit of the game device **3**. The home button **32f** and the power button **32h** each have the top surface thereof recessed below the top surface of the housing **31**. Therefore, the home button **32f** and the power button **32h** are prevented from being inadvertently pressed by the user.

10 [0073] On the rear surface of the housing **31**, the connector **33** is provided. The connector **33** is used for connecting another device (e.g., another sensor unit or another controller) to the controller
5. Both sides of the connector **33** on the rear surface of the housing **31** have a fastening hole **33a** for preventing easy disengagement
15 of another device as described above.

[0074] In the rear-side portion of the top surface of the housing **31**, a plurality (four in FIG. 3) of LEDs **34a** to **34d** are provided. The controller **5** is assigned a controller type (number) so as to be distinguishable from other controllers. The LEDs **34a** to **34d**
20 are each used for informing the user of the controller type which is currently being set for the controller **5**, and for informing the user of the battery level of the controller **5**, for example. Specifically, when a game operation is performed using the controller **5**, one of the plurality of LEDs **34a** to **34d** corresponding
25 to the controller type is lit up.

[0075] The controller **5** has an image capturing/processing section **35** (FIG. **6**), and a light incident surface **35a** of the image capturing/processing section **35** is provided on the front surface of the housing **31**, as shown in FIG. **4**. The light incident surface **35a** is made of a material transmitting therethrough at least infrared light from the markers **6R** and **6L**.

[0076] On the top surface of the housing **31**, sound holes **31a** for externally outputting a sound from a speaker **47** (FIG. **5**) provided in the controller **5** are provided between the first button **32b** and the home button **32f**.

[0077] Next, with reference to FIGS. **5** and **6**, an internal structure of the controller **5** will be described. FIGS. **5** and **6** are diagrams illustrating the internal structure of the controller **5**. Note that FIG. **5** is a perspective view illustrating a state where an upper casing (a part of the housing **31**) of the controller **5** is removed. FIG. **6** is a perspective view illustrating a state where a lower casing (a part of the housing **31**) of the controller **5** is removed. The perspective view of FIG. **6** shows a substrate **30** of FIG. **5** as viewed from the reverse side.

[0078] As shown in FIG. **5**, the substrate **30** is fixed inside the housing **31**, and on a top main surface of the substrate **30**, the operation buttons **32a** to **32h**, the LEDs **34a** to **34d**, an acceleration sensor **37**, an antenna **45**, the speaker **47**, and the like are provided. These elements are connected to a microcomputer **42** (see FIG. **6**) via lines (not shown) formed on the substrate **30** and the like.

In the present embodiment, the acceleration sensor **37** is provided on a position offset from the center of the controller **5** with respect to the X-axis direction. Thus, calculation of the movement of the controller **5** being rotated about the Z-axis is facilitated.

5 Further, the acceleration sensor **37** is provided anterior to the center of the controller **5** with respect to the longitudinal direction (Z-axis direction). Further, a wireless module **44** (FIG. **6**) and the antenna **45** allow the controller **5** to act as a wireless controller.

10 [0079] On the other hand, in FIG. **6**, at a front edge of a bottom main surface of the substrate **30**, the image capturing/processing section **35** is provided. The image capturing/processing section **35** includes an infrared filter **38**, a lens **39**, an image capturing element **40** and an image processing circuit **41** located in this order
15 from the front of the controller **5**. These components **38** to **41** are attached on the bottom main surface of the substrate **30**.

[0080] On the bottom main surface of the substrate **30**, the microcomputer **42** and a vibrator **46** are provided. The vibrator **46** is, for example, a vibration motor or a solenoid, and is connected
20 to the microcomputer **42** via lines formed on the substrate **30** or the like. The controller **5** is vibrated by actuation of the vibrator **46** based on a command from the microcomputer **42**. Therefore, the vibration is conveyed to the user's hand holding the controller **5**, and thus a so-called vibration-feedback game is realized. In
25 the present embodiment, the vibrator **46** is disposed slightly toward

the front of the housing **31**. That is, the vibrator **46** is positioned offset from the center toward the end of the controller **5** so that the vibration of the vibrator **46** greatly vibrates the entire controller **5**. Further, the connector **33** is provided at the rear edge of the bottom main surface of the substrate **30**. In addition to the components shown in FIGS. **5** and **6**, the controller **5** includes a quartz oscillator for generating a reference clock of the microcomputer **42**, an amplifier for outputting a sound signal to the speaker **47**, and the like.

10 [0081] The shape of the controller **5**, the shape of each operation button, the number and the positions of acceleration sensors and vibrators, and so on, shown in FIGS. **3** to **6** are merely illustrative, and the present invention can be realized with other shapes, numbers, and positions. Further, although in the present embodiment the image-capturing direction of the image-capturing means is the Z-axis positive direction, the image-capturing direction may be any direction. That is, the position of the image capturing/processing section **35** (the light incident surface **35a** of the image capturing/processing section **35**) in the controller 15 **5** may not be on the front surface of the housing **31**, but may be on any other surface on which light can be received from the outside of the housing **31**.

[0082] FIG. **7** is a block diagram illustrating a configuration of the controller **5**. The controller **5** includes an operation section 25 **32** (the operation buttons **32a** to **32i**), the image

capturing/processing section **35**, a communication section **36**, the acceleration sensor **37**, and a gyrosensor **48**. The controller **5** transmits, as operation data, data representing the content of an operation performed on the controller itself, to the game device

5 **3**. Note that hereinafter, the operation data transmitted by the controller **5** may be referred to as the "controller operation data", and the operation data transmitted by the terminal device **7** may be referred to as the "terminal operation data".

[0083] The operation section **32** includes the operation buttons
10 **32a** to **32i** described above, and outputs, to the microcomputer **42** of the communication section **36**, operation button data indicating the input status of the operation buttons **32a** to **32i** (whether or not the operation buttons **32a** to **32i** are pressed).

[0084] The image capturing/processing section **35** is a system
15 for analyzing image data captured by the image-capturing means to determine an area having a high brightness therein and calculate the centroid, the size, etc., of the area. The image capturing/processing section **35** has a maximum sampling period of, for example, about **200** frames/sec., and therefore can trace and
20 analyze even a relatively fast motion of the controller **5**.

[0085] The image capturing/processing section **35** includes the infrared filter **38**, the lens **39**, the image capturing element **40** and the image processing circuit **41**. The infrared filter **38** transmits therethrough only infrared light included in the light
25 incident on the front surface of the controller **5**. The lens **39**

collects the infrared light transmitted through the infrared filter
38 so that it is incident on the image capturing element 40. The
image capturing element 40 is a solid-state image-capturing device
such as, for example, a CMOS sensor or a CCD sensor, which receives
5 the infrared light collected by the lens 39, and outputs an image
signal. The marker section 55 of the terminal device 7 and the
marker device 6 of which images are captured are formed by markers
outputting infrared light. Therefore, the provision of the
infrared filter 38 enables the image capturing element 40 to receive
10 only the infrared light transmitted through the infrared filter
38 and generate image data, so that an image of the image-capturing
object (the marker section 55 and/or the marker device 6) can be
captured more accurately. Hereinafter, the image taken by the
image capturing element 40 is referred to as a captured image.
15 The image data generated by the image capturing element 40 is
processed by the image processing circuit 41. The image processing
circuit 41 calculates the positions of the image-capturing objects
within the captured image. The image processing circuit 41 outputs
coordinates of the calculated positions, to the microcomputer 42
20 of the communication section 36. The data representing the
coordinates is transmitted as operation data to the game device
3 by the microcomputer 42. Hereinafter, the coordinates are
referred to as "marker coordinates". The marker coordinates
change depending on the orientation (tilt angle) and/or the
25 position of the controller 5 itself, and therefore the game device

3 can calculate the orientation and the position of the controller 5 using the marker coordinates.

[0086] Note that in other embodiments, the controller 5 may not include the image processing circuit 41, and the captured image itself may be transmitted from the controller 5 to the game device 3. At this time, the game device 3 may have a circuit or a program, having the same function as the image processing circuit 41, for calculating the marker coordinates.

[0087] The acceleration sensor 37 detects accelerations (including gravitational acceleration) of the controller 5, that is, force (including gravity) applied to the controller 5. The acceleration sensor 37 detects a value of acceleration (linear acceleration) in the straight line direction along the sensing axis direction, among all the acceleration applied to the detection section of the acceleration sensor 37. For example, a multi-axis acceleration sensor having two or more axes detects acceleration components along the axes, as the acceleration applied to the detection section of the acceleration sensor. Note that while the acceleration sensor 37 is assumed to be an electrostatic capacitance type MEMS (Micro Electro Mechanical System) acceleration sensor, it may be another type of an acceleration sensor.

[0088] In the present embodiment, the acceleration sensor 37 detects linear acceleration in each of three axis directions, i.e., the up/down direction (Y-axis direction shown in FIG. 3), the

left/right direction (the X-axis direction shown in FIG. 3), and the forward/backward direction (the Z-axis direction shown in FIG. 3), relative to the controller 5. The acceleration sensor 37 detects acceleration in the straight line direction along each axis, and an output from the acceleration sensor 37 therefore represents a value of the linear acceleration for each of the three axes. In other words, the detected acceleration is represented as a three-dimensional vector in an XYZ-coordinate system (controller coordinate system) defined relative to the controller 5.

[0089] Data (acceleration data) representing the acceleration detected by the acceleration sensor 37 is outputted to the communication section 36. Note that the acceleration detected by the acceleration sensor 37 changes depending on the orientation (tilt angle) and the movement of the controller 5 itself, and therefore the game device 3 is allowed to calculate the orientation and the movement of the controller 5 using the obtained acceleration data. In the present embodiment, the game device 3 calculates the attitude, the tilt angle, etc., of the controller 5 based on the obtained acceleration data.

[0090] One skilled in the art will readily understand from the description herein that additional information relating to the controller 5 can be estimated or calculated (determined) through a process by a computer, such as a processor (for example, the CPU 10) of the game device 3 or a processor (for example, the

microcomputer **42**) of the controller **5**, based on an acceleration signal outputted from the acceleration sensor **37** (this applies also to an acceleration sensor **63** to be described later). For example, in the case where the computer performs a process on the premise that the controller **5** including the acceleration sensor **37** is in static state (that is, in the case where the process is performed on the premise that the acceleration to be detected by the acceleration sensor includes only the gravitational acceleration), when the controller **5** is actually in static state, it is possible to determine whether or not, or how much the attitude of the controller **5** is tilting relative to the direction of gravity, based on the detected acceleration. Specifically, when the state where the detection axis of the acceleration sensor **37** faces vertically downward is used as a reference, whether or not the controller **5** is tilting relative to the reference can be determined based on whether or not **1G** (gravitational acceleration) is present, and the degree of tilt of the controller **5** relative to the reference can be determined based on the magnitude thereof. Further, with the multi-axis acceleration sensor **37**, it is possible to more specifically determine the degree of tilt of the controller **5** relative to the direction of gravity by performing a process on the acceleration signals of different axes. In this case, the processor may calculate, based on the output from the acceleration sensor **37**, the tilt angle of the controller **5**, or the tilt direction of the controller **5** without calculating the tilt angle. Thus,

by using the acceleration sensor **37** in combination with the processor, it is possible to determine the tilt angle or the attitude of the controller **5**.

[0091] On the other hand, when it is premised that the controller **5** is in dynamic state (where the controller **5** is being moved), the acceleration sensor **37** detects the acceleration based on the movement of the controller **5**, in addition to the gravitational acceleration, and it is therefore possible to determine the movement direction of the controller **5** by removing the gravitational acceleration component from the detected acceleration through a predetermined process. Even when it is premised that the controller **5** is in dynamic state, it is possible to determine the tilt of the controller **5** relative to the direction of gravity by removing the acceleration component based on the movement of the acceleration sensor from the detected acceleration through a predetermined process. Note that in other embodiments, the acceleration sensor **37** may include an embedded processor or another type of dedicated processor for performing a predetermined process on an acceleration signal detected by the built-in acceleration detection means before the acceleration signal is outputted to the microcomputer **42**. For example, when the acceleration sensor **37** is used to detect static acceleration (for example, gravitational acceleration), the embedded or dedicated processor may convert the acceleration signal to a tilt angle (or another preferable parameter).

[0092] The gyrosensor **48** detects angular velocities about three axes (the X, Y and Z axes in the present embodiment). In the present specification, with respect to the image-capturing direction (the Z-axis positive direction) of the controller **5**, the rotation direction about the X axis is referred to as the pitch direction, the rotation direction about the Y axis as the yaw direction, and the rotation direction about the Z axis as the roll direction. The number and combination of gyrosensors to be used are not limited to any particular number and combination as long as the gyrosensor **48** can detect angular velocities about three axes. For example, the gyrosensor **48** may be a **3**-axis gyrosensor, or angular velocities about three axes may be detected by combining together a **2**-axis gyrosensor and a **1**-axis gyrosensor. Data representing the angular velocity detected by the gyrosensor **48** is outputted to the communication section **36**. The gyrosensor **48** may be a gyrosensor that detects an angular velocity or velocities about one axis or two axes.

[0093] The communication section **36** includes the microcomputer **42**, a memory **43**, the wireless module **44** and the antenna **45**. The microcomputer **42** controls the wireless module **44** for wirelessly transmitting, to the game device **3**, data acquired by the microcomputer **42** while using the memory **43** as a storage area in the process.

[0094] Data outputted from the operation section **32**, the image capturing/processing section **35**, the acceleration sensor **37**, and

the gyrosensor **48** to the microcomputer **42** are temporarily stored in the memory **43**. The data are transmitted as the operation data (controller operation data) to the game device **3**. At the time of the transmission to the controller communication module **19** of the game device **3**, the microcomputer **42** outputs the operation data stored in the memory **43** to the wireless module **44**. The wireless module **44** uses, for example, the Bluetooth (registered trademark) technology to modulate the operation data onto a carrier wave of a predetermined frequency, and radiates the low power radio wave signal from the antenna **45**. That is, the operation data is modulated onto the low power radio wave signal by the wireless module **44** and transmitted from the controller **5**. The controller communication module **19** of the game device **3** receives the low power radio wave signal. The game device **3** demodulates or decodes the received low power radio wave signal to obtain the operation data. Based on the operation data obtained from the controller **5**, the CPU **10** of the game device **3** performs the game process. Note that while the wireless transmission from the communication section **36** to the controller communication module **19** is sequentially performed with a predetermined cycle, since the game process is generally performed with a cycle of $1/60$ sec (as one frame period), the transmission is preferably performed with a cycle less than or equal to this period. The communication section **36** of the controller **5** outputs, to the controller communication module **19** of the game device **3**, the operation data at a rate of once per

1/200 sec, for example.

[0095] As described above, as operation data representing an operation performed on the controller itself, the controller 5 can transmit marker coordinate data, acceleration data, angular velocity data, and operation button data. The game device 3 performs the game process using the operation data as a game input. Therefore, by using the controller 5, the user can perform a game operation of moving the controller 5 itself, in addition to the conventional typical game operation of pressing the operation buttons. For example, it enables an operation of tilting the controller 5 to an intended attitude, an operation of specifying an intended position on the screen with the controller 5, an operation of moving the controller 5 itself, etc.

[0096] While the controller 5 does not include the display means for displaying the game image in the present embodiment, it may include display means for displaying, for example, an image representing the battery level, etc.

[0097] [4. Configuration of terminal device 7]

Next, a configuration of the terminal device 7 will be described with reference to FIGS. 8 to 10. FIG. 8 is a diagram showing an external configuration of the terminal device 7. In FIG. 8, (a) is a front view of the terminal device 7, (b) is a top view thereof, (c) is a right side view thereof, and (d) is a bottom view thereof. FIG. 9 is a diagram showing the terminal device 7 being held by the user.

[0098] As shown in FIG. 8, the terminal device 7 includes a housing 50 generally in a horizontally-elongated rectangular plate shape. The housing 50 has such a size that it can be held by the user. Thus, the user can hold and move the terminal device 7, and can
5 change the position where the terminal device 7 is placed.

[0099] The terminal device 7 includes the LCD 51 on the surface of the housing 50. The LCD 51 is provided near the center of the surface of the housing 50. Therefore, the user can hold and move the terminal device while looking at the screen of the LCD 51 by
10 holding opposing end portions of the housing 50 with respect to the LCD 51, as shown in FIG. 9. Note that while FIG. 9 shows an example where the user holds the terminal device 7 in a horizontal position (in a horizontally-oriented direction) by holding left and right opposing end portions of the housing 50 with respect
15 to the LCD 51, the user can hold the terminal device 7 in a vertical position (in a vertically-oriented direction).

[0100] As shown in (a) of FIG. 8, the terminal device 7 includes the touch panel 52 on the screen of the LCD 51 as operation means. In the present embodiment, the touch panel 52 is a resistive-type
20 touch panel. Note however that the touch panel is not limited to those of the resistive type, but may be a touch panel of any type including, for example, a capacitive type, etc. The touch panel 52 may be of a single-touch type or a multi-touch type. In the present embodiment, a touch panel having the same resolution
25 (detection precision) as the resolution of the LCD 51 is used as

the touch panel **52**. Note however that the resolution of the touch panel **52** does not always need to coincide with the resolution of the LCD **51**. While a stylus is usually used for making an input on the touch panel **52**, the present invention is not limited to
5 a stylus, and an input may be made on the touch panel **52** with a finger of the user. Note that the housing **50** may be provided with a hole for accommodating a stylus used for performing an operation on the touch panel **52**. Thus, since the terminal device **7** includes the touch panel **52**, the user can operate the touch panel **52** while
10 moving the terminal device **7**. That is, the user can move the screen of the LCD **51** while directly (by means of the touch panel **52**) making an input on the screen.

[0101] As shown in FIG. **8**, the terminal device **7** includes two analog sticks **53A** and **53B** and a plurality of buttons **54A** to **54L**,
15 as operation means. The analog sticks **53A** and **53B** are each a direction-specifying device. The analog sticks **53A** and **53B** are each configured so that the stick portion operated with a finger of the user can be slid or tilted in any direction (at any angle in the upper, lower, left, right and diagonal directions) with
20 respect to the surface of the housing **50**. The left analog stick **53A** is provided on the left side of the screen of the LCD **51**, and the right analog stick **53B** is provided on the right side of the screen of the LCD **51**. Therefore, the user can make a direction-specifying input by using an analog stick with either
25 the left or the right hand. As shown in FIG. **9**, the analog sticks

53A and **53B** are provided at such positions that the user can operate them while holding the left and right portions of the terminal device **7**, and therefore the user can easily operate the analog sticks **53A** and **53B** even when holding and moving the terminal device

5 **7**.

[0102] The buttons **54A** to **54L** are each operation means for making a predetermined input. As will be illustrated below, the buttons **54A** to **54L** are provided at such positions that the user can operate them while holding the left and right portions of the terminal

10 device **7** (see FIG. **9**). Therefore, the user can easily operate these operation means even when holding and moving the terminal device **7**.

[0103] As shown in (a) of FIG. **8**, the cross button (direction-input button) **54A** and the buttons **54B** to **54H**, of the operation buttons

15 **54A** to **54L**, are provided on the front surface of the housing **50**. That is, these buttons **54A** to **54H** are provided at such positions that they can be operated by the thumbs of the user (see FIG. **9**).

[0104] The cross button **54A** is provided on the left side of the LCD **51** and under the left analog stick **53A**. That is, the cross

20 button **54A** is provided at such a position that it can be operated with the left hand of the user. The cross button **54A** has a cross shape, and is a button with which it is possible to specify upper, lower, left and right directions. The buttons **54B** to **54D** are provided on the lower side of the LCD **51**. These three buttons

25 **54B** to **54D** are provided at such positions that they can be operated

with either the left or the right hand. The four buttons **54E** to **54H** are provided on the right side of the LCD **51** and under the right analog stick **53B**. That is, the four buttons **54E** to **54H** are provided at such positions that they can be operated with the right
 5 hand of the user. Moreover, the four buttons **54E** to **54H** are provided on the upper, lower, left and right side (of the center position among the four buttons **54E** to **54H**). Therefore, with the terminal device **7**, the four buttons **54E** to **54H** can also serve as buttons with which the user specifies the upper, lower, left and right
 10 directions.

[0105] As shown in (a), (b) and (c) of FIG. **8**, the first L button **54I** and the first R button **54J** are provided in upper corner portions of the housing **50** (the upper left portion and the upper right portion). Specifically, the first L button **54I** is provided at the left end
 15 of the upper side surface of the plate-like housing **50** so that it is exposed on the upper and left side surfaces. The first R button **54J** is provided at the right end of the upper side surface of the housing **50** so that it is exposed on the upper and right side surfaces. Thus, the first L button **54I** is provided at such
 20 a position that it can be operated with the left index finger of the user, and the first R button **54J** is provided at such a position that it can be operated with the right index finger of the user (see FIG. **9**).

[0106] As shown in (b) and (c) of FIG. **8**, the second L button **54K** and the second R button **54L** are provided on leg portions **59A**
 25

and **59B** protruding from the back surface of the plate-like housing **50** (i.e., the surface opposite to the front surface where the LCD **51** is provided). Specifically, the second L button **54K** is provided slightly toward the upper side in the left portion (the left portion
5 as viewed from the front surface side) of the back surface of the housing **50**, and the second R button **54L** is provided slightly toward the upper side in the right portion (the right portion as viewed from the front surface side) of the back surface of the housing **50**. In other words, the second L button **54K** is provided generally
10 on the reverse side of the left analog stick **53A** provided on the front surface, and the second R button **54L** is provided generally on the reverse side of the right analog stick **53B** provided on the front surface. Thus, the second L button **54K** is provided at such a position that it can be operated with the left middle finger
15 of the user, and the second R button **54L** is provided at such a position that it can be operated with the right middle finger of the user (see FIG. 9). The second L button **54K** and the second R button **54L** are provided on the diagonally-upwardly-facing surfaces of the leg portions **59A** and **59B**, and have
20 diagonally-upwardly-facing button surfaces, as shown in (c) of FIG. 8. It is believed that the middle fingers move in the up/down direction when the user holds the terminal device **7**, and it will be easier for the user to press the second L button **54K** and the second R button **54L** if the button surfaces are facing upward. The
25 provision of the leg portions on the back surface of the housing

50 makes it easier for the user to hold the housing **50**, and the provision of the buttons on the leg portions makes it easier for the user to make an operation while holding the housing **50**.

[0107] Note that with the terminal device **7** shown in FIG. **8**,
5 since the second L button **54K** and the second R button **54L** are provided on the back surface, when the terminal device **7** is put down with the screen of the LCD **51** (the front surface of the housing **50**) facing up, the screen may not lie completely horizontal. Therefore, in other embodiments, three or more leg portions may be provided
10 on the back surface of the housing **50**. Then, it can be put down on the floor surface with the leg portions in contact with the floor surface with the screen of the LCD **51** facing up, and it is therefore possible to put down the terminal device **7** so that the screen lies horizontal. A detachable leg portion may be added
15 so that the terminal device **7** can be put down horizontally.

[0108] The buttons **54A** to **54L** are each assigned a function in accordance with the game program. For example, the cross button **54A** and the buttons **54E** to **54H** may be used for a direction-specifying operation, a selection operation, etc., whereas the buttons **54B**
20 to **54E** may be used for the OK operation, the cancel operation, etc.

[0109] Note that although not shown in the figures, the terminal device **7** may include a power button for turning ON/OFF the power of the terminal device **7**. The terminal device **7** may include a
25 button for turning ON/OFF the display of the screen of the LCD

51, a button for performing a connection setting (pairing) with the game device **3**, and a button for adjusting the volume of the speaker (a speaker **67** shown in FIG. **10**).

[0110] As shown in (a) of FIG. **8**, the terminal device **7** includes
5 a marker section including a marker **55A** and a marker **55B** (the marker section **55** shown in FIG. **10**) on the front surface of the housing **50**. The marker section **55** is provided on the upper side of the LCD **51**. The marker **55A** and the marker **55B** are each formed by one or more infrared LED, as are the markers **6R** and **6L** of the marker
10 device **6**. The marker section **55** is used for the game device **3** to calculate the movement, etc., of the controller **5**, as is the marker device **6** described above. The game device **3** can control the lighting of the infrared LEDs of the marker section **55**.

