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ABSTRACT

A connecting section 302 of a game device 301 allows communicable connection to
“a controller that transmits status information designating a current pedal position and
pedaling pressure and receives instructing information designating a repulsive force of the
5 pedal”, a storing section 303 prestores time change information of the pedal position and
the pedaling pressure to be associated with a game condition, an obtaining section 304
obtains the prestored time change information to be associated with a current game
condition, and a control section 305 calculates force to be provided to the pedal to reduce
a difference between each of the pedal position and pedaling pressure designated as the
10 obtained time change information and each of the current pedal position and pedaling
pressure designated as the status information received from the controller to be connected,
and transmits instructing information that designates the calculated force as a repulsive
force of the pedal via the connecting section.



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