

ABSTRACT

A game system includes a reader/writer unit 160 that performs the transmission/reception of data by radio to/from an RFID tag 162 mounted to a character item and performs a data read operation and write operation on a storage medium included in the RFID tag 162 and a game processing unit that performs the transmission/reception of data to/from the reader/writer unit 162, obtains the data, which is read from the RFID tag 162, from the reader/writer unit 260, and performs game processing animating a game character associated with the character item on the basis of the obtained data. The RFID tag 162 stores credit data associated with the number of plays left for a game and a game parameter to be used for the game processing. The game processing unit obtains the credit data from the RFID tag 162 through the reader/writer unit 160, performs update processing on the credit data stored in the RFID tag 162 through the reader/writer unit on the basis of the satisfaction of a given condition, and starts the game processing after the update processing on the credit data.