

**Video Game System, Video Game Apparatus, and
Method of Controlling the Video Game Apparatus**

ABSTRACT OF THE DISCLOSURE

An object of the present invention is to make it possible to execute a video-game software program read from a video-game program recording medium, to convert contents data to print data, and to enable a printer of an unknown type to print the print data. To achieve the object, a data-reading module determines whether the printer connected to a video game apparatus is of an unknown type (Step S11). If the printer is of an unknown type, or a type not designated by the printer driver, printing parameter is read from the printer, the parameter of a device engine module is changed in accordance with the printing parameter (Step S12). And the print data is printed (Steps S13 to S17).

Figure 7