What is claimed is:

1. A game device configured to transfer a prize located in a game space to a prize take-out space, the game device comprising:

an operation part for receiving an operation input from a player;

a game field for placing the prize; and

a moving mechanism including a prize holding part for holding the prize and the moving mechanism for moving the prize holding part based on the operation input,

wherein when a predetermined trigger is activated as a result of the prize leaving the game field, the game field allows the game space to communicate with the prize take-out space, so that the prize is transferred to the prize take-out space.

2. The game device as claimed in claim 1, wherein the moving mechanism is provided in a vicinity of the game field.

3. The game device as claimed in claim 1, wherein the moving mechanism includes:

a driving part provided in a vicinity of the game field;

a support part connected to the driving part and provided along a vertical direction; and

a movable part for moving along the support part and provided so as to protrude from the support part.

4. The game device as claimed in claim 3, wherein the movable part extends in a horizontal direction perpendicular to the vertical direction and is provided so as to face the game field.

5. The game device as claimed in claim 1, wherein the

prize holding part is configured to rotate about an axis parallel to a vertical direction.

6. The game device as claimed in claim 3, wherein the prize holding part is provided at a tip end of the movable part.

7. The game device as claimed in claim 1, wherein the game field is configured to form an opening by sliding movement.

8. The game device as claimed in claim 1, wherein the game field includes an auxiliary field provided along an outer periphery of the game field.

9. The game device as claimed in claim 8, wherein the auxiliary field is inclined toward the game field.

10. The game device as claimed in claim 1 further comprising:

a housing defining the game space and the prize take-out space; and

an input part that is provided on an upper surface of the housing in the game space and is configured to receive an input from the prize holding part.

11. The game device as claimed in claim 1, wherein the predetermined trigger is the operation input to the operation part, a time when the prize holding part reaches a predetermined position, or an input to an input part by the prize holding part.

12. A method for controlling an operation of a game device that transfers a prize placed on a game field in a game space to a prize take-out space, the method comprising:

receiving an operation input from a player;

lowering a prize holding part based on the operation

input;

holding the prize by the prize holding part;

raising the prize holding part;

allowing the game space to communicate with the prize take-out space when a predetermined trigger is activated as a result of the prize leaving the game field; and

releasing the prize held by the prize holding part.

13. A game program for causing a computer of a game device for transferring a prize placed on a game field in a game space to a prize take-out space to function as:

operation input means for receiving an operation input from a player;

lowering means for lowering a prize holding part based on the operation input;

holding means for holding the prize by the prize holding part;

raising means for raising the prize holding part;

means for allowing the game space to communicate with the prize take-out space when a predetermined trigger is activated as a result of the prize leaving the game field; and

releasing means for releasing the prize held by the prize holding part.