

[0027] FIG. 8 is an explanatory view showing a lottery table of stop symbols when the base game is conducted by using three variable display portions;

[0028] FIG. 9 is an explanatory view showing winning combinations and payouts thereof when the base game is conducted by using three variable display portions;

[0029] FIG. 10 is an explanatory view showing an image displayed on the lower liquid crystal display when the game state shifts to the bonus game;

[0030] FIG. 11 is an explanatory view showing an image displayed on the lower liquid crystal display when the game state shifts to the bonus game;

[0031] FIG. 12 is an explanatory view showing payouts when the bonus game is conducted;

[0032] FIG. 13 is an explanatory view schematically showing display ranges of the upper liquid crystal display and the lower liquid crystal display in the display sheet stored in the work RAM when the game state shifts to the bonus game;

[0033] FIG. 14 is a flowchart of a main process program;

[0034] FIG. 15 is a flowchart of a start acceptance process program;

[0035] FIG. 16 is a flowchart of a lottery process program;

[0036] FIG. 17 is a flowchart of a base game process program;

[0037] FIG. 18 is a flowchart of a bonus game process program;

[0038] FIG. 19 is an explanatory view showing images displayed on the upper liquid crystal display and the lower liquid crystal display when the game state shifts to the bonus game;

[0039] FIG. 20 is an explanatory view showing images displayed on the upper liquid crystal display and lower liquid crystal display when the game state shifts to the bonus game;

[0040] FIG. 21 is an explanatory view showing the lottery table of the winning combinations and the payouts thereof when the base game is conducted by using three variable display portions;

[0041] FIG. 22 is an explanatory view showing an image displayed on the lower liquid crystal display when the game state shifts to the bonus game;

[0042] FIG. 23 is an explanatory view showing an image displayed on the lower liquid crystal display when the game state shifts to the bonus game;

[0043] FIG. 24 is an explanatory view showing a rotation scroll bar; and

[0044] FIG. 25 is an explanatory view showing images displayed on the upper liquid crystal display and the lower liquid crystal display when the game state shifts to the bonus game.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0045] Hereinafter, as the gaming machine according to the present invention, the embodiment embodying the

present invention in the slot machine will be described with reference to the drawings. First, an outline construction of the slot machine according to the embodiment will be described with reference to FIGS. 1 and 4. FIG. 1 is a perspective view of the slot machine. FIG. 4 is a block diagram schematically showing a control system in the slot machine

[0046] In FIG. 1, the slot machine 1 has a cabinet 2 constructing a whole of the slot machine 1. On an upper plane of the cabinet 2, a lamp 15 is provided. And at a front upper part of the cabinet 2 an upper liquid crystal display 3 is arranged, and at a front central part of the cabinet 2 a lower liquid crystal display 4 is arranged. Here, the upper liquid crystal display 3 is constructed from a liquid crystal display device which is generally used, and the lower liquid crystal display 4 is constructed from, so-called, a transparent liquid crystal display device. On the upper liquid crystal display 3, game operation method, kinds of winning combinations and payout therefor and information concerning with the game such as various effects thereof are displayed. And on the lower liquid crystal display 4, as shown in FIG. 1, three variable display portions 22, 23 and 24 are basically displayed and various symbols formed on each of reels 220 (see FIG. 4) mentioned later are scrolled to the downward direction from the upward direction while being variably displayed on each of the variable display portions 22 to 24. Here, the detailed construction of the lower liquid crystal display 4 will be described hereinafter.

[0047] A control panel 5, which is projected frontward, is formed below the lower liquid crystal display 4, and from the most left side on the control panel 5, a change button 6, a cashout button 7, a help button 8 are arranged. And a coin insertion slot 9 and a bill insertion portion 10 are arranged at the right side of help button 8. Further, from the left side, a 1-BET button 11, a SPIN/REPEAT BET button 12, a 3-BET button 13 and a 5-BET button 14 are positioned at the front side on the control panel 5.

[0048] Here, the change button 6 is a button to turn on the lamp 15. To this change button 6, a change switch 62 is attached, and a switch signal is output to a CPU 50 from the change switch 62 based on press of the change button 6.

[0049] The cashout button 7 is usually pressed when games are terminated, and when the cashout button 7 is pressed coins got in games are paid out through the coin payout chute 17 to the coin tray 16. Here, to the cashout button 7, a cashout switch 63 (mentioned hereinafter) is attached and a switch signal is output to the CPU 50 from the cashout switch 63 based on press of the cashout button 7.

[0050] The help button 8 is pressed when the player cannot understand game operation method, and when the help button 8 is pressed, various help information is displayed on the upper liquid crystal display 3 or the lower liquid crystal display 4. To this help button 8, a help switch 64 (mentioned hereinafter) is attached and a switch signal is output to the CPU 50 from the help switch 64 based on press of the help button 8.

[0051] To the coin insertion slot 9, a coin sensor 65 (mentioned hereinafter) is positioned, and when the coin is inserted in the coin insertion slot 9 a coin detection signal is output to the CPU 50 through the coin sensor 65. And to the bill insertion portion 10 a bill sensor 66 (mentioned hereinafter) is positioned, and when the bill is inserted in the bill