[0111] The terminal device **7** includes the camera **56** as
15 image-capturing means. The camera **56** includes an image-capturing element (e.g., a CCD image sensor, a CMOS image sensor, or the like) having a predetermined resolution, and a lens. As shown in FIG. **8**, the camera **56** is provided on the front surface of the housing **50** in the present embodiment. Therefore, the camera **56**
20 can capture an image of the face of the user holding the terminal device **7**, and can capture an image of the user playing a game while looking at the LCD **51**, for example.

[0112] Note that the terminal device **7** includes a microphone (a microphone **69** shown in FIG. **10**) as sound input means. A
25 microphone hole **60** is provided on the front surface of the housing

50. The microphone **69** is provided inside the housing **50** behind the microphone hole **60**. The microphone detects the sound around the terminal device **7** such as the voice of the user.

[0113] The terminal device **7** includes a speaker (the speaker **67** shown in FIG. **10**) as sound outputting means. As shown in (d) of FIG. **8**, a speaker hole **57** is provided on the lower side surface of the housing **50**. The output sound from the speaker **67** is outputted from the speaker hole **57**. In the present embodiment, the terminal device **7** includes two speakers, and the speaker hole **57** is provided at the position of each of the left speaker and the right speaker.

[0114] The terminal device **7** includes an extension connector **58** via which another device can be connected to the terminal device **7**. In the present embodiment, the extension connector **58** is provided on the lower side surface of the housing **50** as shown in (d) of FIG. **8**. Note that the other device connected to the extension connector **58** may be any device, and may be for example a game-specific controller (gun-shaped controller, etc.) or an input device such as a keyboard. The extension connector **58** may be absent if there is no need to connect another device.

[0115] Note that with the terminal device **7** shown in FIG. **8**, the shape of each operation button, the shape of the housing **50**, the number and the positions of the components, etc., are merely illustrative, and the present invention can be realized with other shapes, numbers, and positions.

[0116] Next, an internal configuration of the terminal device

7 will be described with reference to FIG. 10. FIG. 10 is a block diagram showing an internal configuration of the terminal device 7. As shown in FIG. 10, in addition to the configuration shown in FIG. 8, the terminal device 7 includes a touch panel controller 61, a magnetic sensor 62, the acceleration sensor 63, the gyrosensor 64, a user interface controller (UI controller) 65, a codec LSI 66, the speaker 67, a sound IC 68, the microphone 69, a wireless module 70, an antenna 71, an infrared communication module 72, a flash memory 73, a power supply IC 74, and a battery 75. These electronic components are mounted on an electronic circuit board and accommodated in the housing 50.

[0117] The UI controller 65 is a circuit for controlling the input/output of data to/from various types of input/output sections. The UI controller 65 is connected to the touch panel controller 61, an analog stick 53 (the analog sticks 53A and 53B), an operation button 54 (the operation buttons 54A to 54L), the marker section 55, the magnetic sensor 62, the acceleration sensor 63, and the gyrosensor 64. The UI controller 65 is connected to the codec LSI 66 and the extension connector 58. The power supply IC 74 is connected to the UI controller 65, and power is supplied to various sections via the UI controller 65. The built-in battery 75 is connected to the power supply IC 74 to supply power. A charger 76 or a cable with which power can be obtained from an external power source can be connected to the power supply IC 74 via a connector, or the like, and the terminal device 7 can receive power

supply from or be charged by an external power source using the charger **76** or the cable. Note that the terminal device **7** may be charged by attaching the terminal device **7** to a cradle (not shown) having a charging function.

5 **[0118]** The touch panel controller **61** is a circuit connected to the touch panel **52** for controlling the touch panel **52**. The touch panel controller **61** generates touch position data of a predetermined format based on a signal from the touch panel **52**, and outputs it to the UI controller **65**. The touch position data
10 represents the coordinates of a position on the input surface of the touch panel **52** at which an input is made. Note that the touch panel controller **61** reads a signal from the touch panel **52** and generates touch position data at a rate of once per a predetermined amount of time. Various control instructions for the touch panel
15 **52** are outputted from the UI controller **65** to the touch panel controller **61**.

[0119] The analog stick **53** outputs, to the UI controller **65**, stick data representing the direction and the amount of slide (or tilt) of the stick portion operated with a finger of the user.
20 The operation button **54** outputs, to the UI controller **65**, operation button data representing the input status of each of the operation buttons **54A** to **54L** (whether it is pressed).

[0120] The magnetic sensor **62** detects the azimuthal direction by sensing the size and direction of the magnetic field. Azimuthal
25 direction data representing the detected azimuthal direction is

outputted to the UI controller **65**. Control instructions for the magnetic sensor **62** are outputted from the UI controller **65** to the magnetic sensor **62**. While there are sensors using an MI (magnetic impedance) element, a fluxgate sensor, a Hall element, a GMR (giant magneto-resistive) element, a TMR (tunnel magneto-resistance) element, an AMR (anisotropic magneto-resistive) element, etc., the magnetic sensor **62** may be any sensor as long as it is possible to detect the azimuthal direction. Note that strictly speaking, in a place where there is a magnetic field other than the geomagnetic field, the obtained azimuthal direction data does not represent the azimuthal direction. Nevertheless, if the terminal device **7** moves, the azimuthal direction data changes, and it is therefore possible to calculate the change in the attitude of the terminal device **7**.

[0121] The acceleration sensor **63** is provided inside the housing **50** for detecting the magnitude of the linear acceleration along each of the directions of the three axes (the x, y and z axes shown in (a) of FIG. **8**). Specifically, the acceleration sensor **63** detects the magnitude of the linear acceleration along each of the axes, where the x axis lies in the longitudinal direction of the housing **50**, the y axis lies in the width direction of the housing **50**, and the z axis lies in the direction vertical to the surface of the housing **50**. Acceleration data representing the detected acceleration is outputted to the UI controller **65**. Control instructions for the acceleration sensor **63** are outputted from

the UI controller **65** to the acceleration sensor **63**. While the acceleration sensor **63** is assumed to be a capacitive-type MEMS-type acceleration sensor, for example, in the present embodiment, other types of acceleration sensors may be employed in other embodiments.

5 The acceleration sensor **63** may be an acceleration sensor for **1**-axis or **2**-axis detection.

[0122] The gyrosensor **64** is provided inside the housing **50** for detecting angular velocities about the three axes, i.e., the x axis, the y axis and the z axis. Angular velocity data representing
10 the detected angular velocities is outputted to the UI controller **65**. Control instructions for the gyrosensor **64** are outputted from the UI controller **65** to the gyrosensor **64**. Note that the number and combination of gyrosensors used for detecting angular velocities about three axes may be any number and combination,
15 and the gyrosensor **64** may be formed by a **2**-axis gyrosensor and a **1**-axis gyrosensor, as is the gyrosensor **48**. The gyrosensor **64** may be a gyrosensor for **1**-axis or **2**-axis detection.

[0123] The UI controller **65** outputs, to the codec LSI **66**, operation data including touch position data, stick data, operation button
20 data, azimuthal direction data, acceleration data, and angular velocity data received from various components described above. Note that if another device is connected to the terminal device **7** via the extension connector **58**, data representing an operation performed on the other device may be further included in the
25 operation data.

[0124] The codec LSI **66** is a circuit for performing a compression process on data to be transmitted to the game device **3**, and an expansion process on data transmitted from the game device **3**. The LCD **51**, the camera **56**, the sound IC **68**, the wireless module **70**,
5 the flash memory **73**, and the infrared communication module **72** are connected to the codec LSI **66**. The codec LSI **66** includes a CPU **77** and an internal memory **78**. While the terminal device **7** does not perform the game process itself, the terminal device **7** needs to execute a minimal program for the management thereof and for
10 the communication. The terminal device **7** is started up, when a program stored in the flash memory **73** is read out to the internal memory **78** and executed by the CPU **77** upon power-up. Some area of the internal memory **78** is used as the VRAM for the LCD **51**.

[0125] The camera **56** captures an image in response to an
15 instruction from the game device **3**, and outputs the captured image data to the codec LSI **66**. Control instructions for the camera **56**, such as an image-capturing instruction, are outputted from the codec LSI **66** to the camera **56**. Note that the camera **56** can also record a video. That is, the camera **56** can repeatedly capture
20 images and repeatedly output the image data to the codec LSI **66**.

[0126] The sound IC **68** is a circuit connected to the speaker **67** and the microphone **69** for controlling input/output of sound data to/from the speaker **67** and the microphone **69**. That is, when sound data is received from the codec LSI **66**, the sound IC **68** outputs
25 a sound signal obtained by performing D/A conversion on the sound

data to the speaker **67** so that a sound is outputted from the speaker **67**. The microphone **69** detects the sound propagated to the terminal device **7** (the sound of the user, etc.), and outputs a sound signal representing such a sound to the sound IC **68**. The sound IC **68** performs A/D conversion on the sound signal from the microphone **69** to output sound data of a predetermined format to the codec LSI **66**.

[0127] The codec LSI **66** transmits, as terminal operation data, image data from the camera **56**, sound data from the microphone **69** and operation data from the UI controller **65** to the game device **3** via the wireless module **70**. In the present embodiment, the codec LSI **66** performs a compression process similar to that of the codec LSI **27** on the image data and the sound data. The terminal operation data and the compressed image data and sound data are outputted, as transmit data, to the wireless module **70**. The antenna **71** is connected to the wireless module **70**, and the wireless module **70** transmits the transmit data to the game device **3** via the antenna **71**. The wireless module **70** has a similar function to that of the terminal communication module **28** of the game device **3**. That is, the wireless module **70** has a function of connecting to a wireless LAN by a scheme in conformity with the IEEE802.11n standard, for example. The transmitted data may be encrypted as necessary or may not be encrypted.

[0128] As described above, the transmit data transmitted from the terminal device **7** to the game device **3** includes the operation

data (the terminal operation data), the image data, and the sound data. Note that in a case where another device is connected to the terminal device **7** via the extension connector **58**, data received from the other device may be further included in the transmit data.

5 The infrared communication module **72** establishes infrared communication in conformity with the IRDA standard, for example, with the other device. The codec LSI **66** may transmit, to the game device **3**, data received via the infrared communication while it is included in the transmit data as necessary.

10 [0129] As described above, the compressed image data and sound data are transmitted from the game device **3** to the terminal device **7**. These data are received by the codec LSI **66** via the antenna **71** and the wireless module **70**. The codec LSI **66** expands the received image data and sound data. The expanded image data is outputted
15 to the LCD **51**, and an image is displayed on the LCD **51**. The expanded sound data is outputted to the sound IC **68**, and the sound IC **68** outputs the sound from the speaker **67**.

[0130] In a case where control data is included in data received from the game device **3**, the codec LSI **66** and the UI controller
20 **65** give control instructions to various sections in accordance with the control data. As described above, the control data is data representing control instructions for the components of the terminal device **7** (the camera **56**, the touch panel controller **61**, the marker section **55**, sensors **62** to **64**, and the infrared
25 communication module **72** in the present embodiment). In the present

embodiment, control instructions represented by control data may be instructions to activate the operation of the components or inactivate (stop) the operation thereof. That is, components that are not used in the game may be inactivated in order to reduce the power consumption, in which case it is ensured that data from the inactivated components are not included in the transmit data transmitted from the terminal device **7** to the game device **3**. Note that for the marker section **55**, which is an infrared LED, the control can be done simply by turning ON/OFF the power supply thereto.

10 [0131] While the terminal device **7** includes operation means such as the touch panel **52**, the analog stick **53** and the operation button **54**, as described above, other operation means may be included instead of, or in addition to, these operation means in other embodiments.

15 [0132] While the terminal device **7** includes the magnetic sensor **62**, the acceleration sensor **63** and the gyrosensor **64** as sensors for calculating the movement of the terminal device **7** (including the position and the attitude thereof, or changes in the position and the attitude thereof), it may only include one or two of these

20 sensors in other embodiments. In other embodiments, other sensors may be included instead of, or in addition to, these sensors.

[0133] While the terminal device **7** includes the camera **56** and the microphone **69**, it may not include the camera **56** and the microphone **69** or it may include only one of them in other embodiments.

25 [0134] While the terminal device **7** includes the marker section

55 as a configuration for calculating the positional relationship between the terminal device 7 and the controller 5 (the position and/or attitude, etc., of the terminal device 7 as seen from the controller 5), it may not include the marker section 55 in other 5 embodiments. In other embodiments, the terminal device 7 may include other means as a configuration for calculating the positional relationship. For example, in other embodiments, the controller 5 may include a marker section, and the terminal device 7 may include an image-capturing element. Moreover, in such a 10 case, the marker device 6 may include an image-capturing element, instead of an infrared LED.

[0135] [5. Game process]

Next, the details of the game process performed in the present game system will be described. First, various data used 15 in the game process will be described. FIG. 11 is a table showing various data used in the game process. FIG. 11 is a table showing primary data to be stored in the main memory (the external main memory 12 or the internal main memory 11e) of the game device 3. As shown in FIG. 11, the main memory of the game device 3 stores 20 a game program 90, receive data 91, and process data 106. Note that in addition to those shown in FIG. 11, the main memory also stores data necessary for the game, such as image data of various objects appearing in the game, and sound data used in the game, etc.

25 [0136] At an appropriate point in time after the power of the

game device **3** is turned ON, a part or whole of the game program **90** is loaded from the optical disc **4** and stored in the main memory. Note that the game program **90** may be obtained from the flash memory **17** or an external device of the game device **3** (e.g., via the Internet),
 5 instead of from the optical disc **4**. A part of the game program **90** (e.g., a program for calculating the attitude of the controller **5** and/or the terminal device **7**) may be pre-stored in the game device **3**.

[0137] The receive data **91** are various data received from the
 10 controller **5** and the terminal device **7**. The receive data **91** includes controller operation data **92**, terminal operation data **97**, camera image data **104**, and microphone sound data **105**. If a plurality of controllers **5** are connected, there are a plurality of controller operation data **92**. If a plurality of terminal devices
 15 **7** are connected, there are a plurality of terminal operation data **97**, a plurality of camera image data **104**, and a plurality of microphone sound data **105**.

[0138] The controller operation data **92** is data representing an operation performed by the user (player) on the controller **5**.
 20 The controller operation data **92** is transmitted from the controller **5** to be obtained by the game device **3** and stored in the main memory. The controller operation data **92** includes first operation button data **93**, first acceleration data **94**, first angular velocity data **95**, and marker coordinate data **96**. Note that the main memory may
 25 store a predetermined number of latest (lastly obtained) sets of

controller operation data.

[0139] The first operation button data **93** is data representing the input status of the operation buttons **32a** to **32i** provided on the controller **5**. Specifically, the first operation button data
5 **93** represents whether each of the operation buttons **32a** to **32i** is pressed.

[0140] The first acceleration data **94** is data representing the acceleration (acceleration vector) detected by the acceleration sensor **37** of the controller **5**. While the first acceleration data
10 **94** herein represents three-dimensional acceleration of which each component is the acceleration for one of the three axis directions of X, Y and Z shown in FIG. **3**, it may represent acceleration for any one or more direction in other embodiments.

[0141] The first angular velocity data **95** is data representing
15 the angular velocity detected by the gyro sensor **48** in the controller **5**. While the first angular velocity data **95** herein represents angular velocity about each of the three axes of X, Y and Z shown in FIG. **3**, it may represent angular velocity about any one or more axis in other embodiments.

[0142] The marker coordinate data **96** is data representing
20 coordinates calculated by the image processing circuit **41** of the image capturing/processing section **35**, i.e., the marker coordinates described above. The marker coordinates are expressed in a two-dimensional coordinate system for representing
25 a position on a plane corresponding to the captured image, and

the marker coordinate data **96** represents coordinate values in the two-dimensional coordinate system.

[**0143**] Note that the controller operation data **92** may be data representing an operation by the user operating the controller **5**, and may be data including only some of the data **93** to **96**. In a case where the controller **5** includes other input means (e.g., a touch panel or an analog stick, etc.), the controller operation data **92** may include data representing an operation performed on the other input means. Note that in a case where the movement of the controller **5** itself is used as a game operation as in the present embodiment, the controller operation data **92** includes data whose value changes in accordance with the movement of the controller **5** itself, as is the first acceleration data **94**, the first angular velocity data **95** or the marker coordinate data **96**.

[**0144**] The terminal operation data **97** is data representing an operation performed by the user on the terminal device **7**. The terminal operation data **97** is transmitted from the terminal device **7** and obtained by the game device **3** to be stored in the main memory. The terminal operation data **97** includes second operation button data **98**, stick data **99**, touch position data **100**, second acceleration data **101**, second angular velocity data **102**, and azimuthal direction data. Note that the main memory may store a predetermined number of latest (lastly obtained) sets of terminal operation data.

[**0145**] The second operation button data **98** is data representing the input status of the operation buttons **54A** to **54L** provided on

the terminal device **7**. Specifically, the second operation button data **98** represents whether each of the operation buttons **54A** to **54L** is pressed.

[0146] The stick data **99** is data representing the direction and
5 the amount of slide (or tilt) of the stick portion of the analog stick **53** (the analog sticks **53A** and **53B**). The direction and the amount may be represented as two-dimensional coordinates or a two-dimensional vector, for example.

[0147] The touch position data **100** is data representing the
10 position (touch position) on the input surface of the touch panel **52** at which an input is made. In the present embodiment, the touch position data **100** represents coordinate values in a two-dimensional coordinate system for representing a position on the input surface. Note that in a case where the touch panel **52** is of a multi-touch
15 type, the touch position data **100** may represent a plurality of touch positions.

[0148] The second acceleration data **101** is data representing the acceleration (acceleration vector) detected by the acceleration sensor **63**. While the second acceleration data **101**
20 represents three-dimensional acceleration of which each component is the acceleration for one of the three axes of x, y and z shown in FIG. **8** in the present embodiment, it may represent acceleration for any one or more direction in other embodiments.

[0149] The second angular velocity data **102** is data representing
25 the angular velocity detected by the gyrosensor **64**. While the

second angular velocity data **102** represents angular velocity about each of the three axis directions of x, y and z shown in FIG. 8 in the present embodiment, it may represent angular velocity about any one or more axis in other embodiments.

5 [0150] Azimuthal direction data **103** is data representing the azimuthal direction detected by the magnetic sensor **62**. In the present embodiment, the azimuthal direction data **103** represents the direction of a predetermined azimuthal direction (e.g., north) with respect to the terminal device **7**. Note however that in a
10 place where there is a magnetic field other than the geomagnetic field, the azimuthal direction data **103** does not strictly represent the absolute azimuthal direction (e.g., north). Nevertheless, it represents a relative direction of the terminal device **7** with respect to the direction of the magnetic field in that place, and
15 it is therefore possible to calculate the change in the attitude of the terminal device **7** even in such cases.

[0151] Note that the terminal operation data **97** may be data representing an operation performed by the user on the terminal device **7**, and may be data including only one of the data **98** to
20 **103** described above. In a case where the terminal device **7** includes other input means (e.g., a touch pad, image-capturing means of the controller **5**, etc.), the terminal operation data **97** may include data representing an operation performed on the other input means. Note that in a case where the movement of the terminal device **7**
25 itself is used as a game operation as in the present embodiment,

the terminal operation data **97** includes data whose value changes in accordance with the movement of the terminal device **7** itself, as is the second acceleration data **101**, the second angular velocity data **102** or the azimuthal direction data **103**.

5 **[0152]** The camera image data **104** is data representing the image (camera image) captured by the camera **56** of the terminal device **7**. The camera image data **104** is image data obtained by the codec LSI **27** expanding the compressed image data from the terminal device **7**, and the data is stored in the main memory by the input/output
10 processor **11a**. Note that the main memory may store a predetermined number of latest (lastly obtained) sets of camera image data.

[0153] The microphone sound data **105** is data representing the sound (microphone sound) detected by the microphone **69** of the terminal device **7**. The microphone sound data **105** is sound data
15 obtained by the codec LSI **27** expanding the compressed sound data transmitted from the terminal device **7**, and the data is stored in the main memory by the input/output processor **11a**.

[0154] The process data **106** is data used in the game process (FIG. **12**) to be described later. The process data **106** includes
20 control data **107**, controller attitude data **108**, terminal attitude data **109**, image recognition data **110**, and sound recognition data **111**. Note that in addition to those shown in FIG. **11**, the process data **106** also includes various data used in the game process, such as data representing various parameters set for various objects
25 appearing in the game.

[0155] The control data **107** is data representing control instructions for the components of the terminal device **7**. For example, the control data **107** represents an instruction for controlling the lighting of the marker section **55**, an instruction
5 for controlling the image-capturing operation of the camera **56**, etc. The control data **107** is transmitted to the terminal device **7** at an appropriate point in time.

[0156] The controller attitude data **108** is data representing the attitude of the controller **5**. In the present embodiment, the
10 controller attitude data **108** is calculated based on the first acceleration data **94**, the first angular velocity data **95** and the marker coordinate data **96** included in the controller operation data **92**. The method for calculating the controller attitude data **108** will be described later in step **S23**.

15 [0157] The terminal attitude data **109** is data representing the attitude of the terminal device **7**. In the present embodiment, the terminal attitude data **109** is calculated based on the second acceleration data **101**, the second angular velocity data **102** and the azimuthal direction data **103** included in the terminal operation
20 data **97**. The method for calculating the terminal attitude data **109** will be described later in step **S24**.

[0158] The image recognition data **110** is data representing the results of a predetermined image recognition process for the camera image. The image recognition process may be any process as long
25 as it detects any feature of the camera image to output the results

of the detection, and may be, for example, a process of extracting a predetermined object (e.g., the face of the user, a marker, etc.) from the camera image and calculating information regarding the extracted object.

5 [0159] The sound recognition data **111** is data representing the results of a predetermined sound recognition process for the microphone sound. The sound recognition process may be any process as long as it detects any feature from the microphone sound to output the results of the detection, and may be, for example, a
10 process of detecting words of the user or a process of simply outputting the sound volume.

[0160] Next, with reference to FIG. **12**, the details of the game process performed by the game device **3** will be described. FIG. **12** is a main flow chart showing the flow of the game process performed
15 by the game device **3**. When the power of the game device **3** is turned ON, the CPU **10** of the game device **3** executes a boot program stored in a boot ROM not shown, so as to initialize each unit, including the main memory. Then, the game program stored in the optical disc **4** is loaded to the main memory, and the CPU **10** starts executing
20 the game program. Note that the game device **3** may be configured so as to execute the game program stored in the optical disc **4** immediately after power-up, or it may be configured so that a built-in program is executed after power-up for displaying a predetermined menu screen first, and then the game program stored
25 in the optical disc **4** is executed when the start of the game is

instructed by the user. The flow chart of FIG. 12 is a flow chart showing the process to be performed after processes described above are completed.

[0161] Note that the process of the steps of the flow chart shown in FIG. 12 is merely illustrative, and the order of steps to be performed may be switched around as long as similar results are obtained. The values of the variables, and the threshold values used in determination steps are also merely illustrative, and other values may be used as necessary. While the present embodiment is described while assuming that the processes of the steps of the flow chart are performed by the CPU 10, processes of some of the steps may be performed by a processor or a dedicated circuit other than the CPU 10.

[0162] First, in step S1, the CPU 10 performs an initialization process. The initialization process is, for example, a process of constructing a virtual game space, placing objects appearing in the game space at their initial positions, and setting initial values of various parameters used in the game process.

[0163] In the present embodiment, in the initialization process, the CPU 10 controls the lighting of the marker device 6 and the marker section 55 based on the type of the game program. Here, the game system 1 has two image-capturing objects for the image-capturing means of the controller 5 (the image capturing/processing section 35), i.e., the marker device 6 and the marker section 55 of the terminal device 7. Either or both

of the marker device **6** and the marker section **55** may be used, depending on the content of the game (the type of the game program). Note that the game program **90** includes data representing whether each of the marker device **6** and the marker section **55** should be
5 lit. The CPU **10** reads out this data to determine whether or not to light them. When lighting the marker device **6** and/or the marker section **55**, the following process is performed.

