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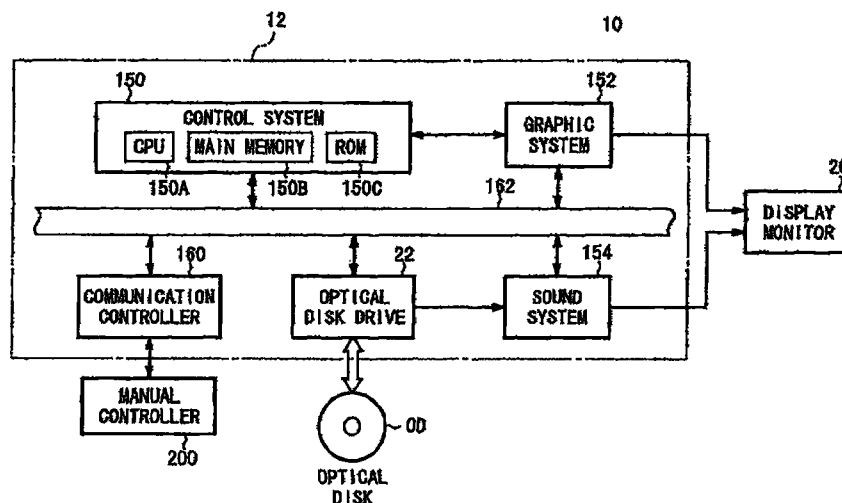
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(54) Title: TRANSMISSION OPTIMISATION FOR GAME MACHINE



(57) Abstract: The time required to perform communications between an entertainment apparatus (12) and a manual controller (200) having complex and sophisticated functions which is connected to the entertainment apparatus (12) is reduced. A type of control data to be outputted from a manual controller (200) when control units including direction keys are operated is defined (limited) according to an application program that is recorded in an optical disk (OD) and read by the entertainment apparatus (12). The manual controller (200) has a setting register for setting such a type of control data. After a type of control data is defined in the setting register of the manual controller (200) from the entertainment apparatus (12), a CPU of the manual controller (200) transmits only control data of the type set in the setting register for each frame of image. By thus limiting types of control data to be transmitted, the time required to perform communications between the entertainment apparatus (12) and the manual controller (200) is shortened.