

GAMING MACHINE

CROSS-REFERENCE TO THE RELATED APPLICATIONS(S)

[0001] This application is based upon and claims a priority from the prior Japanese Patent Application Nos. 2004-159804 filed on May 28, 2004, 2005-137706 filed on May 10, 2005, 2004-159805 filed on May 28, 2004 and 2005-137743 filed on May 10, 2005, the entire contents of which are incorporated herein by reference.

BACKGROUND OF THE INVENTION

[0002] 1. Field of the Invention

[0003] The present invention relates to a gaming machine in which a bonus game is processed based on a limb selected among a plurality of limbs by a player.

[0004] 2. Description of Related Art

[0005] In a conventional gaming machine, for example, a slot machine, a winning state is determined according to a symbol combination displayed on an activated pay line after a coin is inserted. And as the winning state, for example, there exist a so-called "big prize" in which more than 1000 coins are paid out and a so-called "small prize" in which less than 1000 coins are paid out and a so-called "obtainment of second game" in which a second game can be done as a sub-game, as disclosed in Unexamined Japanese Publication No. 11-244453.

[0006] At this point, the "second game" is called as a bonus game and there exist various bonus games. Here, showing one of the bonus games as an example, as shown in National Publication of the Translation Version No. 2002-537874, there exists a bonus game that a plurality of limbs, for each of which a payout is allotted beforehand, are displayed on a video display screen and a player can obtain a payout corresponding to the limb selected by himself/herself while seeing the video display screen.

[0007] In this case, the player can only select the limb among a plurality of limbs presently displayed on the video display screen, therefore the play style thereof becomes very simple. Thus, interest for the bonus game is reduced.

SUMMARY OF THE INVENTION

[0008] The present invention has been done to dissolve the above problems and has an object to provide a gaming machine in which interest for the bonus game can be improved by increasing limbs to be selected.

[0009] In order to accomplish the above object, according to one aspect of the present invention, it is provided a gaming machine in which a base game and a bonus game are conducted, the bonus game being conducted when a predetermined result is obtained in the base game,

[0010] the gaming machine comprising:

[0011] a preparation device for preparing a plurality of limbs belonging to a first limb group in the bonus game, each of the limbs corresponding to individual effect contents;

[0012] a display device for displaying a part of the limbs in the first limb group;

[0013] a first operation device for operating the display device so that a remainder except for the part of the limbs in the first limb group is displayed on the display device;

[0014] a first selection device for selecting at least one of limbs in the first limb group displayed on the display device, the limbs including the part and the remainder thereof; and

[0015] a game control device for processing the bonus game according to the effect contents corresponding to the limb selected by the first selection device.

[0016] According to the gaming machine of the present invention, in the bonus game, when a part of the limbs in the first limb group is displayed on the display device and a player selects at least one of the limbs in the first limb group by the first selection device, the player can operate the display device by the first operation device so that the remainder except for the part of the limbs in the first limb group is displayed on the display device. And each of the limbs in the first limb group corresponds to individual effect contents. Therefore, the remainder of the limbs not displayed on the display device can be displayed by the first operation device and selection routes corresponding to the effect contents can be increased, as a result, interest for the bonus game can be improved.

[0017] The above and further objects and novel features of the invention will more fully appear from the following detailed description when the same is read in connection with the accompanying drawings. It is to be expressly understood, however, that the drawings are for purpose of illustration only and not intended as a definition of the limits of the invention.

BRIEF DESCRIPTION OF THE DRAWINGS

[0018] The accompanying drawings, which are incorporated in and constitute a part of this specification illustrate embodiments of the invention and, together with the description, serve to explain the objects, advantages and principles of the invention.

[0019] In the drawings

[0020] FIG. 1 is a perspective view of a slot machine,

[0021] FIG. 2 is a sectional view of a lower liquid crystal display and a reel,

[0022] FIG. 3 is an exploded perspective view of the lower liquid crystal display,

[0023] FIG. 4 is a block diagram schematically showing a control system of the slot machine,

[0024] FIG. 5 is a block diagram schematically showing a liquid crystal drive circuit of the lower liquid crystal display,

[0025] FIG. 6 is an explanatory view schematically showing symbol columns which are displayed on the lower liquid crystal display in a base game and variably displayed on variable display portions;

[0026] FIG. 7 is an explanatory view schematically showing a display sheet stored in a work RAM when a game state shifts to a bonus game,