[0164] That is, when lighting the marker device **6**, the CPU **10** transmits, to the marker device **6**, a control signal instructing
10 to light the infrared LEDs of the marker device **6**. The transmission of the control signal may be simply supplying the power. In response to this, the infrared LEDs of the marker device **6** are lit. On the other hand, when lighting the marker section **55**, the CPU **10** generates control data representing an instruction for
15 lighting the marker section **55** and stores the data in the main memory. The generated control data is transmitted to the terminal device **7** in step S10 to be described later. The control data received by the wireless module **70** of the terminal device **7** is sent to the UI controller **65** via the codec LSI **66**, and the UI
20 controller **65** gives a lighting instruction to the marker section **55**. This lights the infrared LEDs of the marker section **55**. Note that while a case where the marker device **6** and the marker section **55** are lit has been described above, the marker device **6** and the marker section **55** can be turned off through a similar process to
25 the process of lighting them.

[0165] The process of step S2 is performed, following step S1 described above. Thereafter, the process loop including a series of processes of steps S2 to S11 is repeatedly performed at a rate of once per a predetermined amount of time (one frame period).

5 [0166] In step S2, the CPU 10 obtains controller operation data transmitted from the controller 5. Since the controller 5 repeatedly transmits the controller operation data to the game device 3, the controller operation data is successively received by the controller communication module 19 in the game device 3,
10 and the received controller operation data is successively stored in the main memory by the input/output processor 11a. The transmission/reception interval is preferably shorter than the game process time, and is, for example, 1/200 sec. In step S2, the CPU 10 reads out the latest controller operation data 92 from
15 the main memory. The process of step S3 is performed, following step S2.

[0167] In step S3, the CPU 10 obtains various data transmitted from the terminal device 7. Since the terminal device 7 repeatedly transmits the terminal operation data, the camera image data and
20 the microphone sound data to the game device 3, the game device 3 successively receives these data. In the game device 3, the terminal communication module 28 successively receives these data, and the camera image data and the microphone sound data are successively expanded by the codec LSI 27. Then, the input/output
25 processor 11a successively stores the terminal operation data,

the camera image data and the microphone sound data in the main memory. In step S3, the CPU 10 reads out the latest terminal operation data 97 from the main memory. The process of step S4 is performed, following step S3.

5 [0168] In step S4, the CPU 10 performs the game control process. The game control process is a process for allowing the game to progress by, for example, performing processes such as controlling the action of an object in the game space in accordance with the game operation by the user. In the present embodiment, the user
10 can play various games by using the controller 5 and/or the terminal device 7. Now, with reference to FIG. 13, the game control process will be described.

[0169] FIG. 13 is a flow chart showing the detailed flow of the game control process. Note that while the series of processes
15 shown in FIG. 13 are various processes that can be performed in a case where the controller 5 and the terminal device 7 are used as controller devices, it is not necessary to perform all of the processes, and only some of the processes may be performed depending on the type and content of the game.

20 [0170] In the game control process, first, in step S21, the CPU 10 determines whether or not to change the marker to be used. In the present embodiment, the process of controlling the lighting of the marker device 6 and the marker section 55 is performed at the start of the game process (step S1), as described above. Here,
25 depending on the game, a marker or markers to be used (lit) among

the marker device **6** and the marker section **55** may be changed in the middle of the game. It may be possible to use both the marker device **6** and the marker section **55** depending on the game, but if they are both lit, one of the markers may be erroneously detected for the other marker. Therefore, there are cases where it is preferred to switch the lighting during the game so that only one of them is lit. In view of such cases, the process of step **S21** is a process of determining whether the object to be lit is changed in the middle of the game.

10 **[0171]** The determination of step **S21** can be made by the following method, for example. That is, the CPU **10** can make the determination based on whether the game status (the stage of the game, the object to be controlled, etc.) has changed. When the game status changes, the control method may be switched between a control method in which the controller **5** is controlled facing the marker device **6**, and a control method in which the controller **5** is controlled facing the marker section **55**. The CPU **10** can make the determination based on the attitude of the controller **5**. That is, the determination can be made based on whether the controller **5** is facing the marker device **6** or facing the marker section **55**. Note that the attitude of the controller **5** can be calculated based on the detection results of the acceleration sensor **37** and the gyrosensor **48**, for example (see step **S23** to be described later). The CPU **10** can make the determination based on whether there has been an instruction of change from the user.

[0172] If the determination result of step S21 is affirmative, the process of step S22 is performed. On the other hand, if the determination result of step S21 is negative, the process of step S22 is skipped and the process of step S23 is performed.

5 [0173] In step S22, the CPU 10 controls the lighting of the marker device 6 and the marker section 55. That is, it changes the lighting status of the marker device 6 and/or the marker section 55. Note that the specific process of lighting or turning off the marker device 6 and/or the marker section 55 can be performed in a similar
10 manner to that of step S1. The process of step S23 is performed, following step S22.

[0174] As described above, according to the present embodiment, the light emission (lighting) of the marker device 6 and the marker section 55 can be controlled depending on the type of the game
15 program through the process of step S1, and the light emission (lighting) of the marker device 6 and the marker section 55 can be controlled in accordance with the game status through the process of steps S21 and S22.

[0175] In step S23, the CPU 10 calculates the attitude of the
20 controller 5. In the present embodiment, the attitude of the controller 5 is calculated based on the first acceleration data 94, the first angular velocity data 95 and the marker coordinate data 96. The method for calculating the attitude of the controller 5 will now be described.

25 [0176] First, the CPU 10 calculates the attitude of the controller

5 based on the first angular velocity data 95 stored in the main memory. While the method for calculating the attitude of the controller 5 from the angular velocity may be any method, the attitude is calculated using the previous attitude (the attitude
5 calculated in the previous iteration) and the current angular velocity (the angular velocity obtained in step S2 in the current iteration of the process loop). Specifically, the CPU 10 calculates the attitude by rotating the previous attitude by a unit time's worth of the current angular velocity. Note that the
10 previous attitude is represented by the controller attitude data 108 stored in the main memory, and the current angular velocity is represented by the first angular velocity data 95 stored in the main memory. Therefore, the CPU 10 reads out the controller attitude data 108 and the first angular velocity data 95 from the
15 main memory to calculate the attitude of the controller 5. The data representing "the attitude based on the angular velocity" calculated as described above is stored in the main memory.

[0177] Note that where the attitude is calculated from the angular velocity, it is preferred that an initial attitude is set. That
20 is, where the attitude of the controller 5 is calculated from the angular velocity, the CPU 10 initially calculates the initial attitude of the controller 5. The initial attitude of the controller 5 may be calculated based on the acceleration data, or the player may be prompted to perform a predetermined operation
25 with the controller 5 in a particular attitude so that the particular

attitude at the point in time when the predetermined operation is performed is used as the initial attitude. Note that while it is preferred to calculate the initial attitude in a case where the attitude of the controller **5** is calculated as an absolute attitude with respect to a predetermined direction in the space, the initial attitude may not be calculated in a case where the attitude of the controller **5** is calculated as a relative attitude with respect to the attitude of the controller **5** at the start of the game, for example.

10 [0178] Next, the CPU **10** corrects the attitude of the controller **5** calculated based on the angular velocity by using the first acceleration data **94**. Specifically, the CPU **10** first reads out the first acceleration data **94** from the main memory and calculates the attitude of the controller **5** based on the first acceleration data **94**. Here, in a state where the controller **5** is substantially stationary, the acceleration acting upon the controller **5** means the gravitational acceleration. Therefore, in this state, the direction of the gravitational acceleration (the direction of gravity) can be calculated by using the first acceleration data **94** outputted from the acceleration sensor **37**, and it is therefore possible to calculate the direction (attitude) of the controller **5** with respect to the direction of gravity based on the first acceleration data **94**. The data representing "the attitude based on the acceleration" calculated as described above is stored in

25 the main memory.

[0179] After calculating the attitude based on the acceleration, the CPU 10 then corrects the attitude based on the angular velocity by using the attitude based on the acceleration. Specifically, the CPU 10 reads out data representing the attitude based on the angular velocity and data representing the attitude based on the acceleration from the main memory, and makes a correction such that the attitude based on the angular velocity data is brought closer to the attitude based on the acceleration data at a predetermined rate. The predetermined rate may be a predetermined fixed value, and may be set in accordance with the acceleration represented by the first acceleration data 94, etc. With the attitude based on the acceleration, the attitude cannot be calculated for the rotation direction about the direction of gravity, and therefore the CPU 10 may not make a correction for the rotation direction. In the present embodiment, data representing the corrected attitude obtained as described above is stored in the main memory.

[0180] After the attitude based on the angular velocity is corrected as described above, the CPU 10 further corrects the corrected attitude using the marker coordinate data 96. First, the CPU 10 calculates the attitude of the controller 5 based on the marker coordinate data 96 (the attitude based on marker coordinates). Since the marker coordinate data 96 represents positions of the markers 6R and 6L within the captured image, the attitude of the controller 5 can be calculated for the roll direction

(the rotation direction about the Z axis) can be calculated from these positions. That is, the attitude of the controller 5 for the roll direction can be calculated from the gradient of the straight line connecting between the position of the marker 6R and the position of the marker 6L within the captured image. In a case where the position of the controller 5 with respect to the marker device 6 can be identified (e.g., a case where it can be assumed that the controller 5 is located in front of the marker device 6), the attitude of the controller 5 for the pitch direction and that for the yaw direction can be calculated from the position of the marker device 6 within the captured image. For example, when the positions of the markers 6R and 6L move to the left within the captured image, it can be determined that the controller 5 has changed its orientation (attitude) to the right. Thus, the attitude of the controller 5 for the pitch direction and that for the yaw direction can be calculated from the positions of the marker 6R and the marker 6L. As described above, it is possible to calculate the attitude of the controller 5 based on the marker coordinate data 96.

[0181] After the attitude based on marker coordinates is calculated, the CPU 10 next corrects the corrected attitude (the attitude which has been corrected by the attitude based on the acceleration) by the attitude based on marker coordinates. That is, the CPU 10 makes a correction such that the corrected attitude is brought closer to the attitude based on marker coordinates at

a predetermined rate. The predetermined rate may be a predetermined fixed value. The correction by the attitude based on marker coordinates may be made only for any one or two of the roll direction, the pitch direction and the yaw direction. For example, where the marker coordinate data 96 is used, since it is possible to calculate the attitude with high precision for the roll direction, the CPU 10 may make the correction using the attitude based on the marker coordinate data 96 only for the roll direction. If the image-capturing element 40 of the controller 5 does not capture the image of the marker device 6 or the marker section 55, it is not possible to calculate the attitude based on the marker coordinate data 96, and therefore the correction process using the marker coordinate data 96 may not be performed in such a case.

[0182] In the above description, the CPU 10 corrects the first attitude of the controller 5 calculated based on the first angular velocity data 95 using the first acceleration data 94 and the marker coordinate data 96. Here, with the method using the angular velocity, among the methods for calculating the attitude of the controller 5, it is possible to calculate the attitude no matter how the controller 5 is moving. On the other hand, with the method using the angular velocity, since the attitude is calculated by cumulatively adding the successively-detected angular velocities, accumulation of errors, or the like, may lead to poor precision, and a so-called "temperature drift" problem may deteriorate the precision of the gyrosensor. With the method using the

acceleration, errors do not accumulate, but it is not possible to calculate the attitude with high precision in a state where the controller **5** is being moved violently (since the direction of gravity cannot be detected accurately). With the method using
5 marker coordinates, the attitude can be calculated with high precision (particularly for the roll direction), but it is not possible to calculate the attitude in a state where it is not possible to capture an image of the marker section **55**. As opposed to this, the attitude of the controller **5** can be calculated more accurately
10 in the present embodiment since three different methods with different characteristics are used as described above. Note that in other embodiments, the attitude may be calculated by using any one or two of the three methods described above. Where the lighting of the markers is controlled in the process of step **S1** or **S22**,
15 it is preferred that the CPU **10** calculates the attitude of the controller **5** using at least marker coordinate.

[0183] The process of step **S24** is performed, following step **S23**. In step **S24**, the CPU **10** calculates the attitude of the terminal device **7**. That is, since the terminal operation data **97** obtained
20 from the terminal device **7** includes the second acceleration data **101**, the second angular velocity data **102**, and the azimuthal direction data **103**, the CPU **10** calculates the attitude of the terminal device **7** based on these data. Here, the CPU **10** can know the amount of rotation per unit time (the amount of change of the
25 attitude) of the terminal device **7** from the second angular velocity

data **102**. In a state where the terminal device **7** is substantially stationary, the acceleration acting upon the terminal device **7** means the gravitational acceleration, and it is therefore possible to know, from the second acceleration data **101**, the direction of gravity acting upon the terminal device **7** (i.e., the attitude of the terminal device **7** with respect to the direction of gravity). It is possible to know, from the azimuthal direction data **103**, a predetermined azimuthal direction with respect to the terminal device **7** (i.e., the attitude of the terminal device **7** with respect to a predetermined azimuthal direction). Note that even in a case where there is a magnetic field other than the geomagnetic field, it is possible to know the amount of rotation of the terminal device **7**. Therefore, the CPU **10** can calculate the attitude of the terminal device **7** based on the second acceleration data **101**, the second angular velocity data **102** and the azimuthal direction data **103**. Note that while the attitude of the terminal device **7** is calculated based on the three data in the present embodiment, the attitude may be calculated based on one or two of the three data in other embodiments.

[0184] Note that while the specific method for calculating the attitude of the terminal device **7** may be any method, it is for example a method in which the attitude calculated based on the angular velocity represented by the second angular velocity data **102** is corrected using the second acceleration data **101** and the azimuthal direction data **103**. Specifically, the CPU **10** first

calculates the attitude of the terminal device **7** based on the second angular velocity data **102**. Note that the method for calculating the attitude based on angular velocity may be similar to the method of step **S23**. Next, the CPU **10** corrects the attitude calculated based on the angular velocity by the attitude calculated based on the second acceleration data **101** and/or the attitude calculated based on the azimuthal direction data **103** at an appropriate point in time (e.g., when the terminal device **7** is close to being stationary). Note that the method for correcting the attitude based on the angular velocity by the attitude based on the acceleration may be similar to the method for calculating the attitude of the controller **5** described above. In a case where the attitude based on the angular velocity is corrected by the attitude based on the azimuthal direction data, the CPU **10** may bring the attitude based on the angular velocity closer to the attitude based on the azimuthal direction data at a predetermined rate. As described above, the CPU **10** can accurately calculate the attitude of the terminal device **7**.

[**0185**] Note that since the controller **5** includes the image capturing/processing section **35** which is infrared detection means, the game device **3** can obtain the marker coordinate data **96**. Therefore, for the controller **5**, the game device **3** can know, from the marker coordinate data **96**, the absolute attitude in the real space (the attitude of the controller **5** in the coordinate system set in the real space). On the other hand, the terminal device

7 does not include infrared detection means such as the image capturing/processing section 35. Therefore, the game device 3 cannot know, only from the second acceleration data 101 and the second angular velocity data 102, the absolute attitude in the real space for the rotation direction about the direction of gravity. In view of this, the present embodiment employs a configuration where the terminal device 7 includes the magnetic sensor 62, and the game device 3 obtains the azimuthal direction data 103. Then, for the rotation direction about the direction of gravity, the game device 3 can calculate the absolute attitude in the real space from the azimuthal direction data 103, and it is possible to more accurately calculate the attitude of the terminal device 7.

[0186] As a specific process of step S24, the CPU 10 reads out the second acceleration data 101, the second angular velocity data 102, and the azimuthal direction data 103 from the main memory, and calculates the attitude of the terminal device 7 based on these data. Then, the calculated data representing the attitude of the terminal device 7 is stored in the main memory as the terminal attitude data 109. The process of step S25 is performed, following step S24.

[0187] In step S25, the CPU 10 performs a recognition process for a camera image. That is, the CPU 10 performs a predetermined recognition process on the camera image data 104. The recognition process may be any process as long as it detects any feature from the camera image to output the results of the detection. For

example, where the face of the player is included in the camera image, it may be a process of recognizing the face. Specifically, it may be a process of detecting parts of the face (eyes, nose, mouth, etc.) or a process of detecting the expression of the face.

5 The data representing the results of the recognition process is stored in the main memory as the image recognition data **110**. The process of step **S26** is performed, following step **S25**.

[**0188**] In step **S26**, the CPU **10** performs a recognition process for the microphone sound. That is, the CPU **10** performs a
10 predetermined recognition process on the microphone sound data **105**. The recognition process may be any process as long as it detects any feature from the microphone sound to output the results of the detection. For example, it may be a process of detecting an instruction of the player from the microphone sound or a process
15 of simply detecting the sound volume of the microphone sound. The data representing the results of the recognition process is stored in the main memory as the sound recognition data **111**. The process of step **S27** is performed, following step **S26**.

[**0189**] In step **S27**, the CPU **10** performs the game process in
20 accordance with a game input. Herein, the game input may be any data as long as it is data transmitted from the controller **5** or the terminal device **7**, or data obtained from such data. Specifically, the game input may be any of various data included in the controller operation data **92** and the terminal operation
25 data **97**, as well as data obtained from such data (the controller

attitude data **108**, the terminal attitude data **109**, the image recognition data **110**, and the sound recognition data **111**). The content of the game process in step **S27** may be any content, and it may be, for example, a process of controlling the action of an object (character) appearing in the game, a process of controlling a virtual camera, or a process of moving a cursor displayed on the screen. It may also be a process of using the camera image (or a portion thereof) as a game image, a process of using the microphone sound as a game sound, etc. Note that examples of the game process will be described later. In step **S27**, data representing the results of the game control process are stored in the main memory, such as, for example, data of various parameters set for the character (object) appearing in the game, data of parameters regarding the virtual camera provided in the game space, and score data. After step **S27**, the CPU **10** ends the game control process of step **S4**.

[**0190**] Referring back to FIG. **12**, in step **S5**, a television game image to be displayed on the television **2** is generated by the CPU **10** and the GPU **11b**. That is, the CPU **10** and the GPU **11b** read out data representing the results of the game control process of step **S4** from the main memory and read out data necessary for generating a game image from the VRAM **11d** to generate a game image. The game image may be any image as long as it represents the results of the game control process of step **S4**, and it may be generated by any method. For example, the game image generation method may

be a method in which a virtual camera is provided in the virtual game space, and a three-dimensional CG image is generated by calculating the game space as seen from the virtual camera, or a method in which a two-dimensional image is generated (without
5 using a virtual camera). The generated television game image is stored in the VRAM 11d. The process of step S6 is performed, following step S5.

[0191] In step S6, a terminal game image to be displayed on the terminal device 7 is generated by the CPU 10 and the GPU 11b. As
10 with the television game image, the terminal game image may be any image as long as it represents the results of the game control process of step S4, and it may be generated by any method. The terminal game image may be generated by a method similar to that for the television game image or may be generated by a different
15 method. The generated terminal game image is stored in the VRAM 11d. Note that depending on the content of the game, the television game image and the terminal game image may be the same, in which case it is not necessary to perform the process of generating a game image in step S6. The process of step S7 is performed,
20 following step S6.

[0192] In step S7, a television game sound to be outputted to the speaker 2a of the television 2 is generated. That is, the CPU 10 has the DSP 11c generate a game sound in accordance with the results of the game control process of step S4. Note that
25 the generated game sound may be, for example, a sound effect of

the game, the voice of a character appearing in the game, BGM, etc. The process of step S8 is performed, following step S7.

[0193] In step S8, a terminal game sound to be outputted to the speaker 67 of the terminal device 7 is generated. That is, the CPU 10 has the DSP 11c generate a game sound in accordance with the results of the game control process of step S4. Note that the terminal game sound may be the same as, or different from, the television game sound. They may be partially different from each other, e.g., differing from each other with the sound effect but being the same with the BGM. Note that in a case where the television game sound and the terminal game sound are the same, the game sound generating process may not be performed in step S8. The process of step S9 is performed, following step S8.

[0194] In step S9, the CPU 10 outputs a game image and a game sound to the television 2. Specifically, the CPU 10 sends the data of the television game image stored in the VRAM 11d and the data of the television game sound generated by the DSP 11c in step S7 to the AV-IC 15. In response to this, the AV-IC 15 outputs the image and sound data to the television 2 via the AV connector 16. Thus, the television game image is displayed on the television 2, and the television game sound is outputted from the speaker 2a. The process of step S10 is performed, following step S9.

[0195] In step S10, the CPU 10 transmits a game image and a game sound to the terminal device 7. Specifically, the image data which is a terminal game image stored in the VRAM 11d and the sound data

generated by the DSP **11c** in step **S8** are sent by the CPU **10** to the
codec LSI **27**, and are subjected to a predetermined compression
process by the codec LSI **27**. Moreover, the image and sound data
which have been subjected to the compression process are
5 transmitted by the terminal communication module **28** to the terminal
device **7** via the antenna **29**. The terminal device **7** receives the
image and sound data transmitted from the game device **3** by the
wireless module **70**, and the data are subjected to a predetermined
expansion process by the codec LSI **66**. The image data which has
10 been subjected to the expansion process is outputted to the LCD
51, and the sound data which has been subjected to the expansion
process is outputted to the sound IC **68**. Thus, the terminal game
image is displayed on the LCD **51**, and the terminal game sound is
outputted from the speaker **67**. The process of step **S11** is performed,
15 following step **S10**.

[0196] In step **S11**, the CPU **10** determines whether the game should
be ended. The determination of step **S11** is made based on, for
example, whether the game has been over, the user has given an
instruction to quit the game, etc. If the determination result
20 of step **S11** is negative, the process of step **S2** is performed again.
On the other hand, if the determination result of step **S11** is
affirmative, the CPU **10** ends the game process shown in FIG. **12**.
The series of processes through steps **S2** to **S11** is repeatedly
performed until it is determined in step **S11** that the game should
25 be ended.

[0197] As described above, in the present embodiment, the terminal device 7 includes the touch panel 52, and an inertia sensor such as the acceleration sensor 63 or the gyrosensor 64, and the outputs of the touch panel 52 and the inertia sensor are transmitted
5 as operation data to the game device 3, and used as a game input (steps S3 and S4). Moreover, the terminal device 7 includes a display device (the LCD 51), and a game image obtained by the game process is displayed on the LCD 51 (steps S6 and S10). Therefore, the user can perform an operation of directly touching on the game
10 image using the touch panel 52, and an operation of moving the LCD 51 itself on which the game image is displayed (since the movement of the terminal device 7 is detected by the inertia sensor). With these operations, the user can play a game with such gameplay as if the user were directly operating the game image, and it is
15 therefore possible to provide a game with novel gameplay such as the first and second game examples to be described later, for example.

[0198] Moreover, in the present embodiment, the terminal device 7 includes the analog stick 53 and the operation button 54 which
20 can be operated while holding the terminal device 7, and the game device 3 can use, as a game input, the operation performed on the analog stick 53 and the operation button 54 (steps S3 and S4). Therefore, even where the game image is directly operated as described above, the user can perform a more detailed game operation
25 through the button operation and the stick operation.

[0199] Moreover, in the present embodiment, the terminal device 7 includes the camera 56 and the microphone 69, and data of the camera image captured by the camera 56 and data of the microphone sound detected by the microphone 69 are transmitted to the game device 3 (step S3). Therefore, with the game device 3, since the camera image and/or microphone sound can be used as a game input, the user can perform a game operation through an operation of capturing an image with the camera 56 or an operation of inputting sound to the microphone 69. Note that since these operations can be performed while holding the terminal device 7, the user can perform a greater variety of game operations by performing such operations when directly operating the game image as described above.

[0200] In the present embodiment, since a game image is displayed on the LCD 51 which is the terminal device 7 of a portable type (steps S6 and S10), the user can arbitrarily place the terminal device 7. Therefore, where the controller 5 is operated while being pointed toward the marker, the user can play a game while pointing the controller 5 toward an arbitrary direction by placing the terminal device 7 at an arbitrary position, thus improving the degree of freedom in the operation of the controller 5. Since the terminal device 7 can be placed at an arbitrary position, it is possible to provide a more realistic game by placing the terminal device 7 at a position suitable for the content of the game, as in the fifth game example to be described later, for example.

[0201] According to the present embodiment, since the game device 3 obtains operation data, etc., from the controller 5 and the terminal device 7 (steps S2 and S3), the user can use two devices of the controller 5 and the terminal device 7 as operation means.

5 Therefore, in the game system 1, a game can be played with multiple users where the devices are used by a plurality of users, or a game can be played with a single user using the two devices.

