WHAT IS CLAIMED IS:

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

an accommodating part for accommodating the objects;

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

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

a pushing mechanism for pushing the objects, the pushing mechanism provided corresponding to the first operating part,

wherein the pushing mechanism includes a first pushing part for pushing the objects in the accommodating part to the second operating part, a second pushing part configured to operate in a direction different from an operating direction of the first pushing part, and a third pushing part for pushing the objects on the second operating part to an outside of the second operating part,

wherein the first pushing part is arranged at a predetermined angle with respect to the second pushing part, and

wherein the third pushing part is configured to push the objects from the second operating part to the outside of the second operating part by receiving a contact by the first pushing part or the second pushing part.

2. The dispensing mechanism according to claim 1, wherein the first pushing part and the second pushing part are arranged at different heights from each other with respect to the accommodating part.

3. The dispensing mechanism according to claim 1, wherein the first pushing part and the second pushing part are provided so as to be orthogonal to each other.

4. The dispensing mechanism according to claim 1, wherein the second pushing part has a horizontal surface orthogonal to a vertical direction, and

wherein the first pushing part is inclined with respect to the horizontal surface of the second pushing part.

5. The dispensing mechanism according to claim 1, wherein the third pushing part has a tip portion for being in contact with the objects, and a receiving portion for being in contact with the first pushing part and the second pushing part and the receiving portion extending in a vertical direction with respect to the tip portion.

6. The dispensing mechanism according to claim 1, wherein the third pushing part is provided adjacent to the accommodating part, and is positioned with respect to the first pushing part or the second pushing part by a displacement of the first operating part.

7. The dispensing mechanism according to claim 1, wherein the second operating part includes a plurality of inclined holding portions for holding the objects, and

wherein the plurality of inclined holding portions are positioned together with the third pushing part with respect to the first pushing part or the second pushing part by a relative displacement between the first operating part and the second operating part.

8. The dispensing mechanism according to claim 5, wherein the first pushing part and the second pushing part are configured to be in contact with different positions of

the receiving portion with each other in the vertical direction.

9. The dispensing mechanism according to claim 1, wherein the predetermined angle is 1° to 179°.

10. A game device comprising:

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

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

the dispensing mechanism according to any one of claims 1 to 9 for dispensing the objects in connection with the game based on the operation input.