

and the X counter **444X** within the controller **40** is incremented and the Y counter **444Y** is decremented, and therefore, the count values of the counters **444X** and **444Y** become larger and smaller, respectively. The count values are transmitted to the image processor **10** which changes the display position of the aiming device **35** with utilizing the data of the count values to the position of an aiming device **35** indicated by a dotted line.

[0118] A description will be made of such a reset operation which is performed at a certain point in time. For example, if the operator presumes the position that the enemy **34** appears is the position of the aiming device **35** shown by the dotted line in the right illustration in **FIG. 30**, the operator wishes to super-position the aiming device **35** at the position of the dotted line aiming device **35** at an instance that the enemy **34** appears. However, if the aiming device **35** is continuously kept on the dotted line aiming device **35**, the operator who is a game player will be bored, and there is a further possibility that if the enemy **34** appears at a place not presumed, the operator cannot attack the enemy, and therefore, in order to super-position the aiming device **35** on the position of the dotted line aiming device **35** at an instance that the enemy **34** appears, and to freely move the aiming device **35** to other places, the above described reset function is used. In describing an action of the operator more specifically, the operator first inclines the lever **474** such that the aiming device **35** is displayed at a position symmetrically corresponding to the position presumed that the enemy **34** will appear (the position of the dotted line aiming device **35**) with reference to the solid line aiming device **35**. At that time, the physical coordinate position of the lever **474** becomes the solid circular line in the left illustration in **FIG. 29**. Then, the operator, for example, simultaneously depresses the three buttons of the buttons **406L**, **406R** and **405**. In response to the depression, the X counter **444X** and the Y counter **444Y** are both reset, and the aiming device **35** is displayed at the position of the solid line aiming device **35**. Then, the operator freely moves the aiming device **35**, and waits for an appearance of the enemy **34**. If the enemy **34** appears at the position of the dotted line aiming device **35**, the operator releases the hand from the lever **474**. Therefore, the lever **474** returns to the physical coordinate position shown by the dotted circular line in the left illustration in **FIG. 29**. Resultingly, the aiming device **35** is displayed at the dotted line aiming device **35**. When the operator surely super-positions the aiming device **35** on the enemy **34**, and depresses the switch such as the button **404A**, a missile (not shown) or the like which attacks the enemy **34** is displayed on the screen.

[0119] Furthermore, if the reset operation is performed in the above described manner, it is possible to greatly move the lever **474** toward a right lower direction, and therefore, the above described reset operation is also effective at a time that the operator wishes to greatly move the lever **474** toward a right lower direction.

[0120] Although the present invention has been described and illustrated in detail, it is clearly understood that the same is by way of illustration and example only and is not to be taken by way of limitation, the spirit and scope of the present invention being limited only by the terms of the appended claims.

What is claimed is:

1. In a game machine which is connected to a plurality of operating devices adapted to be operated by an operator and output, by modulation, output device data representative of an operating state of said operating device by receiving command data, to perform image processing based on the operating device data, said game machine comprising:

- a central processing means arranged to operate/for image processing based on a predetermined program;
- an operation storing means arranged accessed by said central processing means and storable with data required for advancing a game by said central processing means and data from said operating device;
- a receiving means for receiving, by demodulation, the operating device data from said operating device;
- a temporary storing means for temporarily storing the operating device data;
- a data processing means for carrying out predetermined data processing according to a command by said central processing means; and
- a transmitting means for transmitting, by modulation, data outputted from said data processing means to said operating device;

whereby said central processing means outputs command data for reading out the operating device data, and

said data processing means outputting the command data outputted from said central processing means to said transmitting means, so that the operating device data received by said receiving means is stored in said temporary storing means to be transferred to said operation storing means at predetermined timing.

2. A game machine according to claim 1, wherein said central processing means designates an address to read particular operating device data out of a particular address in said operation storing means.

3. In a game machine system structured by a plurality of operating devices to be operated by an operator and a game machine for carrying out image processing based on operating device data from said operating device,

said game machine including:

- a central processing means adapted to operate for image processing based on a predetermined program;
- an operation storing means arranged to be accessed by said central processing means and storable with data required for advancing a game by said central processing means and data from said operating device;
- a first receiving means for receiving, by modulation, the operating device data from said operating device;
- a temporary storing means for temporarily storing command data and the operating device data;
- a first data processing means for carrying out predetermined data processing according to a command by said central processing means;
- a first transmitting means for transmitting, by demodulation, data outputted from said first data processing means to said operating device; and