[0202] According to the present embodiment, the game device 3 generates two types of game images (steps S5 and S6), and the game
10 images are displayed on the television 2 and the terminal device 7 (steps S9 and S10). Thus, as the two types of game images are displayed on different devices, it is possible to provide game images that are easier for the user to view, and it is possible to improve the playability of the game. For example, where a game
15 is played by two players, a game image from a viewpoint that is easier for one user to view may be displayed on the television 2 while a game image from a viewpoint that is easier for the other user to view is displayed on the terminal device 7, as in the third or fourth game example to be described later, in which case each
20 player can play the game with a viewpoint that is easier for the player to view. Even if the game is played by one player, for example, if two types of game images are displayed from two different viewpoints, as in the first, second and fifth game examples to be described later, the player can more easily grasp the state
25 of the game space, and it is therefore possible to improve the

playability of the game.

[0203] [6. Game examples]

Next, specific examples of games to be played on the game system **1** will be described. Note that game examples to be described below may not use some of the components of the device in the game system **1** and may not perform some of the series of processes shown in FIGS. **12** and **13**. That is, the game system **1** does not need to include all the components described above, and the game device **3** may not perform some of the series of processes shown in FIGS. **12** and **13**.

[0204] (First game example)

The first game example is a game in which an object (a shuriken, or a throwing star) is thrown in the game space by operating the terminal device **7**. The player can specify the direction in which a shuriken is thrown through an operation of changing the attitude of the terminal device **7** and an operation of drawing a line on the touch panel **52**.

[0205] FIG. **14** is a diagram showing the screen of the television **2** and the terminal device **7** in the first game example. In FIG. **14**, a game image representing the game space is displayed on the television **2** and the LCD **51** of the terminal device **7**. A shuriken **121**, a control surface **122** and a target **123** are displayed on the television **2**. The control surface **122** (and the shuriken **121**) are displayed on the LCD **51**. In the first game example, the player plays the game by throwing the shuriken **121** at the target **123** through

an operation using the terminal device **7**.

[0206] When throwing the shuriken **121**, the player first changes the attitude of the control surface **122** provided in the virtual game space to an intended attitude by operating the attitude of the terminal device **7**. That is, the CPU **10** calculates the attitude of the terminal device **7** based on the outputs of the inertia sensor (the acceleration sensor **63** and the gyrosensor **64**) and the magnetic sensor **62** (step S24), and changes the attitude of the control surface **122** based on the calculated attitude (step S27). In the first game example, the attitude of the control surface **122** is controlled so as to be an attitude in accordance with the attitude of the terminal device **7** in the real space. That is, the player can change the attitude of the control surface **122** in the game space by changing the attitude of the terminal device **7** (the control surface **122** displayed on the terminal device **7**). Note that in the first game example, the position of the control surface **122** is fixed at a predetermined position in the game space.

[0207] Next, the player performs an operation of drawing a line on the touch panel **52** using a stylus **124**, or the like (see an arrow shown in FIG. **14**). Here, in the first game example, the control surface **122** is displayed on the LCD **51** of the terminal device **7** so that the input surface of the touch panel **52** and the control surface **122** correspond to each other. Therefore, based on the line drawn on the touch panel **52**, it is possible to calculate the direction on the control surface **122** (the direction represented

by the line). The shuriken **121** is thrown in a direction thus determined. As described above, the CPU **10** performs a process of calculating the direction on the control surface **122** from the touch position data **100** of the touch panel **52**, and moving the shuriken **121** in the calculated direction (step **S27**). Note that the CPU **10** may control the speed of the shuriken **121** in accordance with the length of the line or the speed at which the line is drawn, for example.

[**0208**] As described above, in the first game example, the game device **3** can move the control surface **122** in accordance with the movement (attitude) of the terminal device **7** by using the output of the inertia sensor as a game input, and identify the direction on the control surface **122** by using the output of the touch panel **52** as a game input. Thus, the player can move the game image displayed on the terminal device **7** (the image of the control surface **122**) and perform a touch operation on the game image, and can therefore play a game with such novel gameplay as if the player were directly operating the game image.

[**0209**] In the first game example, it is possible to easily specify a direction in a three-dimensional space by using sensor outputs of the inertia sensor and the touch panel **52** as a game input. That is, the player can easily specify a direction with such an intuitive operation as if the player were actually inputting a direction in the space, by actually adjusting the attitude of the terminal device **7** with one hand while inputting a direction with a line

on the touch panel **52** with the other hand. Moreover, since the player can perform the operation on the attitude of the terminal device **7** and the input operation on the touch panel **52** simultaneously in parallel to each other, it is possible to quickly perform the operation of specifying a direction in a three-dimensional space.

[0210] In the first game example, the control surface **122** is displayed across the entire screen of the terminal device **7** so as to facilitate the touch input operation on the control surface **122**. On the other hand, the television **2** displays an image of the game space including the entire control surface **122** and the target **123** (see FIG. **14**) so that it is easy to grasp the attitude of the control surface **122** and aim at the target **123**. That is, in step **S27**, the first virtual camera for generating the television game image is set so that the entire control surface **122** and the target **123** are included in the range of viewing field, whereas the second virtual camera for generating the terminal game image is set so that the screen of the LCD **51** (the input surface of the touch panel **52**) and the control surface **122** coincide with each other on the screen. Therefore, in the first game example, images of the game space as seen from different viewpoints are displayed on the television **2** and on the terminal device **7**, thereby facilitating the game operation.

[0211] (Second game example)

Note that the game using sensor outputs of the inertia sensor and the touch panel **52** as a game input is not limited to

the first game example described above, and may be any of various game examples. As is the first game example, the second game example is a game in which an object (cannonball) is thrown in the game space by operating the terminal device **7**. The player
5 can specify the direction in which the cannonball is thrown through an operation of changing the attitude of the terminal device **7** and an operation of specifying a position on the touch panel **52**.

[**0212**] FIG. **15** is a diagram showing the screen of the television **2** and the terminal device **7** in the second game example. In FIG.
10 **15**, a cannon **131**, a cannonball **132** and a target **133** are displayed on the television **2**. The cannonball **132** and the target **133** are displayed on the terminal device **7**. The terminal game image displayed on the terminal device **7** is an image of the game space as seen from the position of the cannon **131**.

15 [**0213**] In the second game example, the player can change the range of display to be displayed on the terminal device **7** as the terminal game image by operating the attitude of the terminal device **7**. That is, the CPU **10** calculates the attitude of the terminal device **7** based on the outputs of the inertia sensors (the
20 acceleration sensor **63** and the gyrosensor **64**) and the magnetic sensor **62** (step **S24**), and controls the position and the attitude of the second virtual camera for generating the terminal game image based on the calculated attitude (step **S27**). Specifically, the second virtual camera is placed at the position of the cannon **131**
25 and the orientation (attitude) thereof is controlled in accordance

with the attitude of the terminal device **7**. Thus, the player can change the range of the game space to be displayed on the terminal device **7** by changing the attitude of the terminal device **7**.

[0214] In the second game example, the player specifies the direction in which the cannonball **132** is to be thrown by an operation of inputting a point on the touch panel **52** (a touch operation). Specifically, as the process of step **S27**, the CPU **10** calculates the position (control position) in the game space corresponding to the touch position, and calculates, as the throwing direction, the direction from a predetermined position in the game space (e.g., the position of the cannon **131**) to the control position. Then, the CPU **10** performs a process of moving the cannonball **132** in the throwing direction. Thus, while the player performs an operation of drawing a line on the touch panel **52** in the first game example, the player performs an operation of specifying a point on the touch panel **52** in the second game example. Note that the control position can be calculated by setting a control surface similar to that of the first game example (note however that the control surface is not displayed in the second game example). That is, the position on the control surface corresponding to the touch position can be calculated as the control position by placing the control surface in accordance with the attitude of the second virtual camera so as to correspond to the display range of the terminal device **7** (specifically, the control surface rotates about the position of the cannon **131** in accordance with the change in the attitude of

the terminal device **7**).

[**0215**] In the second game example, the game device **3** can change the display range of the terminal game image in accordance with the movement (attitude) of the terminal device **7** by using the output of the inertia sensor as a game input, and can specify a direction in the game space (the direction in which the cannonball **132** is thrown) by using the touch input specifying a position within the display range as a game input. Thus, also in the second game example, as in the first game example, the player can move the game image displayed on the terminal device **7** or perform a touch operation on the game image, and can therefore play a game with such novel gameplay as if the player were directly operating the game image.

[**0216**] Also in the second game example, as in the first game example, the player can easily specify a direction with such an intuitive operation as if the player were actually inputting a direction in the space, by actually adjusting the attitude of the terminal device **7** with one hand while performing a touch input on the touch panel **52** with the other hand. Moreover, since the player can perform an operation on the attitude of the terminal device **7** and an input operation on the touch panel **52** simultaneously in parallel to each other, it is possible to quickly perform the operation of specifying a direction in a three-dimensional space.

[**0217**] Note that in the second game example, while the image displayed on the television **2** may be an image from the same viewpoint as the terminal device **7**, the game device **3** displays an image from

a different viewpoint in FIG. 15. That is, while the second virtual camera for generating the terminal game image is set at the position of the cannon 131, the first virtual camera for generating the television game image is set at a position behind the cannon 131.

5 Here, for example, if a range that cannot be seen on the screen of the terminal device 7 is displayed on the television 2, it is possible to realize such gameplay that the player aims at the target 133, which cannot be seen on the screen of the terminal device 7, while looking at the screen of the television 2. Thus, by having
10 different display ranges for the television 2 and for the terminal device 7, it is possible not only to make it easier to grasp the state of the game space but also to further improve the playability of the game.

[0218] As described above, according to the present embodiment,
15 since the terminal device 7 including the touch panel 52 and the inertia sensor can be used as a controller device, it is possible to realize a game with such gameplay as if the player were directly operating the game image, as in the first and second game examples.

[0219] (Third game example)

20 Referring now to FIGS. 16 and 17, the third game example will be described. The third game example is a baseball game in which two players compete with each other. That is, the first player uses the controller 5 to control a batter, while the second player uses the terminal device 7 to control a pitcher. The
25 television 2 and the terminal device 7 display game images which

are easy for the respective players to perform operations with.

[0220] FIG. 16 is a diagram showing an example of a television game image displayed on the television 2 in the third game example. The television game image shown in FIG. 16 is an image primarily
5 for the first player. That is, the television game image represents the game space showing a pitcher (pitcher object) 142 which is the object to be controlled by the second player as seen from the side of a batter (batter object) 141 which is the object to be controlled by the first player. The first virtual camera for
10 generating the television game image is placed at a position behind the batter 141 so as to be directed from the batter 141 toward the pitcher 142.

[0221] On the other hand, FIG. 17 is a diagram showing an example of a terminal game image displayed on the terminal device 7 in
15 the third game example. The terminal game image shown in FIG. 17 is an image primarily for the second player. That is, the terminal game image represents the game space showing the batter 141 which is the object to be controlled by the first player as seen from the side of the pitcher 142 which is the object to be
20 controlled by the second player. Specifically, in step S27, the CPU 10 controls the second virtual camera used for generating the terminal game image based on the attitude of the terminal device 7. The attitude of the second virtual camera is calculated so as to correspond to the attitude of the terminal device 7, as in
25 the second game example described above. The position of the second

virtual camera is fixed at a predetermined position. Note that the terminal game image includes a cursor **143** for indicating the direction in which the pitcher **142** is throwing the ball.

[0222] Note that the method by which the batter **141** is controlled by the first player, and the method by which the pitcher **142** is controlled by the second player may be any method. For example, the CPU **10** may detect a swing operation on the controller **5** based on output data of the inertia sensor of the controller **5**, and have the batter **141** swing the bat in response to the swing operation. For example, the CPU **10** may move the cursor **143** in accordance with an operation on the analog stick **53**, and have the pitcher **142** throw the ball to a position indicated by the cursor **143** when a predetermined one of the operation buttons **54** is pressed. The cursor **143** may be moved in accordance with the attitude of the terminal device **7**, instead of an operation on the analog stick **53**.

[0223] As described above, in the third game example, game images are generated from different viewpoints for the television **2** and for the terminal device **7**, thus providing game images that are easy to view and easy to operate with for the respective players.

[0224] In the third game example, two virtual cameras are set in a single game space so as to display two types of game images of the game space as seen from the virtual cameras (FIGS. **16** and **17**). Therefore, for the two types of game images generated in the third game example, most of the game processes performed on

the game space (e.g., controlling an object in the game space) are common, and the game images can be generated simply by performing the drawing process twice on a common game space, thus providing an advantage that the process efficiency is higher than when the
 5 game processes are performed separately.

[0225] In the third game example, since the cursor **143** representing the pitching direction is displayed only on the side of the terminal device **7**, the first player cannot see the position indicated by the cursor **143**. Therefore, the game does not have
 10 such a problem that the first player gets to know the pitching direction to the disadvantage of the second player. Thus, in the present embodiment, if there is a problem in the game for one player if the other player sees a game image, the game image can be displayed on the terminal device **7**. Thus, it is possible to prevent a problem
 15 of, for example, detracting from the strategic aspect of the game. Note that in other embodiments, the game device **3** may display the terminal game image on the television **2** along with the television game image depending on the content of the game (e.g., where no such problem as described above occurs even if the terminal game
 20 image is seen by the first player).

[0226] (Fourth game example)

Referring now to FIGS. **18** and **19**, the fourth game example will be described. The fourth game example is a shooting game of such a format where two players cooperate with each other. That
 25 is, the first player uses the controller **5** to perform an operation

of moving an airplane, and the second player uses the terminal device **7** to perform an operation of controlling the cannon-firing direction of the airplane. In the fourth game example, as in the third game example, game images that are easy for the respective
5 players to perform game operations with are displayed on the television **2** and on the terminal device **7**.

[0227] FIG. **18** is a diagram showing an example of a television game image displayed on the television **2** in the fourth game example. FIG. **19** is a diagram showing an example of a terminal game image
10 displayed on the terminal device **7** in the fourth game example. As shown in FIG. **18**, an airplane (airplane object) **151** and a target (balloon object) **153** appear in the virtual game space in the fourth game example. The airplane **151** has a cannon (cannon object) **152**.

[0228] As shown in FIG. **18**, an image of the game space including
15 the airplane **151** is displayed as the television game image. The first virtual camera for generating the television game image is set so as to produce an image of the game space showing the airplane **151** as seen from behind. That is, the first virtual camera is placed behind the airplane **151** at such an attitude that the airplane
20 **151** is included in the image-capturing range (range of viewing field). The first virtual camera is controlled so as to be moved in accordance with the movement of the airplane **151**. That is, in the process of step **S27**, the CPU **10** controls the movement of the airplane **151** based on the controller operation data, and also
25 controls the position and the attitude of the first virtual camera.

Thus, the position and the attitude of the first virtual camera are controlled in accordance with the operation of the first player.

[0229] On the other hand, as shown in FIG. 19, an image of the game space as seen from the airplane 151 (more specifically, the cannon 152) is displayed as the terminal game image. Therefore, the second virtual camera for generating the terminal game image is placed at the position of the airplane 151 (more specifically, the position of the cannon 152). In the process of step S27, based on the controller operation data, the CPU 10 controls the movement of the airplane 151 and also controls the position of the second virtual camera. Note that the second virtual camera may be placed at a position around the airplane 151 or the cannon 152 (e.g., a position slightly behind the cannon 152). As described above, the position of the second virtual camera is controlled by the operation of the first player (operating the movement of the airplane 151). Therefore, in the fourth game example, the first virtual camera and the second virtual camera move in cooperation with each other.

[0230] An image of the game space as seen in the firing direction of the cannon 152 is displayed as the terminal game image. Here, the firing direction of the cannon 152 is controlled so as to correspond to the attitude of the terminal device 7. That is, in the present embodiment, the attitude of the second virtual camera is controlled so that the line-of-sight direction of the second virtual camera coincides with the firing direction of the cannon

152. In the process of step **S27**, the CPU **10** controls the orientation of the cannon **152** and the attitude of the second virtual camera in accordance with the attitude of the terminal device **7** calculated in step **S24**. Thus, the attitude of the second virtual camera is
 5 controlled by the operation of the second player. The second player can change the firing direction of the cannon **152** by changing the attitude of the terminal device **7**.

[**0231**] Note that when firing a cannonball from the cannon **152**, the second player presses a predetermined button of the terminal
 10 device **7**. When the predetermined button is pressed, a cannonball is fired in the orientation of the cannon **152**. In the terminal game image, a sight **154** is displayed at the center of the screen of the LCD **51**, and the cannonball is fired in the direction indicated by the sight **154**.

15 [**0232**] As described above, in the fourth game example, the first player operates the airplane **151** (so that it moves in the direction of an intended target **153**, for example) while looking primarily at the television game image (FIG. **18**) representing the game space viewing in the traveling direction of the airplane **151**. On the
 20 other hand, the second player operates the cannon **152** while looking primarily at the terminal game image (FIG. **19**) representing the game space viewing in the firing direction of the cannon **152**. Thus, in the fourth game example, in a game of such a format where two players cooperate with each other, game images that are easy to
 25 view and easy to operate with for the respective players are

displayed on the television **2** and on the terminal device **7**.

[0233] In the fourth game example, the positions of the first virtual camera and the second virtual camera are controlled by the operation of the first player, and the attitude of the second
5 virtual camera is controlled by the operation of the second player. That is, in the present embodiment, the position or the attitude of a virtual camera changes in accordance with the game operation by each player, thereby changing the display range of the game space to be displayed on each display device. Since the display
10 range of the game space to be displayed on the display device changes in accordance with the operation of each player, each player can realize that one's game operation is sufficiently reflected in the progress of the game, and can thus enjoy the game sufficiently.

[0234] Note that in the fourth game example, a game image as
15 seen from behind the airplane **151** is displayed on the television **2**, and a game image as seen from the position of the cannon of the airplane **151** is displayed on the terminal device **7**. Here, in other game examples, the game device **3** may display a game image as seen from behind the airplane **151** on the terminal device **7**,
20 and a game image as seen from the position of the cannon **152** of the airplane **151** on the television **2**. Then, the roles of the players are switched around from the fourth game example so that the first player uses the controller **5** to operate the cannon **152** while the second player uses the terminal device **7** to operate the airplane
25 **151**.

[0235] (Fifth game example)

Referring now to FIG. 20, the fifth game example will be described. The fifth game example is a game in which a player uses the controller 5 to perform an operation, and the terminal device 7 is used as a display device, not as a controller device. Specifically, the fifth game example is a golf game, wherein the game device 3 has a player character in the virtual game space take a golf swing in accordance with the player performing an operation (swing operation) of swinging the controller 5 as if it were a golf club.

[0236] FIG. 20 is a diagram showing how the game system 1 is used in the fifth game example. In FIG. 20, an image of the game space including (an object of) a player character 161 and (an object of) a golf club 162 is displayed on the screen of the television 2. Note that (an object of) a ball 163 placed in the game space is also displayed on the television 2 though it is not shown in FIG. 20 as being hidden behind the golf club 162. On the other hand, as shown in FIG. 20, the terminal device 7 is placed on the floor surface in front of the television 2 so that the screen of the LCD 51 is facing vertically upward. An image representing the ball 163, an image representing a part of the golf club 162 (specifically, a head 162a of the golf club), and an image representing the ground of the game space are displayed on the terminal device 7. The terminal game image is an image of the vicinity of the ball as seen from above.

[0237] When playing the game, a player **160** stands near the terminal device **7**, and performs a swing operation of swinging the controller **5** as if it were a golf club. Then, in step **S27**, the CPU **10** controls the position and the attitude of the golf club **162** in the game space in accordance with the attitude of the controller **5** calculated in the process of step **S23**. Specifically, the golf club **162** is controlled so that the golf club **162** in the game space hits the ball **163** when the tip direction of the controller **5** (the Z-axis positive direction shown in FIG. **3**) is pointing toward the image of the ball **163** displayed on the LCD **51**.

[0238] When the tip direction of the controller **5** is pointing toward the LCD **51**, an image (head image) **164** representing a part of the golf club **162** is displayed on the LCD **51** (see FIG. **20**). Note that for the terminal game image, the image of the ball **163** may be shown in the actual size, and the orientation of the head image **164** may be shown to rotate in accordance with the rotation of the controller **5** about the Z axis, in order to enhance the reality. The terminal game image may be generated using a virtual camera provided in the game space, or generated using pre-prepared image data. When it is generated using pre-prepared image data, detailed and realistic images can be generated with low computational load without constructing the terrain model of a golf course in detail.

[0239] As a result of the player **160** performing the swing operation so as to swing the golf club **162**, if the golf club **162** hits the ball **163**, the ball **163** travels (flies). That is, the CPU **10**

determines in step S27 whether the golf club **162** and the ball **163** have contacted each other, and moves the ball **163** when there has been a contact. Here, the television game image is generated so that the ball **163** after the travel is included therein. That is, the CPU **10** controls the position and the attitude of the first virtual camera for generating the television game image so that the traveling ball is included in the image-capturing range thereof. On the other hand, on the terminal device **7**, when the golf club **162** hits the ball **163**, the image of the ball **163** is moved and immediately disappears to the outside of the screen. Thus, in the fifth game example, the travel of the ball is displayed primarily on the television **2**, and the player **160** can check, on the television game image, the destination of the ball hit by the swing operation.

[0240] As described above, in the fifth game example, the player **160** can swing the golf club **162** by swinging the controller **5** (have the player character **161** swing the golf club **162**). Here, in the fifth game example, the golf club **162** in the game space is controlled to hit the ball **163** when the tip direction of the controller **5** is pointing toward the image of the ball **163** displayed on the LCD **51**. Therefore, the player can perform the swing operation and thereby feel as if the player were taking a swing with an actual golf club, thus making the swing operation feel more realistic.

[0241] Moreover, in the fifth game example, the head image **164** is displayed on the LCD **51** when the tip direction of the controller **5** is pointing toward the terminal device **7**. Therefore, as the

player points the tip direction of the controller **5** toward the terminal device **7**, the player can feel that the attitude of the golf club **162** in the virtual space corresponds to the attitude of the controller **5** in the real space, thus making the swing operation
5 feel more realistic.

[0242] As described above, in the fifth game example, where the terminal device **7** is used as a display device, it is possible to make the operation using the controller **5** feel more realistic by locating the terminal device **7** at an appropriate position.

10 [0243] In the fifth game example, the terminal device **7** is placed on the floor surface, and an image representing the game space showing only the vicinity of the ball **163** is displayed on the terminal device **7**. Therefore, the position/attitude of the entire golf club **162** in the game space cannot be displayed on the terminal
15 device **7**, and how the ball **163** travels after the swing operation cannot be displayed on the terminal device **7**. In view of this, in the fifth game example, the entire golf club **162** is displayed on the television **2** before the ball **163** travels, and how the ball **163** travels is displayed on the television **2** after the ball **163**
20 starts traveling. Thus, in the fifth game example, it is possible to provide the player with a realistic operation, and game images that are easy to view can be presented to the player by using two screens of the television **2** and the terminal device **7**.

[0244] In the fifth game example, the marker section **55** of the
25 terminal device **7** is used for calculating the attitude of the

controller **5**. That is, the CPU **10** lights the marker section **55** (does not light the marker device **6**) in the initialization process of step **S1**, and the CPU **10** calculates the attitude of the controller **5** based on the marker coordinate data **96** in step **S23**. Then, it is possible to accurately determine whether the tip direction of the controller **5** is in an attitude pointing toward the marker section **55**. Note that while steps **S21** and **S22** do not have to be performed in the fifth game example, a marker or markers to be lit may be changed in the middle of the game in other game examples by performing the process of steps **S21** and **S22**. For example, the CPU **10** may determine in step **S21** whether the tip direction of the controller **5** is pointing in the direction of gravity based on the first acceleration data **94**, and in step **S22**, the CPU **10** may light the marker section **55** if it is pointing in the direction of gravity and light the marker device **6** if it is not pointing in the direction of gravity. Then, where the tip direction of the controller **5** is pointing in the direction of gravity, the attitude of the controller **5** can be calculated with high precision by obtaining marker coordinate data of the marker section **55**, and where the tip direction of the controller **5** is pointing toward the television **2**, the attitude of the controller **5** can be calculated with high precision by obtaining marker coordinate data of the marker device **6**.

