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Hashiguchi

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[54] **DISPLAY INFORMATION CONVERSION APPARATUS**

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[30] **Foreign Application Priority Data**

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[52] **U.S. Cl.** **345/3; 345/132; 273/148 B**

[58] **Field of Search** **345/132, 153-155, 345/3; 273/433-438, 148 B, DIG 28; 395/128**

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[57] **ABSTRACT**

A display information conversion apparatus includes a game process circuit (104) by which a game program stored in a memory (32) of a memory cartridge (30) for a first game machine is executed, the game process circuit (104) is approximately the same as that of the first game machine. Bit-serial dot data is outputted from the game process circuit (104), and converted into bit-parallel character data by a digital video data interface (114), and the character data is written in a buffer RAM (116). The character data is transferred to a second game machine coupled to a raster-scan display through a connector (113), so that a game image according to the game program stored in the memory is displayed on the raster-scan display.

9 Claims, 21 Drawing Sheets

