WHAT IS CLAIMED IS:

1. A dispensing mechanism for dispensing objects in connection with a game, the mechanism comprising:

an accommodating part for accommodating the objects;

a first operating part provided with the accommodating part and configured to be operable;

a second operating part configured to hold the objects sent from the accommodating part and configured to be operable; and

a pushing mechanism for pushing each of the objects, and provided in the first operating part,

wherein the pushing mechanism includes a first pushing part for pushing each of the objects from the accommodating part to the second operating part, and a second pushing part for pushing each of the objects from the second operating part to an outside of the second operating part, and

wherein the first operating part is configured to operate with respect to the second operating part.

2. The dispensing mechanism according to claim 1, wherein the first operating part is formed into a disk shape.

3. The dispensing mechanism according to claim 1 or 2, wherein the first operating part is configured to rotate.

4. The dispensing mechanism according to any one of claims 1 to 3, wherein the accommodating part includes a plurality of accommodating parts.

5. The dispensing mechanism according to claim 4, wherein the plurality of accommodating parts are provided annularly on the first operating part.

6. The dispensing mechanism according to any one of claims 1 to 5, wherein the accommodating part includes a bottom plate portion, and the bottom plate portion is angled at a predetermined angle with respect to the first operating part.

7. The dispensing mechanism according to any one of claims 1 to 6, wherein the second operating part is configured to surround the first operating part.

8. The dispensing mechanism according to claim 6, wherein the second operating part includes a dispensing-candidate holding part for holding the objects.

9. The dispensing mechanism according to claim 8, wherein the dispensing-candidate holding part includes a plurality of holding plates, and

wherein each of the holding plates is angled so as to correspond to the predetermined angle of the bottom plate portion.

10. The dispensing mechanism according to claim 4 or 5, wherein a part of the pushing mechanism is provided between the plurality of accommodating parts.

11. The dispensing mechanism according to any one of claims 1 to 10, wherein the second pushing part consists of a pair of pushing parts which are provided apart from each other in the first operating part, and

wherein the first pushing part is provided between the pair of pushing parts.

12. A game device comprising:

a displaying part for displaying a predetermined image related to a game;

an operation part for receiving operation input from a user; and

the dispensing mechanism according to any one of claims 1 to 11 for dispensing the objects related to the game based on the operation input.

13. A game device comprising:

a displaying part for displaying a predetermined image related to a game;

an operation part for receiving operation input from a user; and

a dispensing mechanism for dispensing objects related to the game based on the operation input,

wherein the dispensing mechanism comprises:

an accommodating part for accommodating the objects;

a first operating part provided with the accommodating part and configured to be operable;

a second operating part configured to hold the objects sent from the accommodating part and configured to be operable; and

a pushing mechanism for pushing each of the objects, and provided in the first operating part,

wherein the pushing mechanism includes a first pushing part for pushing each of the objects from the accommodating part to the second operating part, and a second pushing part for pushing each of the objects from the second operating part to an outside of the second operating part,

wherein the first operating part is configured to operate with respect to the second operating part, and

wherein the objects include an object which stores information related to the user.