[0245] As described above in the fifth game example, in the game system **1**, the terminal device **7** can be placed at an arbitrary position

and used as a display device. Then, where the marker coordinate data is used as a game input, the controller 5 can be used while pointing in an arbitrary direction by setting the terminal device 7 at an intended position, in addition to using the controller 5 while pointing toward the television 2. That is, according to the present embodiment, since the orientation in which the controller 5 is used is not limited to any particular orientation, it is possible to improve the degree of freedom in operations to be performed on the controller 5.

10 [0246] [7. Other operation examples of game system]

In the game system 1, it is possible to perform operations for playing various games as described above. While the terminal device 7 can be used as a portable display or a second display, it may also be used as a controller for making a touch input or
15 a motion-based input, and it is therefore possible to realize a wide variety of games with the game system 1. Operations as follows can also be performed, including applications other than games.
[0247] (Operation example where player plays game only using terminal device 7)

20 In the present embodiment, the terminal device 7 can function as a display device and can also function as a controller device. Therefore, one can use the terminal device 7 like a portable game device by using the terminal device 7 as display means and as operation means and without using the television 2
25 and the controller 5.

[0248] Specifically, according to the game process shown in FIG. 12, the CPU 10 obtains the terminal operation data 97 from the terminal device 7 in step S3, and performs a game process using only the terminal operation data 97 as a game input (without using the controller operation data) in step S4. Then, a game image is generated in step S6, and the game image is transmitted to the terminal device 7 in step S10. Note that steps S2, S5 and S9 may not be performed. Thus, a game process is performed in accordance with an operation on the terminal device 7, and a game image representing the game process results is displayed on the terminal device 7. Then, the terminal device 7 can be used as a portable game device (though the game process is actually performed by the game device). Therefore, according to the present embodiment, the user can play a game using the terminal device 7 even in a case where a game image cannot be displayed on the television 2 for reasons such as the television 2 being used (e.g., someone else watching a TV broadcast).

[0249] Note that in addition to the game image, the CPU 10 may transmit an image of the menu screen described above to be displayed after power-up to the terminal device 7 so that the image is displayed thereon. This is convenient because the player can play a game without using the television 2 from the beginning.

[0250] Moreover, in the above description, the display device on which the game image is displayed can be changed from the terminal device 7 to the television 2 in the middle of the game. Specifically,

the CPU 10 can further perform step S9 to output the game image to the television 2. Note that the image to be outputted to the television 2 in step S9 is the same as the game image to be transmitted to the terminal device 7 in step S10. Then, by switching the input of the television 2 so that the input from the game device 3 is displayed thereon, the same game image as that on the terminal device 7 is displayed on the television 2. Thus, the display device on which the game image is displayed can be changed to the television 2. Note that after the game image is displayed on the television 2, the display of the screen of the terminal device 7 may be turned OFF.

[0251] Note that the game system 1 may be such that the infrared remote controller signal for the television 2 can be outputted from infrared outputting means (the marker device 6, the marker section 55 or the infrared communication module 72). Then, the game device 3 can perform an operation on the television 2 by outputting the infrared remote controller signal from the infrared outputting means in accordance with an operation on the terminal device 7. In such a case, since the user can operate the television 2 by using the terminal device 7 without operating the remote controller of the television 2, it is convenient when, for example, switching the input of the television 2 from one to another as described above.

[0252] (Operation example where system communicates with another device via network)

Since the game device **3** has a network connection function as described above, the game system **1** can be used in a case where it communicates with an external device via a network. FIG. **21** is a diagram showing how devices included in the game system **1** are connected with one another in a case where the game system **1** is connected to an external device via a network. As shown in FIG. **21**, the game device **3** can communicate with an external device **201** via a network **200**.

[0253] Where the external device **201** and the game device **3** can communicate with each other as described above, the game system **1** can communicate with the external device **201** using the terminal device **7** as an interface. For example, the game system **1** can be used as a video telephone by exchanging image and sound between the external device **201** and the terminal device **7**. Specifically, the game device **3** receives the image and sound from the external device **201** (the image and the sound of the other person) via the network **200**, and transmits the received image and sound to the terminal device **7**. Then, the terminal device **7** displays the image from the external device **201** on the LCD **51** and outputs from the speaker **67** the sound from the external device **201**. The game device **3** receives from the terminal device **7** the camera image captured by the camera **56** and the microphone sound detected by the microphone **69**, and transmits the camera image and the microphone sound to the external device **201** via the network **200**. The game system **1** can be used as a video telephone as the game device **3** repeats the

exchange of the image and the sound described above with the external device **201**.

[0254] Note that since the terminal device **7** is portable in the present embodiment, the user can use the terminal device **7** at an
5 arbitrary position or direct the camera **56** in an arbitrary direction. In the present embodiment, since the terminal device **7** includes the touch panel **52**, the game device **3** can transmit the input information made on the touch panel **52** (the touch position data **100**) to the external device **201**. For example, the game system
10 **1** can be used as a so-called e-learning system when outputting from the terminal device **7** the image and sound from the external device **201**, and transmitting characters, etc., the user has written on the touch panel **52** to the external device **201**.

[0255] (Operation example where system cooperates with TV
15 broadcasting)

The game system **1** can also operate in cooperation with TV broadcasting when a TV broadcast is being watched on the television **2**. That is, when a TV program is being watched on the television **2**, the game system **1** can output on the terminal device
20 **7** information regarding the TV program, etc. An operation example where the game system **1** operates in cooperation with TV broadcasting will now be described.

[0256] In the operation example described above, the game device **3** can communicate with a server via a network (in other words,
25 the external device **201** shown in FIG. **21** is the server). The server

stores, for each channel of TV broadcasting, various information relating to TV broadcasting (TV information). The TV information may be program-related information such as subtitles and cast information, EPG (Electronic Program Guide) information, or
5 information to be broadcast as a data broadcast. The TV information may be image, sound, text, or information of a combination thereof. The number of servers does not need to be one, a server may be provided for each channel or each program of TV broadcasting, and the game device **3** may be able to communicate with the servers.

10 **[0257]** Where video/sound of a TV broadcast is being outputted from the television **2**, the game device **3** prompts the user to input the channel of the TV broadcast being watched by using the terminal device **7**. Then, a request is given via the network to the server to transmit TV information corresponding to the inputted channel.

15 In response to this, the server transmits data of TV information corresponding to the channel. When receiving data transmitted from the server, the game device **3** outputs the received data to the terminal device **7**. The terminal device **7** displays image and text data of that data on the LCD **51**, and outputs sound data from
20 the speaker. As described above, the user can enjoy information relating to the TV program being watched currently, etc., using the terminal device **7**.

[0258] As described above, the game system **1** can communicate with an external device (server) via a network so that information
25 linked to TV broadcasting can be presented to the user by the terminal

device 7. Particularly, this gives great convenience since the terminal device 7 is portable in the present embodiment, and the user can use the terminal device 7 at an arbitrary position.

[0259] As described above, in the present embodiment, the user
5 can use the terminal device 7 in various applications/forms, in addition to game applications.

[0260] [8. Variations]

The above embodiment is an example of how the present invention can be carried out, and the present invention may also
10 be carried out with, for example, the following configurations in other embodiments.

[0261] (Variation using plurality of terminal devices)

While the game system 1 includes only one terminal device in the above embodiment, the game system 1 may include a plurality
15 of terminal devices. That is, the game device 3 may be able to wirelessly communicate with each of a plurality of terminal devices, wherein the game device 3 transmits game image data, game sound data and control data to each terminal device, and receives operation data, camera image data and microphone sound data from
20 each terminal device. Note that while the game device 3 wirelessly communicates with the plurality of terminal devices, the game device 3 can realize the wireless communication with the terminal devices by time division multiple access or frequency division multiple access.

25 [0262] In a case where there are a plurality of terminal devices

as described above, a greater variety of games can be played using the game system. For example, where the game system **1** includes two terminal devices, the game system **1** has three display devices, and the game system **1** can therefore generate game images for the
5 three players and display the game images on the respective display devices. Where the game system **1** includes two terminal devices, two players can simultaneously play a game in which a controller and a terminal device are used as a set (e.g., the fifth game example). Moreover, where the game process of step **S27** is performed based
10 on marker coordinate data outputted from two controllers, two players can each perform a game operation while pointing the controller toward the marker (the marker device **6** or the marker section **55**). That is, one player can perform a game operation while pointing the controller toward the marker device **6**, and the
15 other player can perform a game operation while pointing the controller toward the marker section **55**.

[**0263**] (Variation regarding function of terminal device)

In the above embodiment, the terminal device **7** functions as a so-called thin client terminal, and does not perform the game
20 process. Here, in other embodiments, some of a series of game processes performed by the game device **3** in the above embodiment may be performed by other devices such as the terminal device **7**. For example, some processes (e.g., the process of generating the terminal game image) may be performed by the terminal device **7**.
25 For example, in a game system including a plurality of information

processing devices (game devices) that can communicate with each other, the game processes may be divided among the plurality of information processing devices.

5 INDUSTRIAL APPLICABILITY

[0264] As described above, the present invention is applicable to, for example, a game system, a terminal device used in a game system, etc., aiming at, for example, making the player perform a novel game operation.

10

DESCRIPTION OF THE REFERENCE NUMERALS

[0265] 1: Game system

2: Television

3: Game device

15 4: Optical disc

5: Controller

6: Marker device

7: Terminal device

10: CPU

20 11e: Internal main memory

12: External main memory

19: Controller communication module

28: Terminal communication module

35: Image capturing/processing section

25 37: Acceleration sensor

	44: Wireless module
	48: Gyrosensor
	51: LCD
	52: Touch panel
5	53: Analog stick
	54: Operation button
	55: Marker section
	56: Camera
	62: Magnetic sensor
10	63: Acceleration sensor
	64: Gyrosensor
	66: Codec LSI
	67: Speaker
	69: Microphone
15	70: Wireless module
	92: Controller operation data
	97: Terminal operation data
	98: Camera image data
	105: Microphone sound data

THE EMBODIMENTS OF THE INVENTION IN WHICH AN EXCLUSIVE PROPERTY
OR PRIVILEGE IS CLAIMED ARE DEFINED AS FOLLOWS:

1. A game system comprising a home-console type game device,
5 a controller device and a portable display device, the game
device comprising:

an operation data reception section for receiving
operation data from the controller device;
10

a game process section for performing a game process
based on the operation data;

a game image generation section for successively
15 generating a first game image based on the game process;

a game image compression section for successively
compressing the first game image to generate compressed
image data; and
20

a data transmission section for successively wirelessly
transmitting the compressed image data to the portable
display device,

25 the controller device comprising:

an image-capturing section capable of detecting
infrared light;

an inertia sensor;

5

at least one operation button; and

10

an operation data transmission section for
wirelessly transmitting the operation data to
the game device, wherein the operation data
includes data representing a detection result
from the image-capturing section, data
representing a detection result from the inertia
sensor, and data representing an operation
performed on the operation button,

15

the portable display device comprising:

20

an infrared light-emitting portion capable of
emitting infrared light;

a game image reception section for successively
receiving the compressed image data from the game
device;

25

a game image expansion section for successively
expanding the compressed image data to obtain
the first game image; and

5 a display section for successively displaying
the first game image obtained by the expansion.

2. The game system according to claim 1, wherein:

10 the game system further comprises a marker device capable
of emitting infrared light;

the game image generation section further generates a
second game image based on the game process; and

15 the game device further comprises:

an image outputting section for successively
outputting the second game image to an external
20 display device which is separate from the
portable display device; and

a light emission control section for controlling
the light emission of the marker device.

25

3. The game system according to claim 2, wherein:

the game system includes two controller devices; and

5 the game process section performs the game process based on the operation data received from the controller devices.

4. The game system according to claim 2 or 3, wherein the light
10 emission control section controls the light emission of the marker device and the infrared light-emitting portion in accordance with content of the game process.

5. The game system according to claim 4, wherein:
15

the light emission control section generates control data representing control instructions for the light emission of the infrared light-emitting portion;

20 the data transmission section wirelessly transmits the control data to the portable display device;

the portable display device further comprises a control data reception section for receiving the control data
25 from the game device; and

the infrared light-emitting portion operates based on
the received control data.

- 5 **6.** A portable display device capable of wirelessly communicating
with a game device, wherein:

the game device receives, from a controller device
including an image-capturing section capable of
10 detecting infrared light, data representing a detection
result of the image-capturing section, and successively
transmits, to the display device, compressed image data
which is obtained by compressing a game image generated
based on a game process performed based on the data;
15 and

the display device comprises:

an infrared light-emitting portion capable of
20 emitting infrared light;

a game image reception section for successively
receiving the compressed image data from the game
device;

25

a game image expansion section for successively
expanding the compressed image data to obtain
the game image; and

5 a display section for successively displaying
the game image obtained by the expansion.

7. The display device according to claim 6, further comprising:

10 a touch panel provided on a screen of the display section;

an inertia sensor; and

an operation data transmission section for wirelessly
15 transmitting to the game device operation data including
output data of the touch panel and the inertia sensor,
wherein the game device performs the game process based
on the operation data.

20 8. The display device according to claim 6 or 7, wherein:

the game device wirelessly transmits a game sound
generated based on the game process to the display device;
and

25

the game device further comprises:

a game sound reception section for receiving the
game sound from the game device; and

5

a speaker for outputting the game sound received
by the game sound reception section.

9. The display device according to claim 7, wherein:

10

the display device further comprises a microphone; and

the operation data transmission section further
wirelessly transmits data of sound detected by the
microphone to the game device.

15

10. The display device according to claim 7, further comprising:

a camera; and

20

a camera image compression section for compressing a
camera image captured by the camera to generate
compressed captured image data,

25

wherein the operation data transmission section further
wirelessly transmits the compressed captured image data

to the game device.

11. The display device according to claim **7**, comprising:

5 a plurality of front surface operation buttons provided
on a front surface of the display device, on which a
screen of the display section is provided, on opposite
sides of the screen; and

10 direction input sections capable of specifying
directions, provided on the front surface on opposite
sides of the screen,

 wherein the operation data further comprises data
15 representing operations performed on the plurality of
front surface operation buttons and the direction input
sections.

12. The display device according to claim **7**, further comprising:

20 a plurality of back surface operation buttons provided
on a back surface of the display device opposite to a
front surface of the display device, on which the screen
of the display section is provided; and

25

a plurality of side surface operation buttons provided
on a side surface between the front surface and the back
surface,

5 wherein the operation data further comprises data
representing operations performed on the plurality of
back surface operation buttons and the side surface
operation buttons.

10 **13.** The display device according to claim **7**, further comprising
a magnetic sensor,

wherein the operation data further comprises data of
a detection result of the magnetic sensor.

15

14. The display device according to claim **7**, wherein the inertia
sensor includes a **3**-axis acceleration sensor and a **3**-axis
gyrosensor.

20 **15.** A game process method carried out in a game system comprising
a home-console type game device, a controller device and a
portable display device, wherein:

the portable display device comprises an infrared
25 light-emitting portion capable of emitting infrared

light;

5 the controller device includes an image-capturing
section capable of detecting infrared light, an inertia
sensor and at least one operation button, and performs
an operation data transmission step of wirelessly
transmitting operation data to the game device, wherein
the operation data includes data representing a
detection result of the image-capturing section, data
10 representing a detection result of the inertia sensor,
and data representing an operation performed on the
operation button;

the game device performs:

15 an operation data reception step of receiving
operation data from the controller device;

a game process step of performing a game process
20 based on the operation data;

a game image generation step of successively
generating a first game image based on the game
process;

25

a game image compression step of successively
compressing the first game image to generate
compressed image data; and

5 a data transmission step of successively
wirelessly transmitting the compressed image
data to the portable display device; and

the portable display device performs:

10

a game image reception step of
successively receiving the compressed
image data from the game device;

15

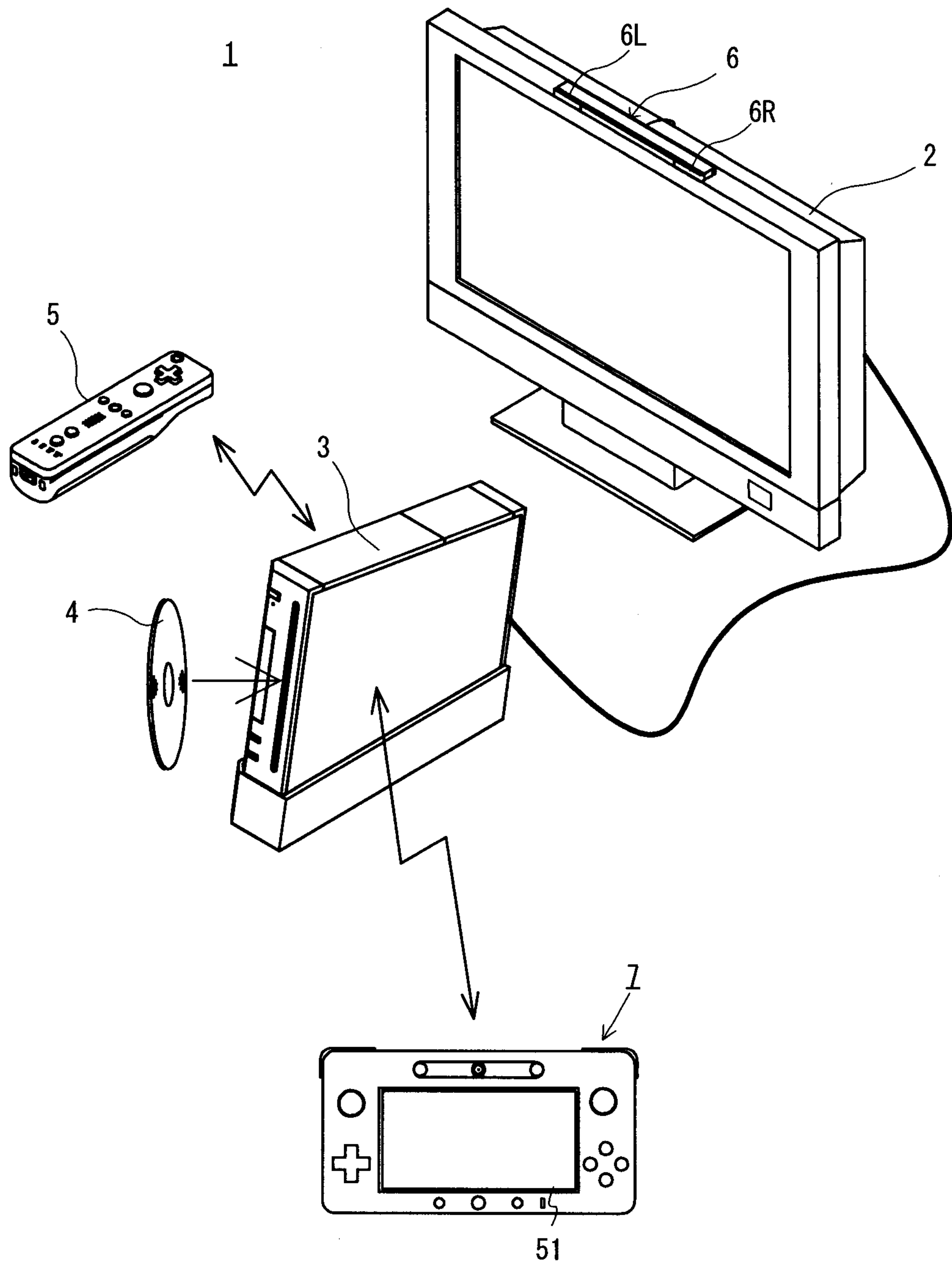
a game image expansion step of
successively expanding the compressed
image data to obtain the first game
image; and

20

a display step of successively
displaying the first game image
obtained by the expansion.

