

a connecting means for connecting between-said game machine and said operating device;

said operating device including:

a second receiving means for receiving, by demodulation, the data from said first transmitting means;

a switch means to be operated by an operator;

a second data processing means for outputting operating device data as to an operating state of said switch means; and

a transmitting means for transmitting, by demodulation, the operating device data outputted from said second data processing means to said game machine;

wherein said operating device and said first data processing means are brought into electrical connection by connecting said operating device to said connecting means;

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

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

4. A game machine system according to claim 3, wherein said operating device further comprises:

an address bus connected to said second data processing means to transmit and receive address data,

a data bus connected to said second data processing means to transmit and receive data, and

a connecting means for connecting said address bus and/or data bus to an external electronic circuit that is controlled in dependence upon data,

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

said first data processing means outputting the command data outputted from said central processing means to said first transmitting means, and

said second data processing means outputting predetermined address data and/or data to said external electronic circuit based on the command data from said first transmitting means so that an operating result of said external electronic circuit is outputted as operating device data.

5. A game machine system according to claim 4, wherein said connecting means is connected with an external memory means that is readable and writable of data,

said second data processing means being readable and writable of data for said external memory means by outputting address data and/or data.

6. A game machine system according to claim 5, wherein said first data processing means is capable of transmitting and receiving data to and from a plurality of said operating device;

said first data processing means being capable of receiving data of a particular external memory means to transfer the data to an external memory means other than said particular external memory means, when at least two operating devices are provided at said connecting means with said external memory means.

7. A game machine system according to claim 6, wherein said first data processing means is capable, after temporarily storing the received data of said particular external memory means to said operation storing means, of reading data out of said operation storing means to transfer the data to an external memory means other than said particular external memory means.

* * * * *