GAMING DEVICE, TOY PART USABLE IN GAMING DEVICE, TOY FIGURE INCLUDING TOY PART, GAME PROGRAM, TOY PART USABLE IN COMPUTER EXECUTING GAME PROGRAM, AND TOY FIGURE INCLUDING COMPUTER-USABLE TOY PART

ABSTRACT

A gaming device includes information input means capable of receiving identification information of at least one of two or more toy parts each having unique identification information, data storage means for storing a plurality of character data each corresponding to the identification information of one of the toy parts, condition determination means for determining whether a first condition is met during a game, and information input determination means for determining whether the identification information is input to the information input means within a first predetermined period of time after the condition determination means determines that the first condition is met. If the information input determination means determines that the identification information is input to the information input means within the first predetermined period of time, the character data corresponding to the input identification information is read from the data storage means.

[Fig. 1]