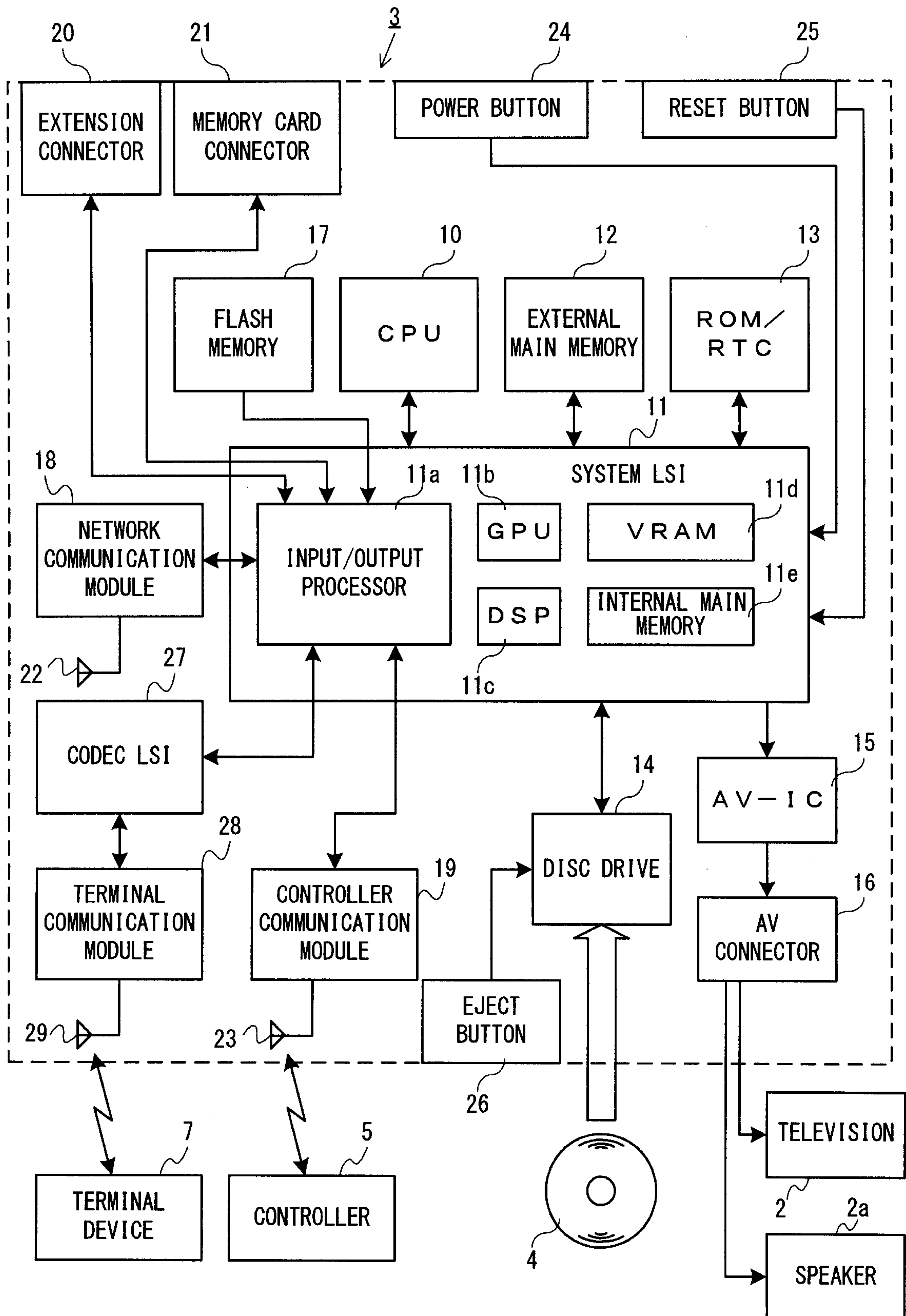
1/18

Fig. 1



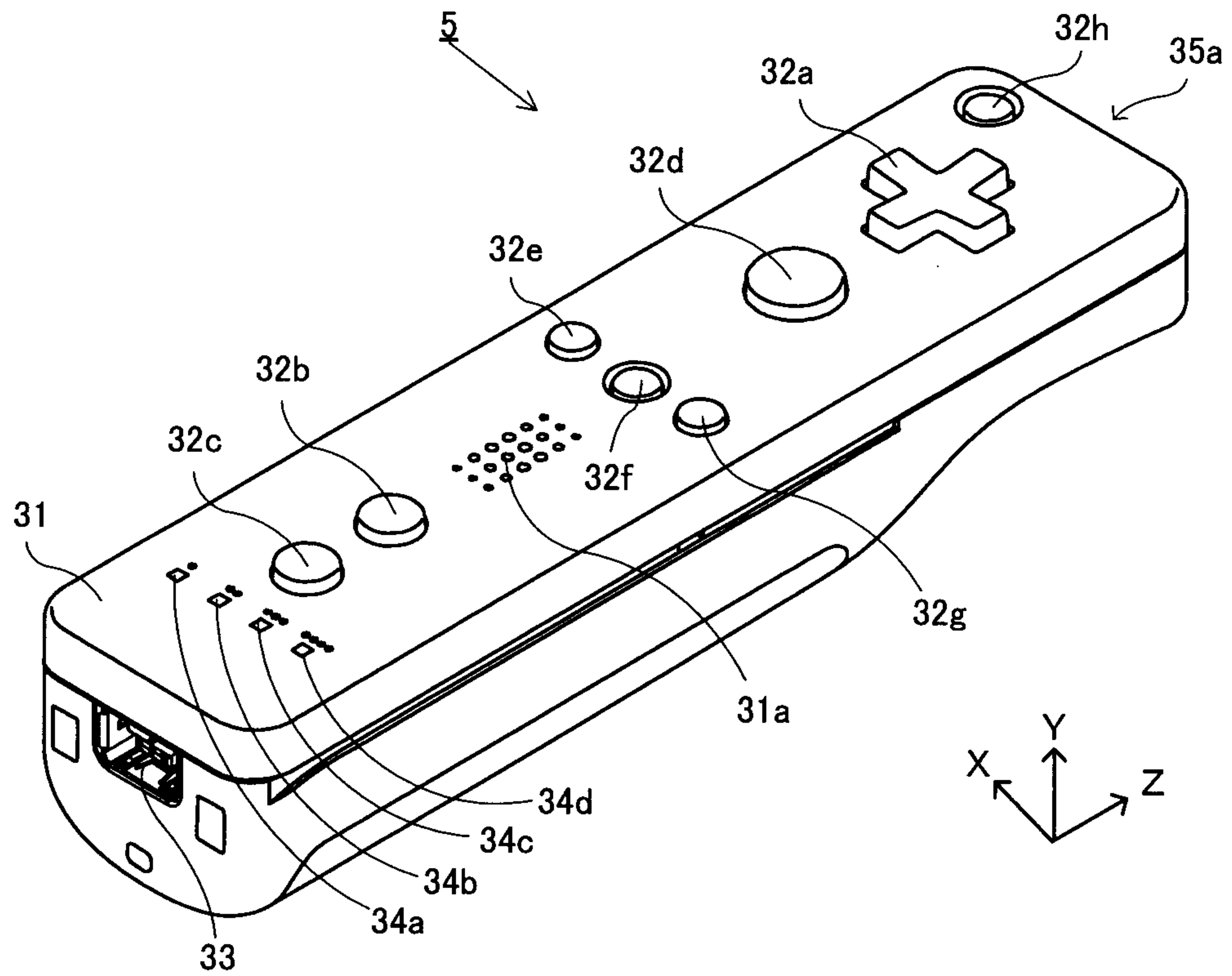
2/18

Fig. 2



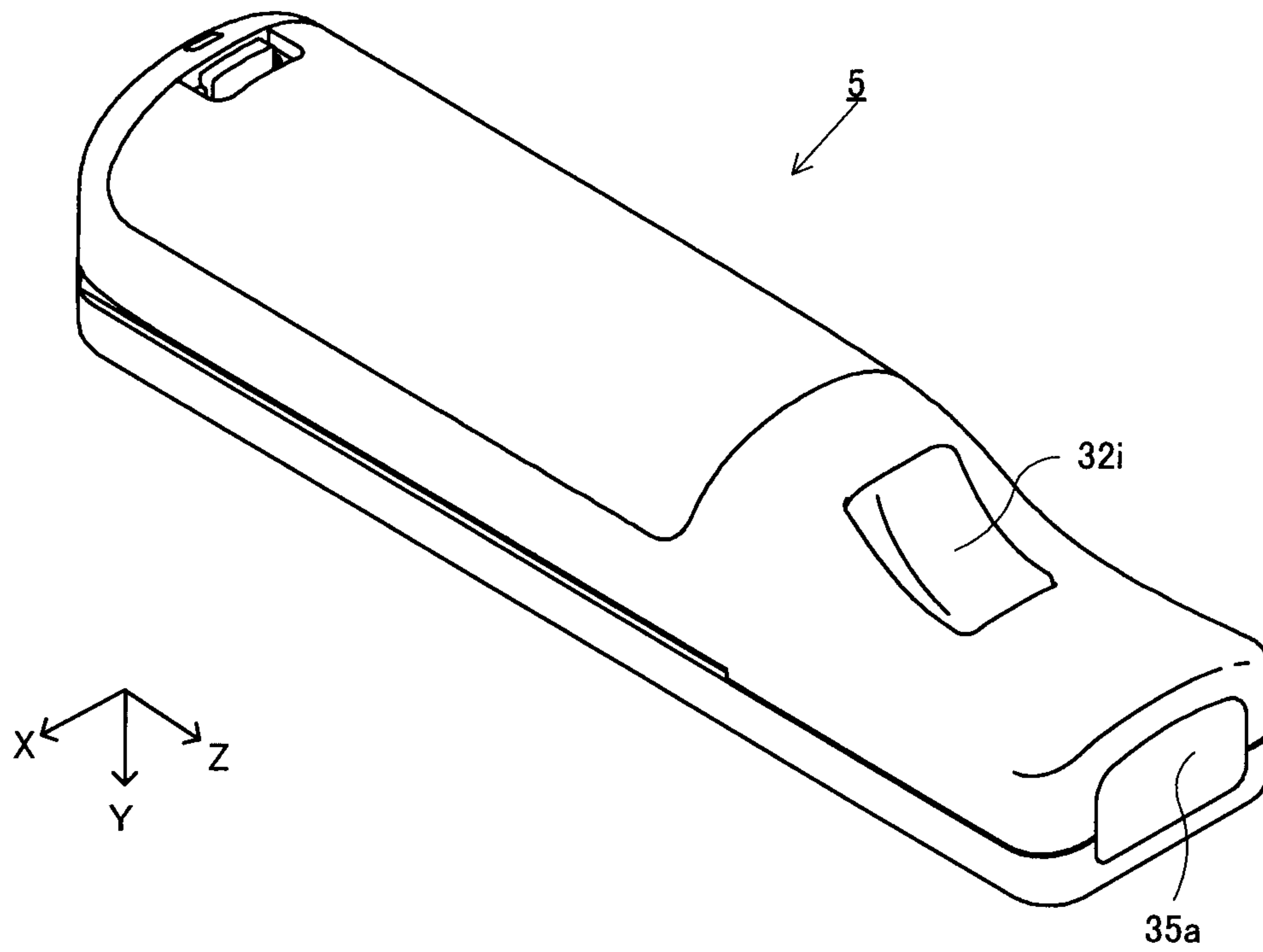
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Fig. 3



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Fig. 4



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Fig. 5

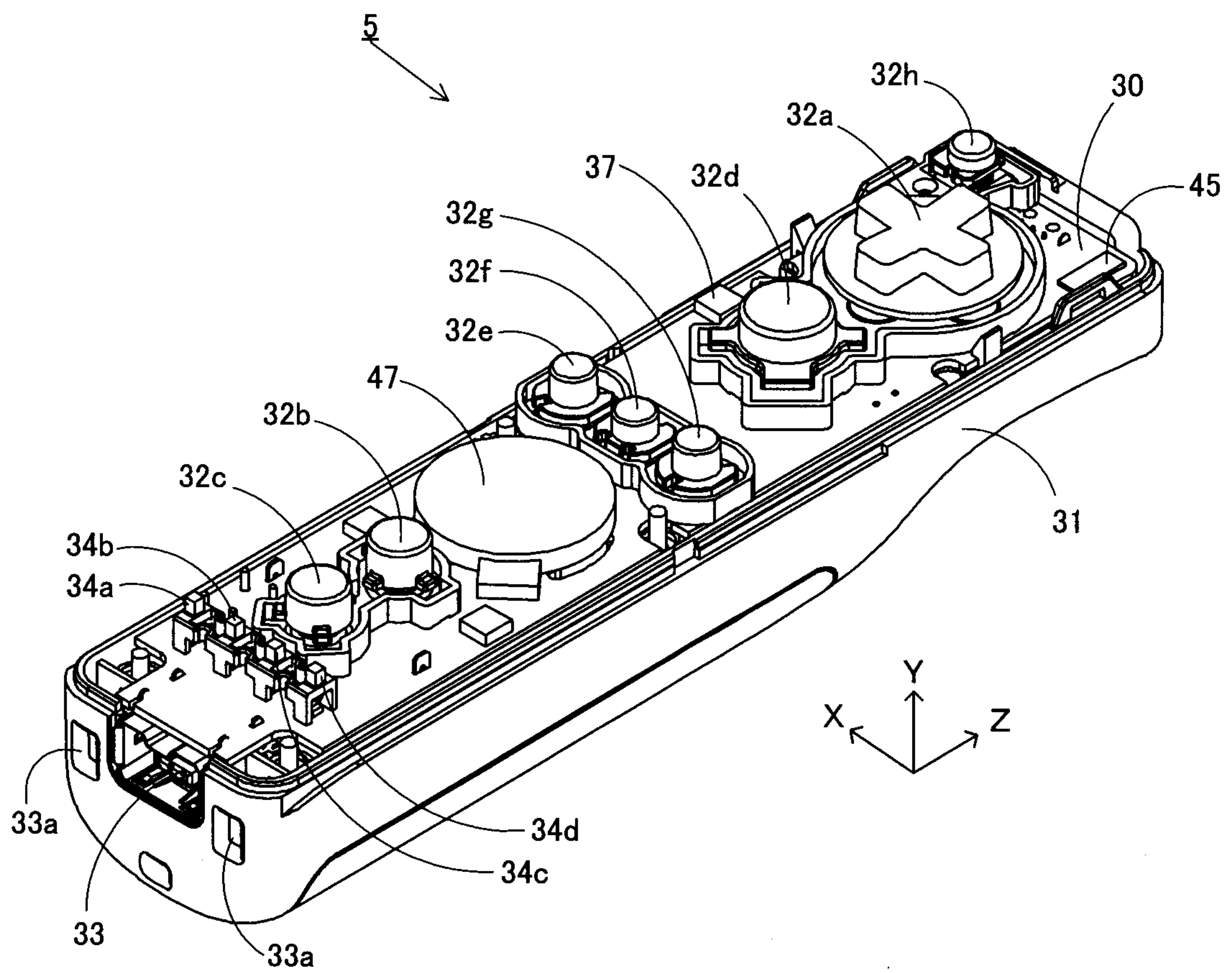
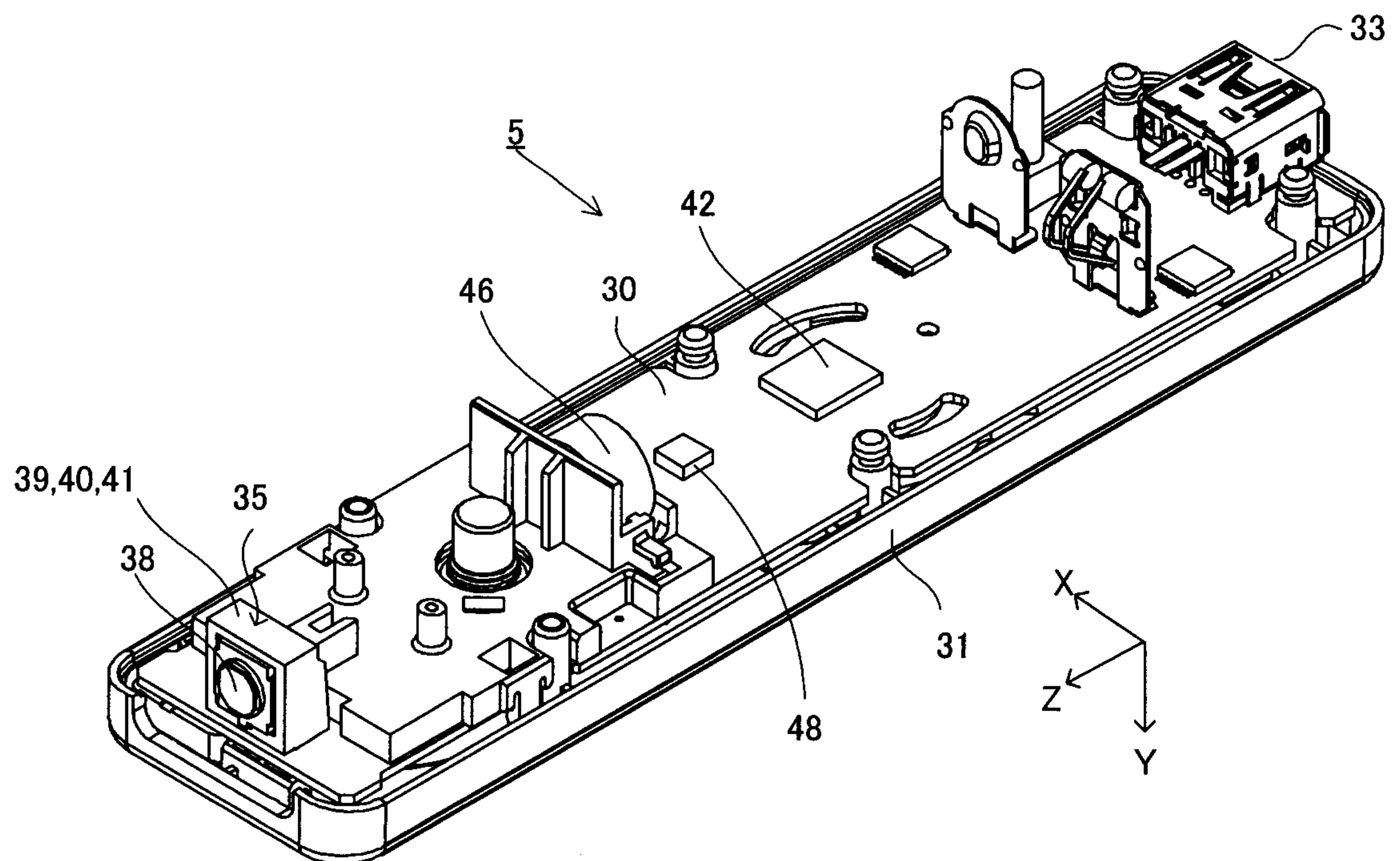
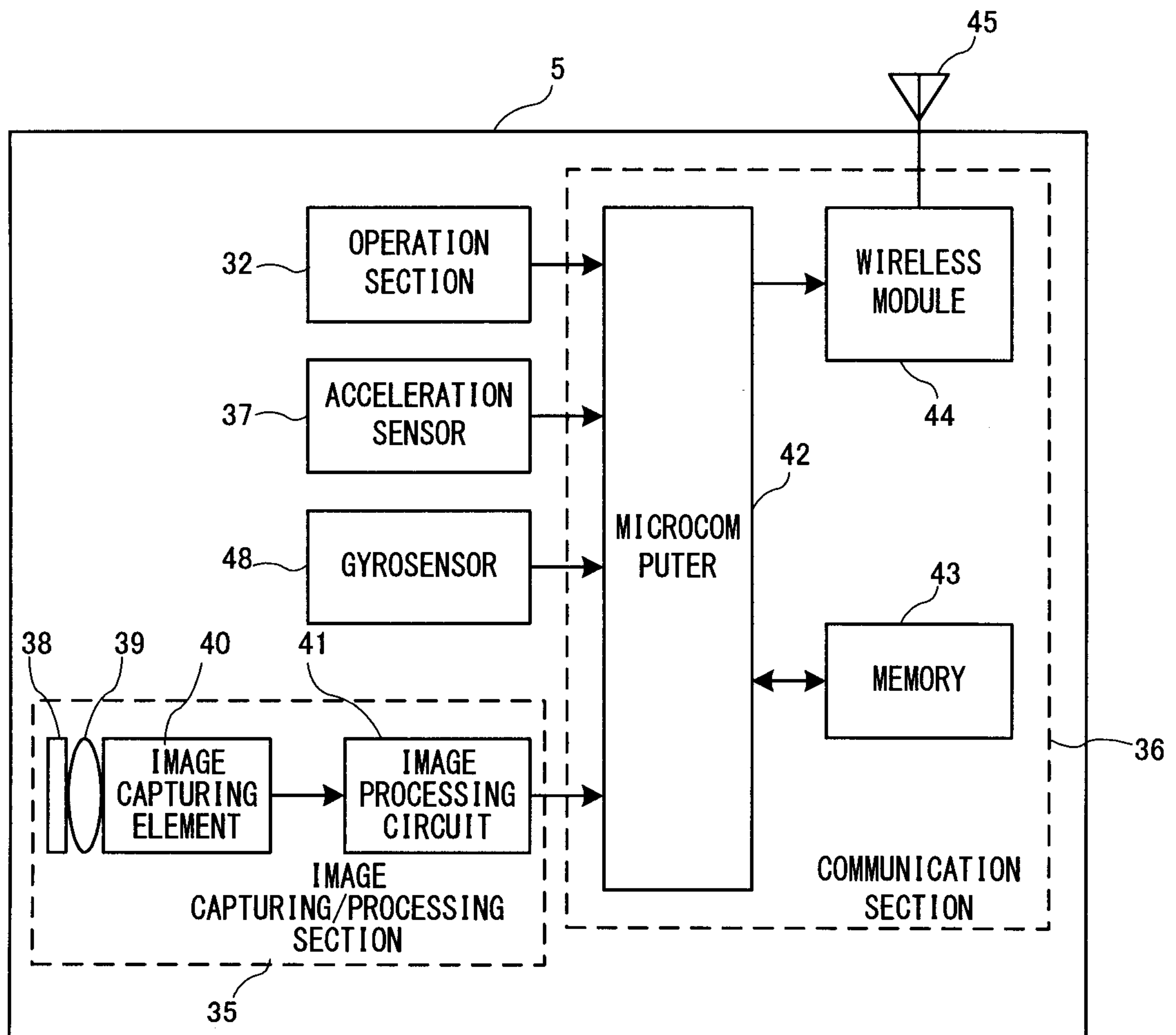


Fig. 6



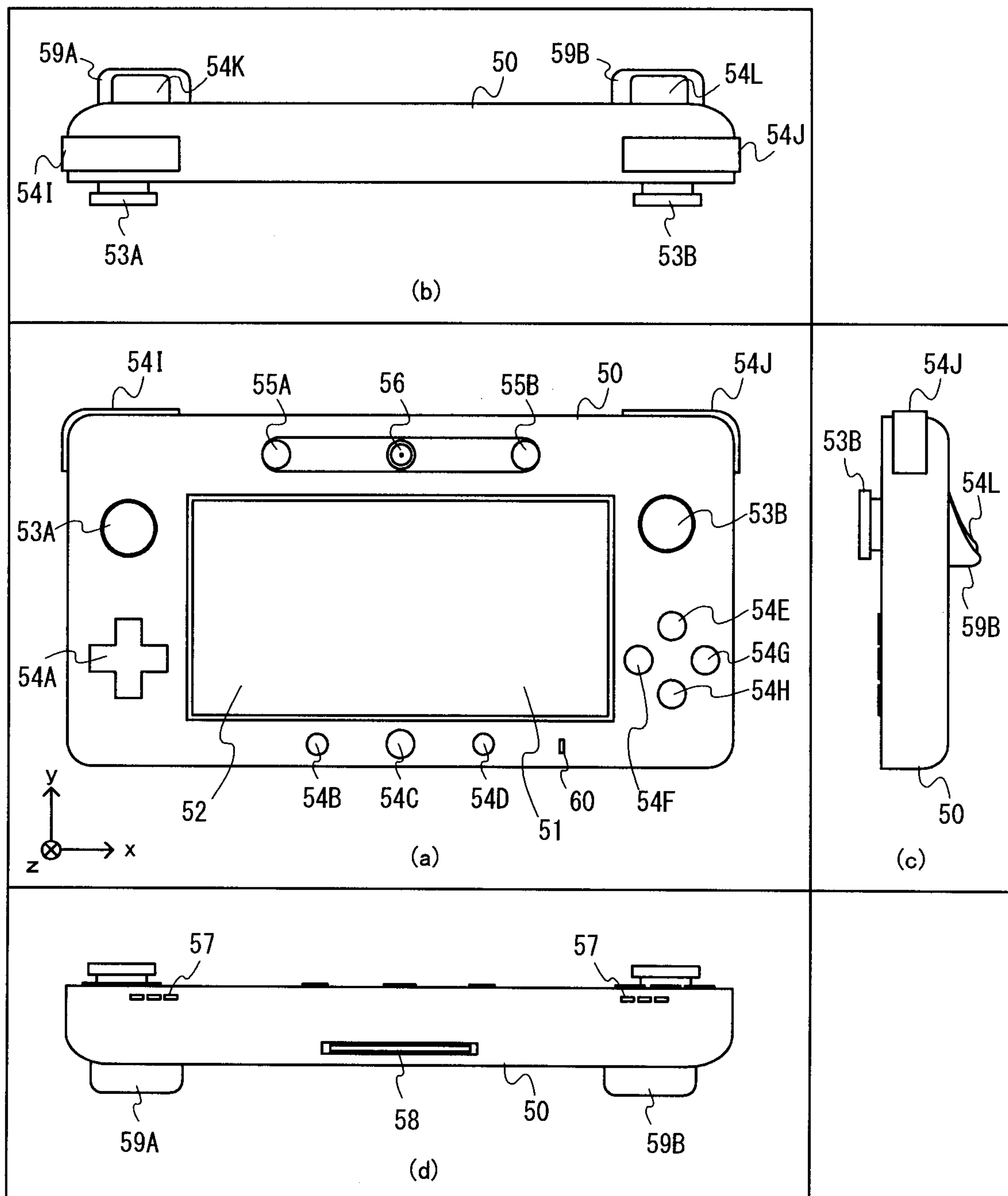
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Fig. 7



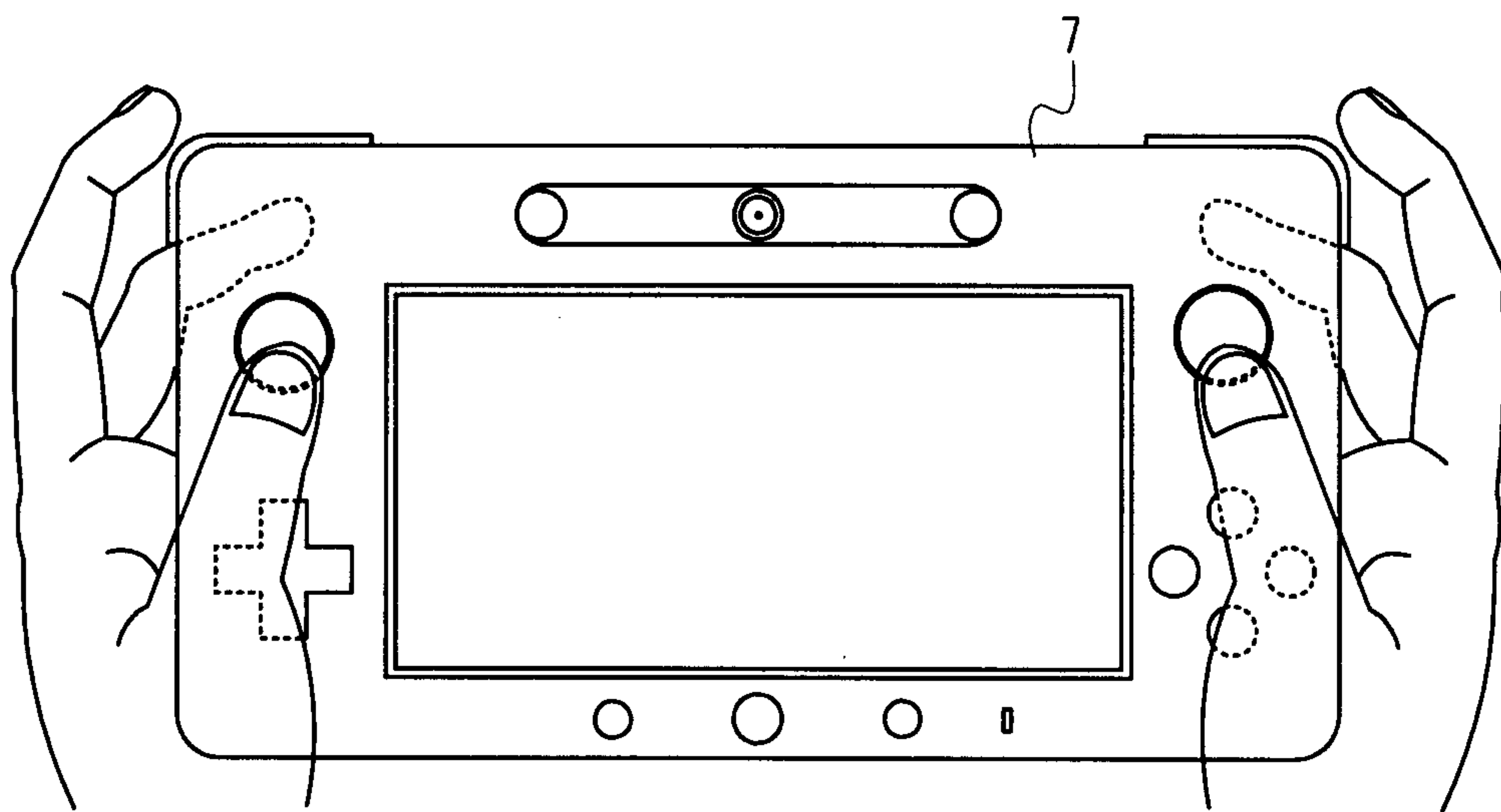
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Fig. 8



