

ABSTRACT

A data recording medium for use in a game device comprises a first printed layer in which a first code pattern, which is detected by a first code pattern detecting unit of the game device, is printed and a second printed layer in which a second code pattern, which is detected by a second code pattern detecting unit of the game device, is printed. The second printed layer is overlaid on the first printed layer. Data based on a combination of the first and second code patterns is recorded in the first and second printed layers so that the data is recognizable to the game device as data intrinsic to the data recording medium. The game device detects the first and second code patterns by the first and second code pattern detecting units to make progress of a game according to the data.