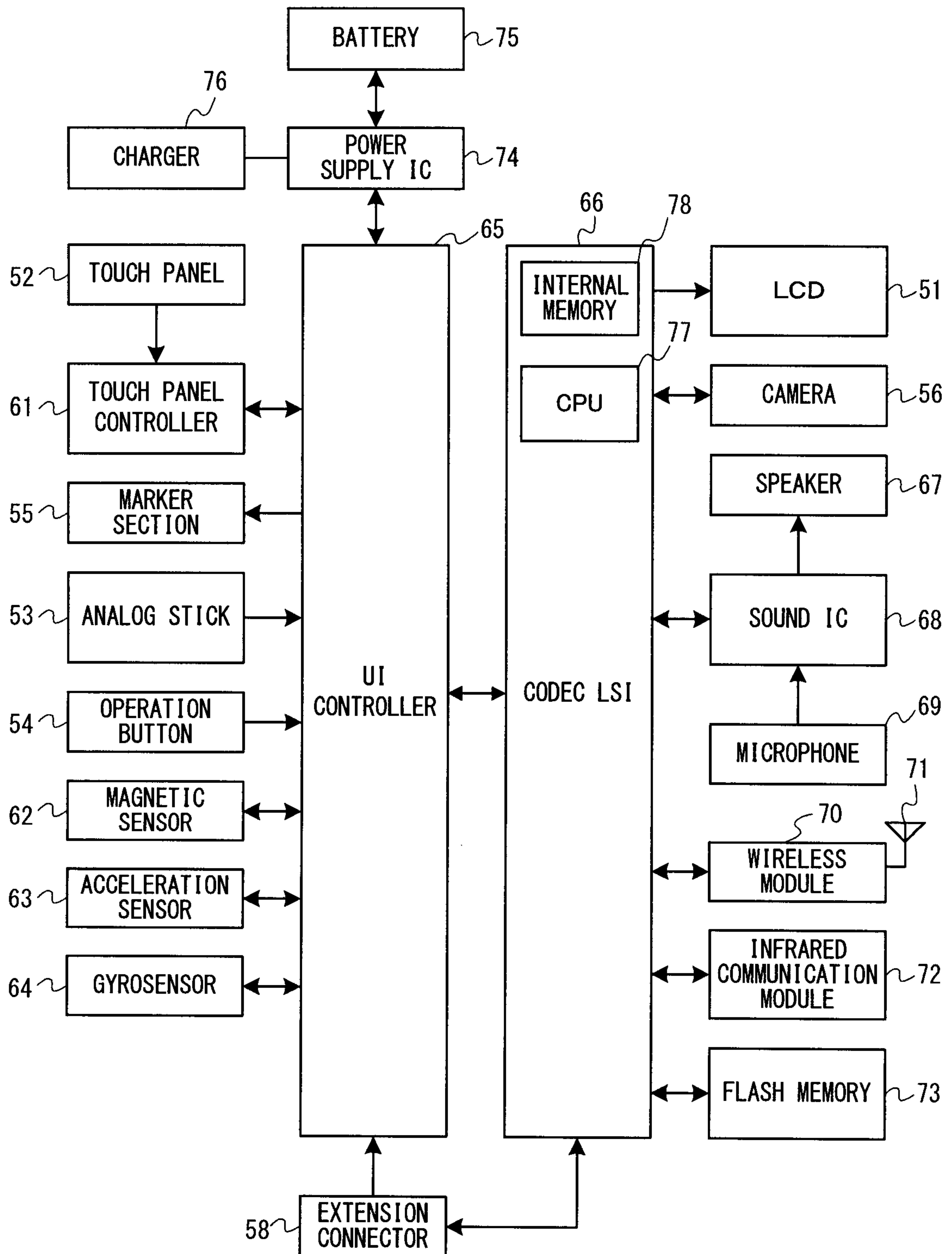
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Fig. 9



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Fig. 10



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Fig. 11

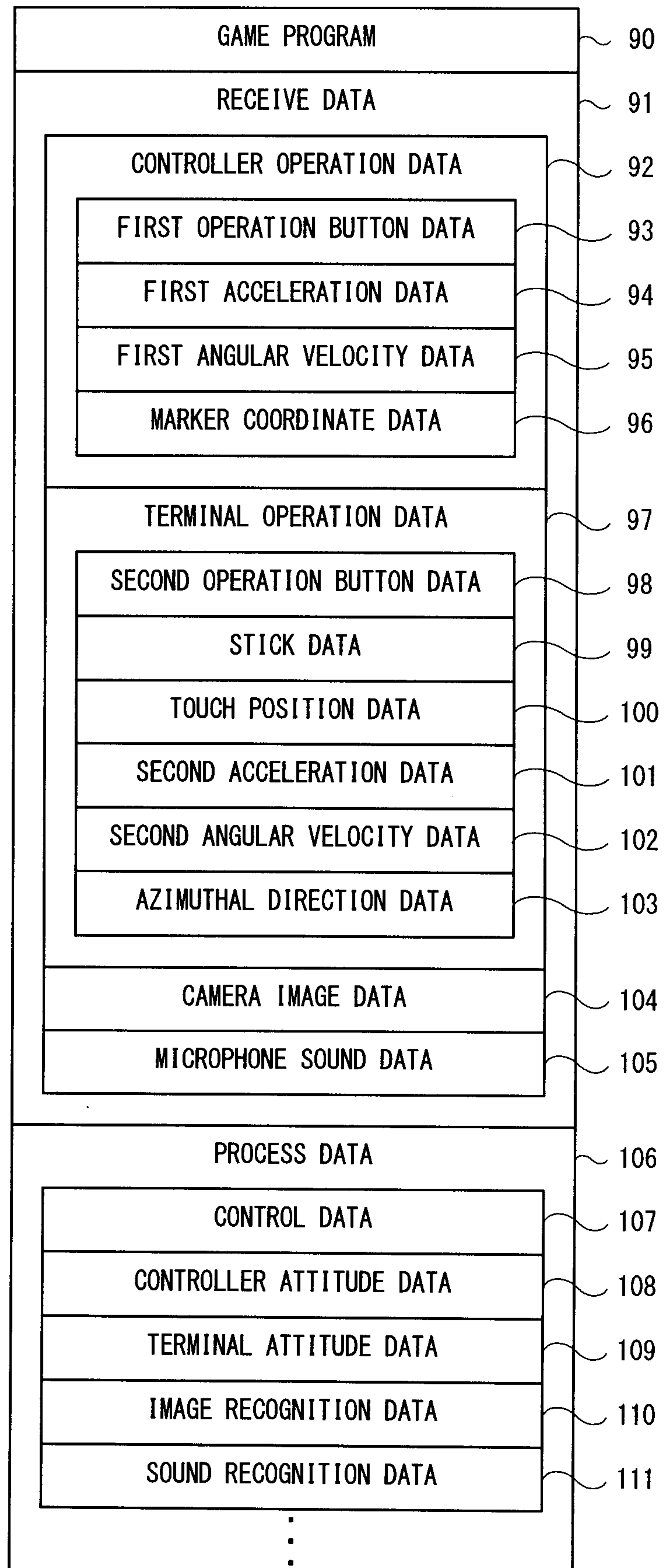
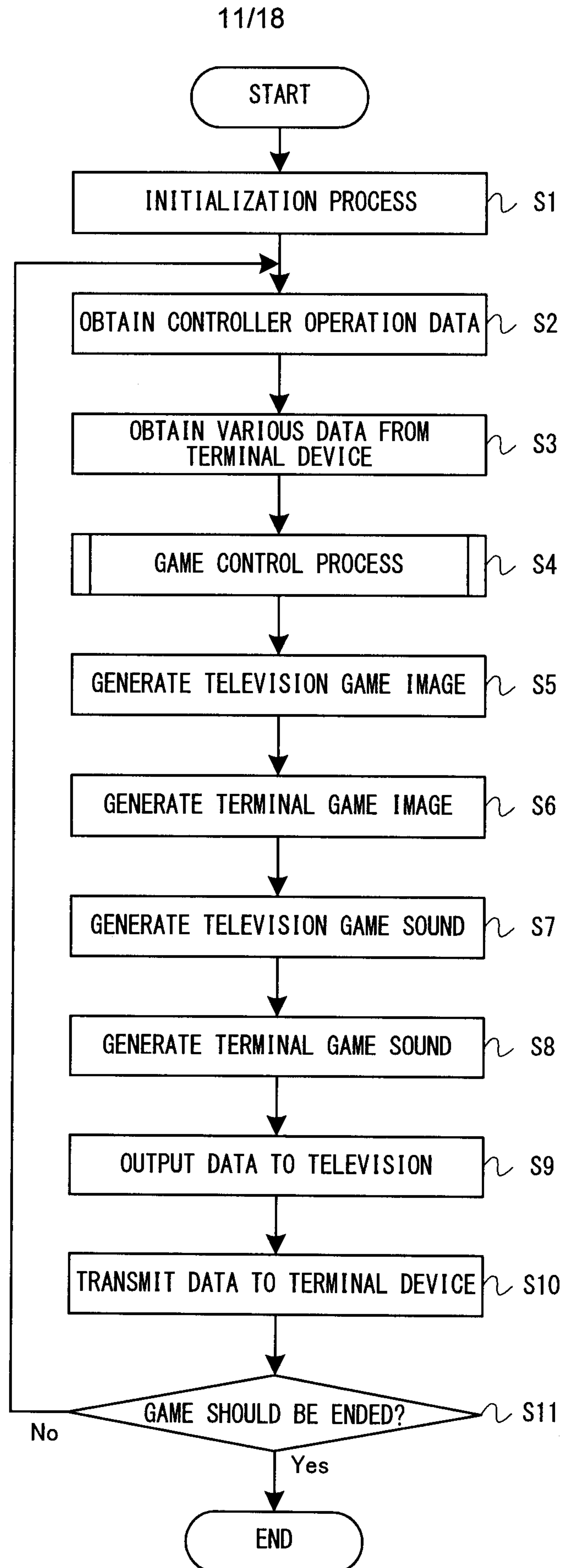
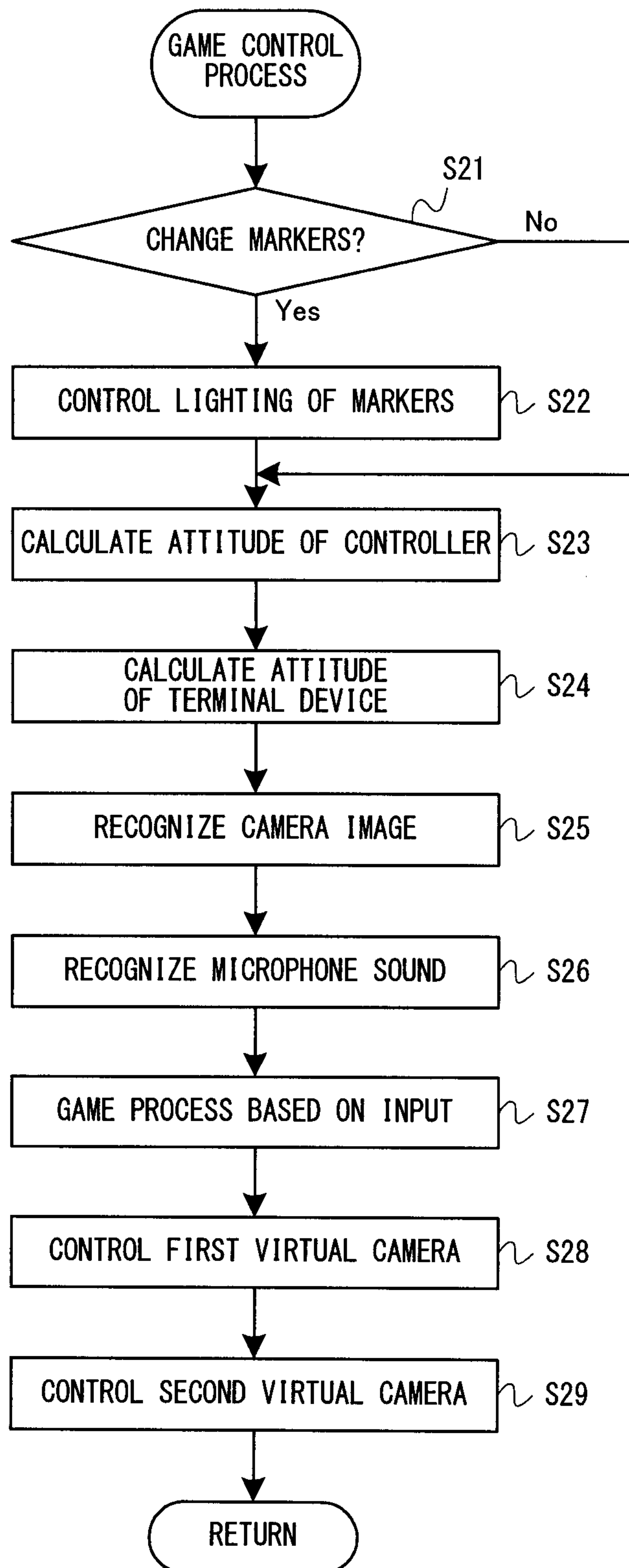


Fig. 12



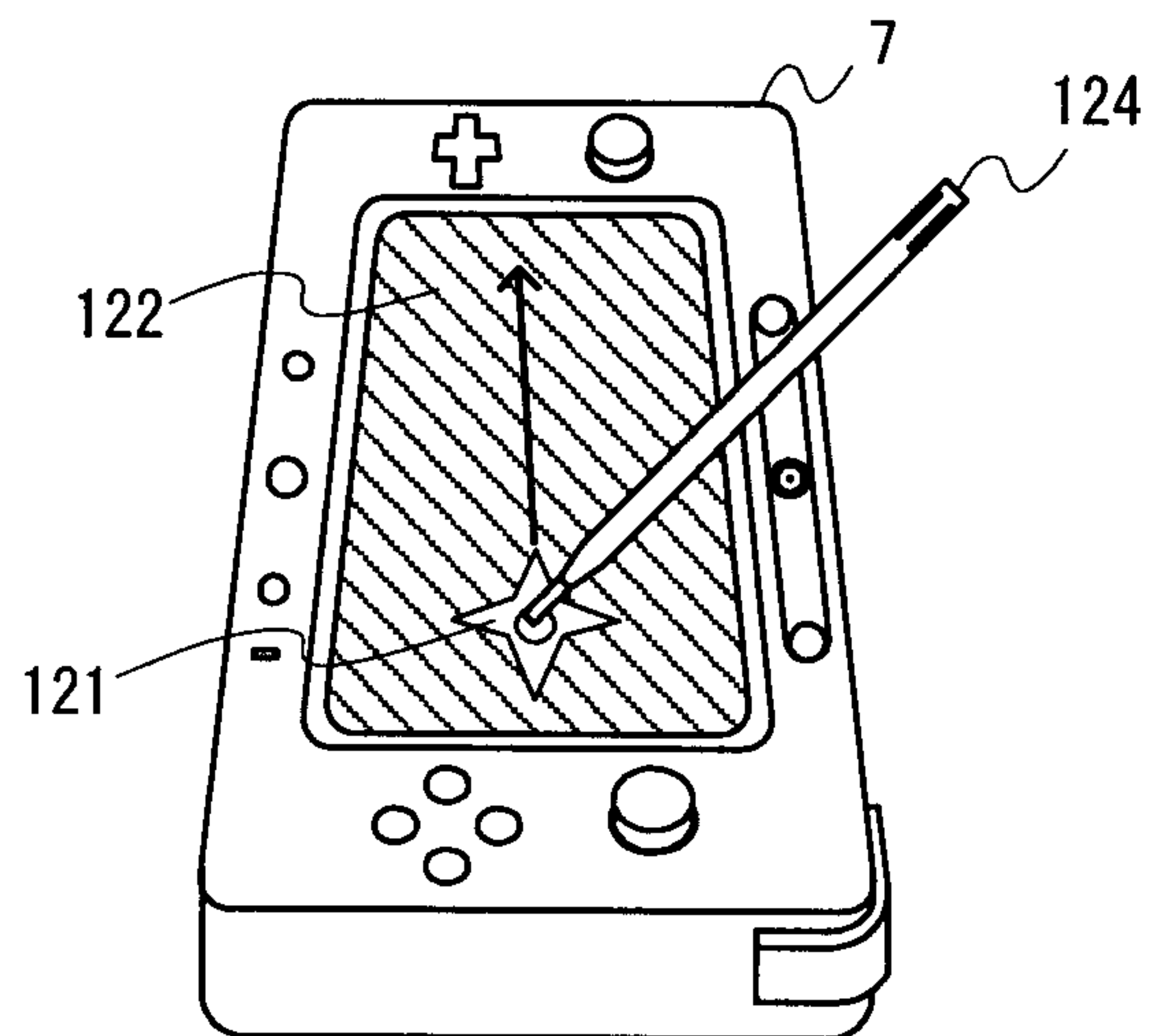
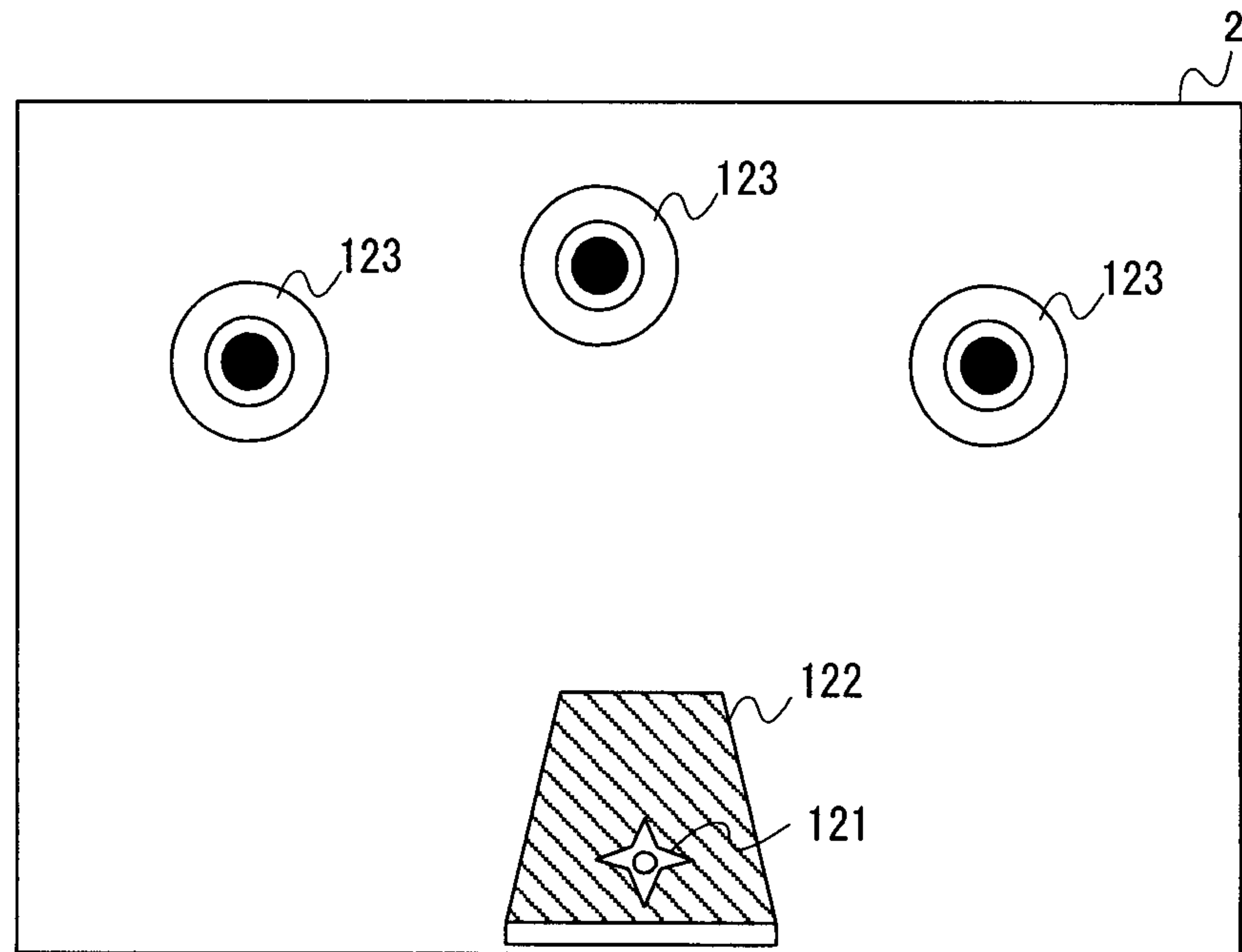
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Fig. 13



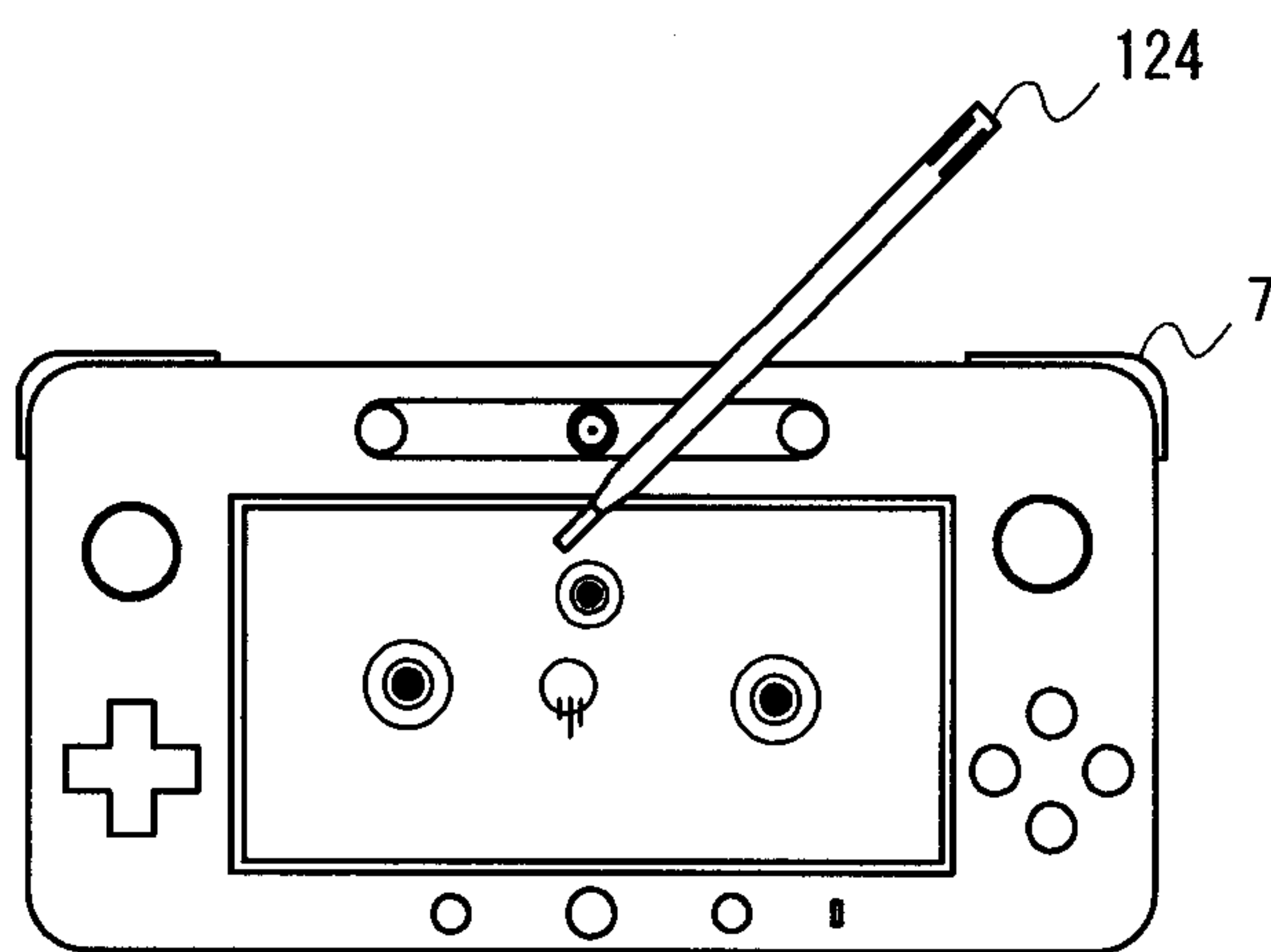
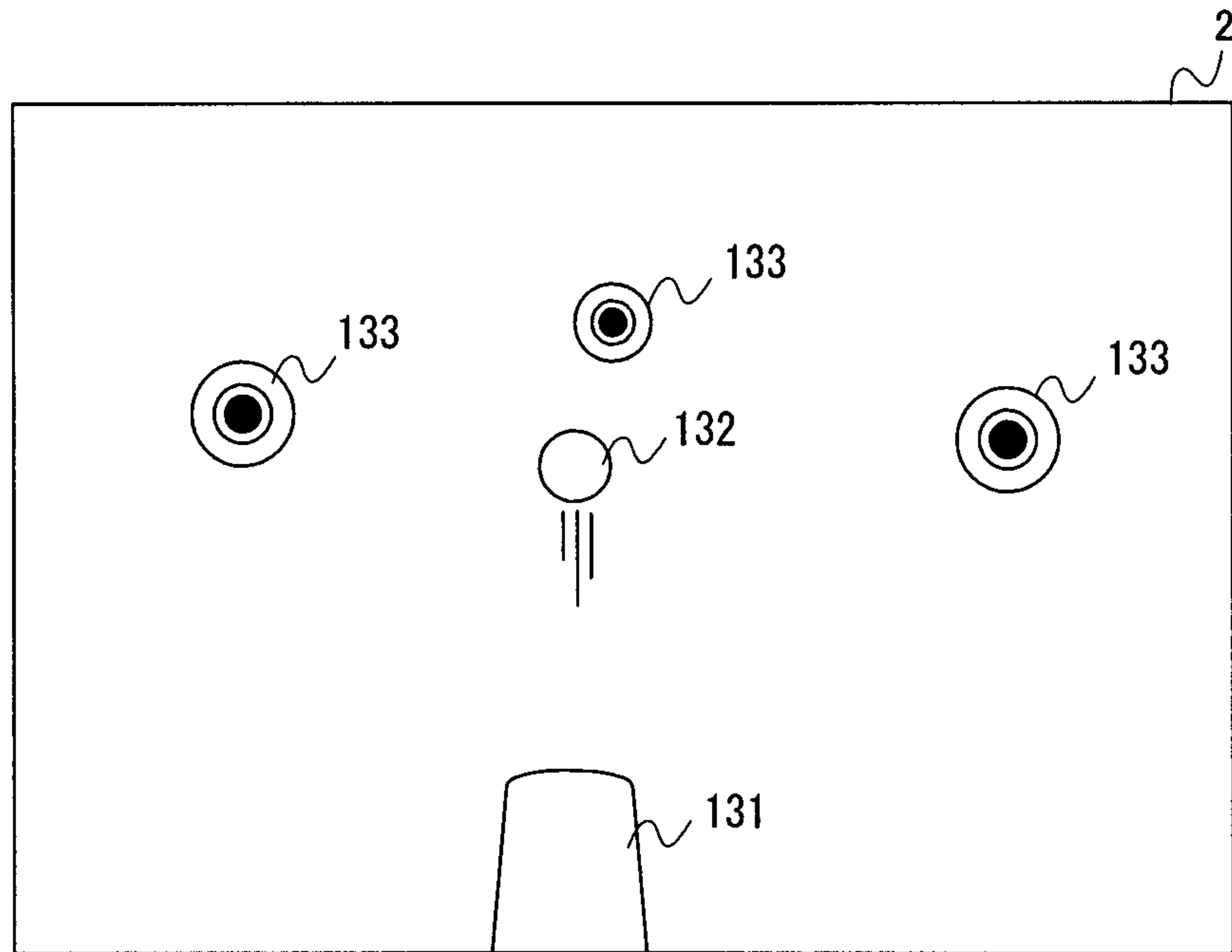
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Fig. 14



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Fig. 15



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Fig. 16

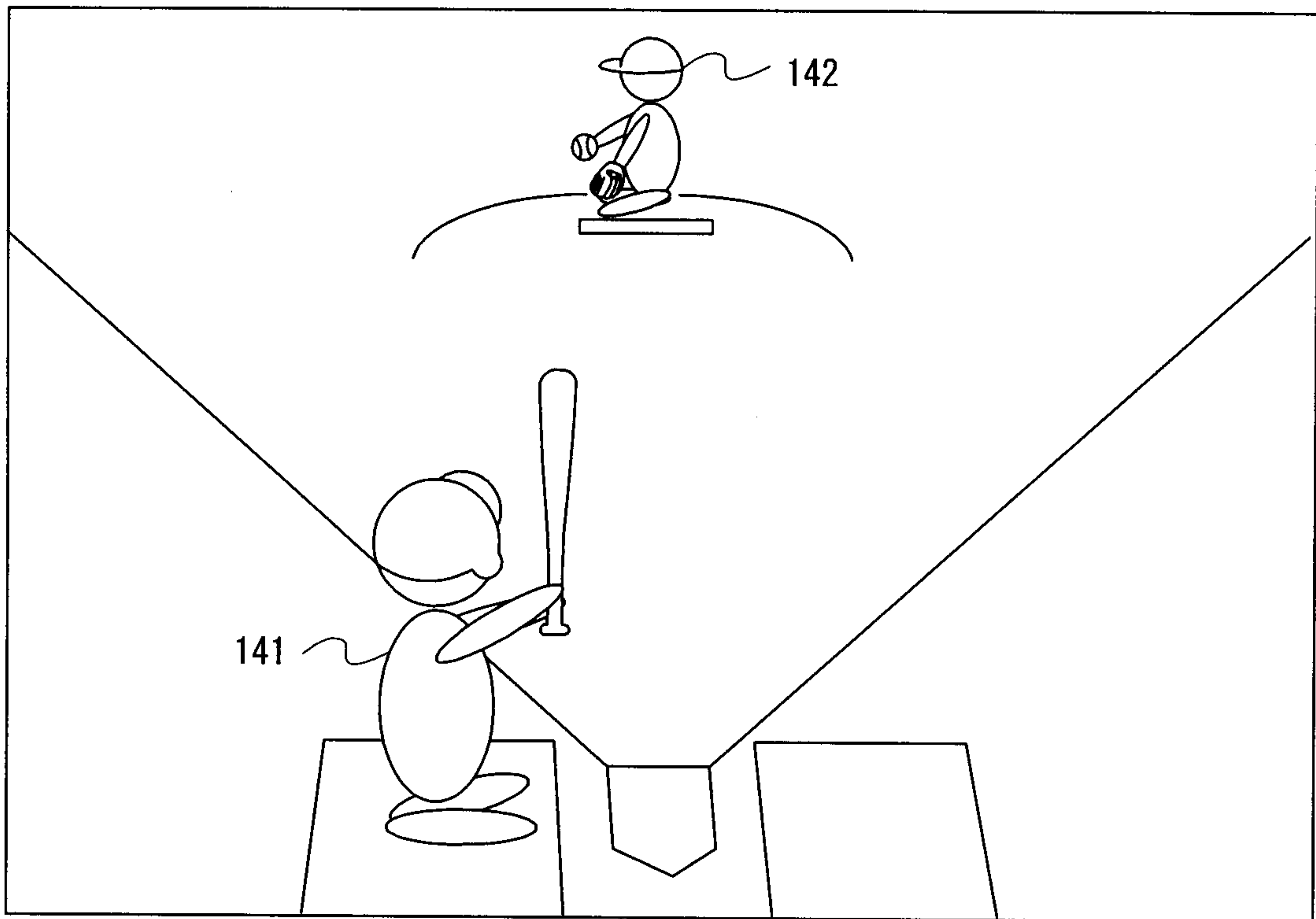
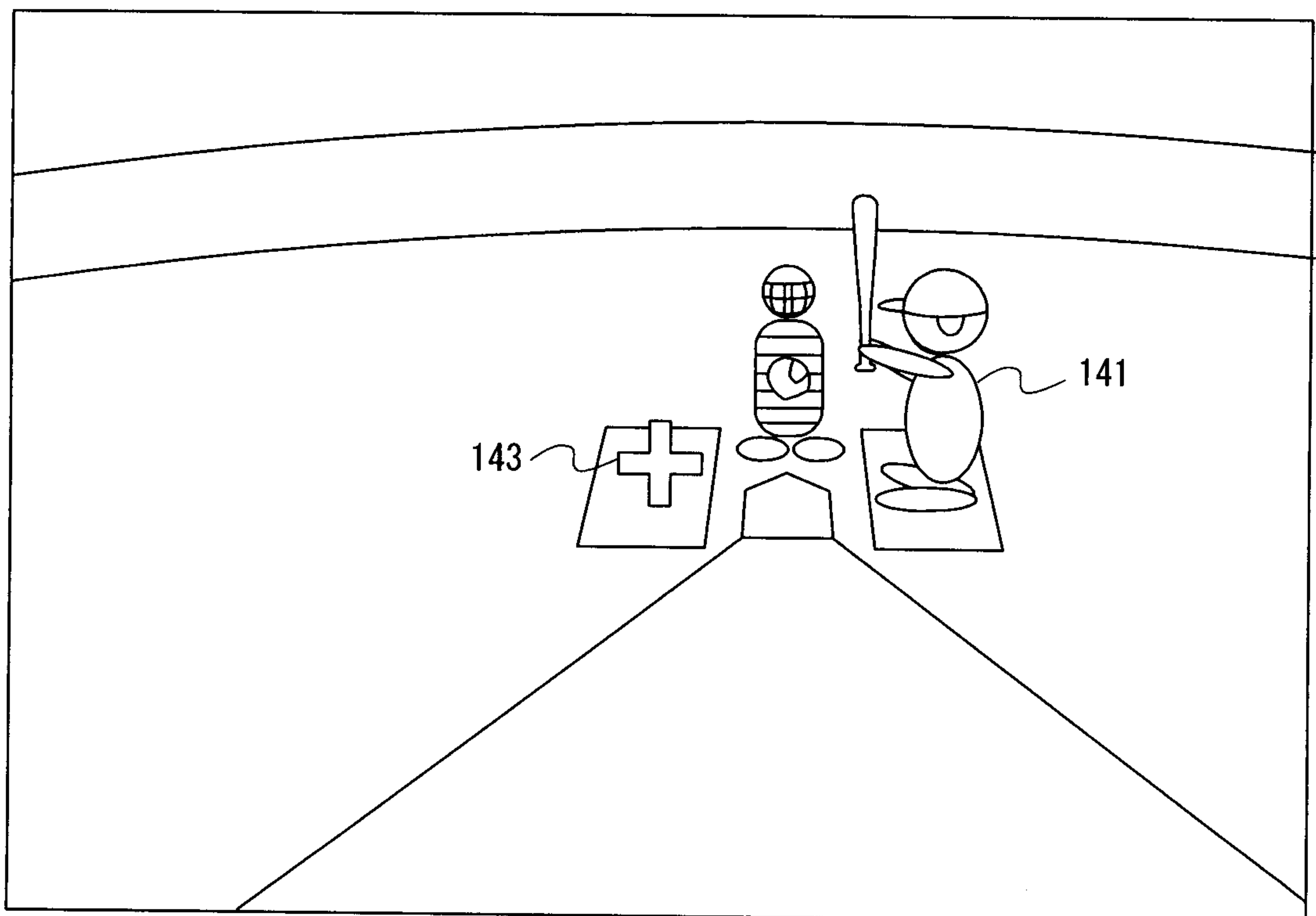


Fig. 17



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Fig. 18

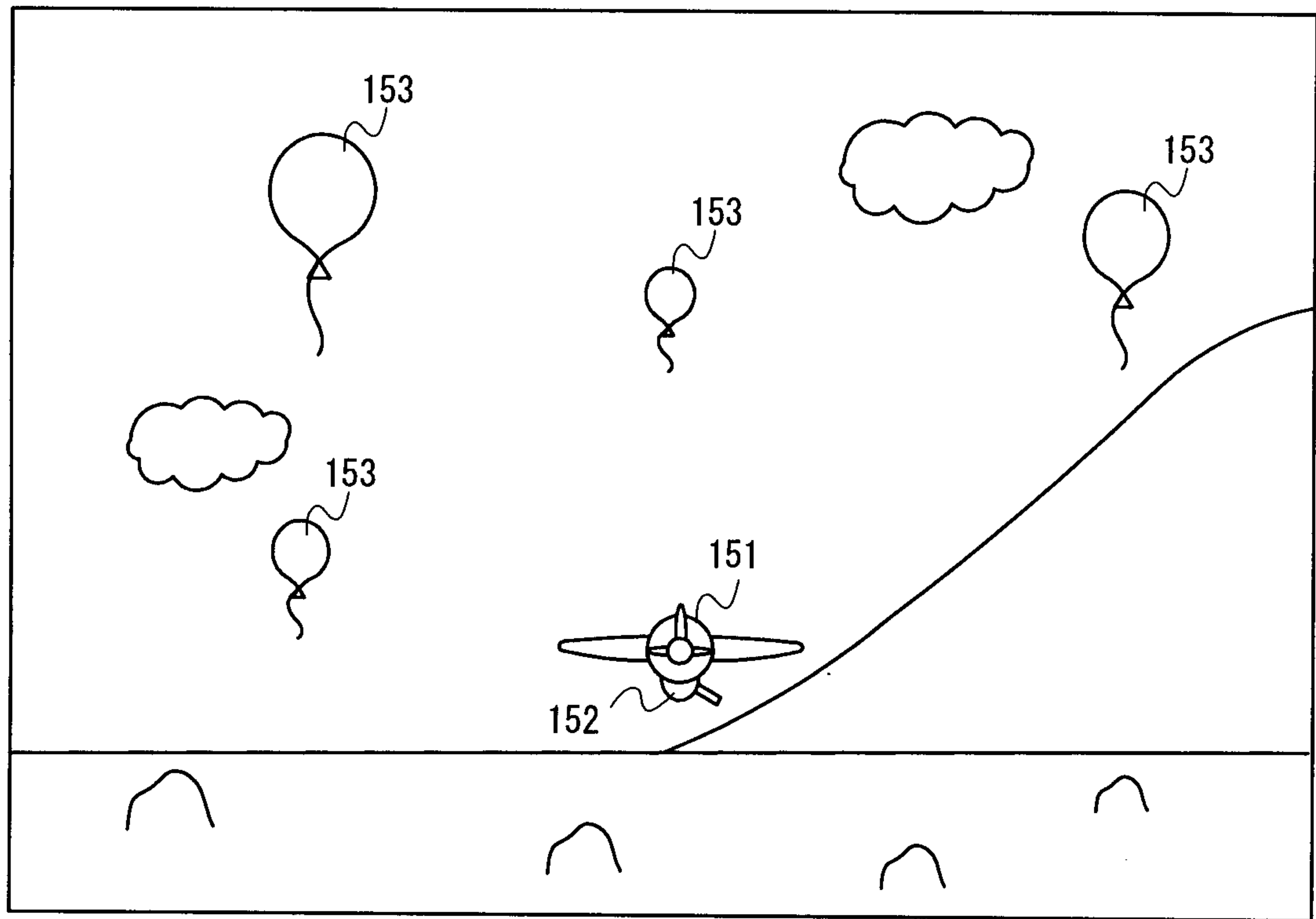
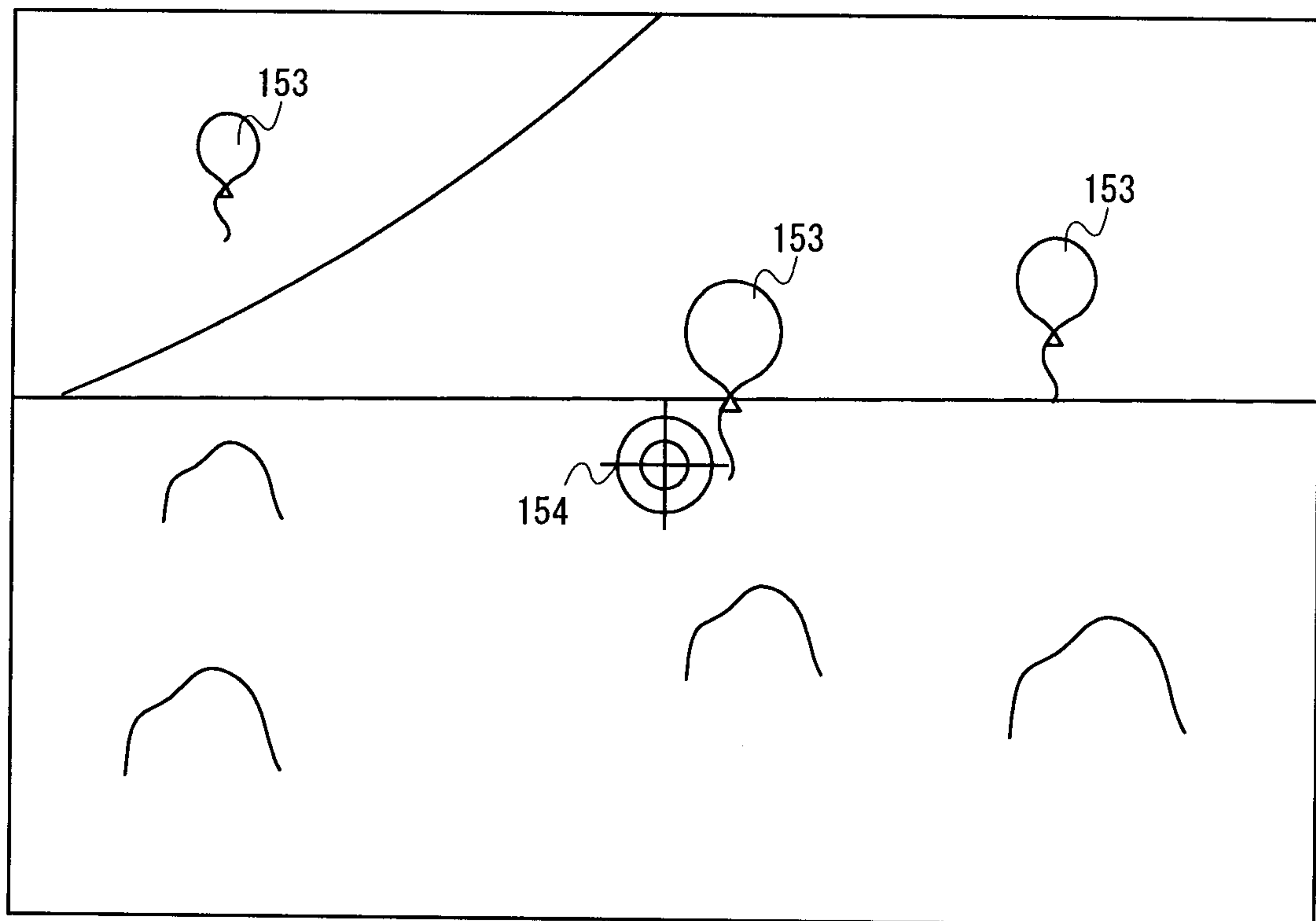
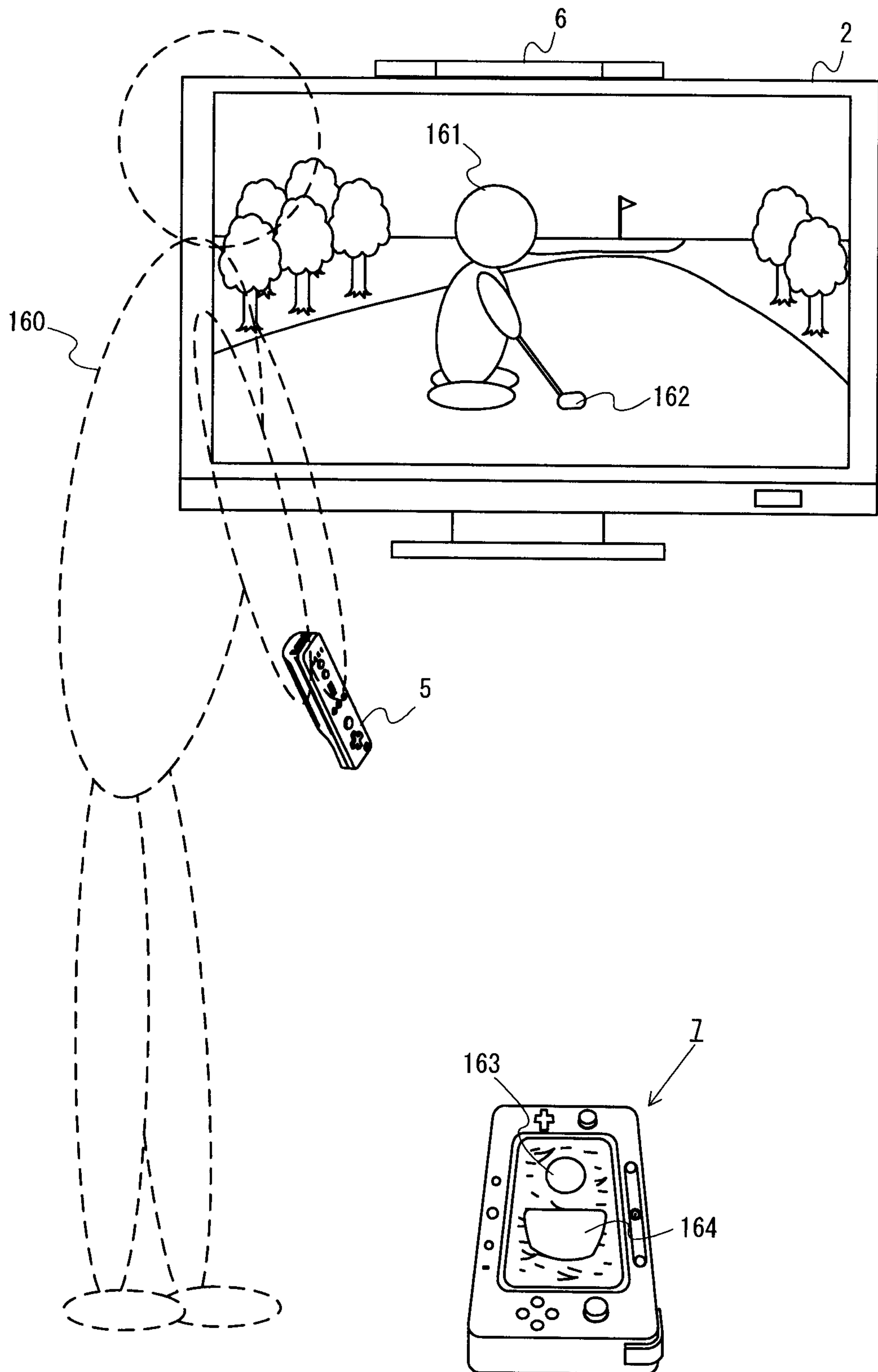


Fig. 19



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Fig. 20



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Fig. 21

