

S12 of the main process program in FIG. 14, the lottery process is done. Concretely, at first, in S31 in FIG. 16, the symbol determination process is done. Here, the symbols stopped and displayed on the pay line L are determined every each of the variable display portions 22 to 24. Concretely, as mentioned above, three random number values are sampled by the random number sampling circuit 56 corresponding to each of the variable display portions 22 to 24, and the symbols stopped and displayed are determined on the basis of the lottery tables in FIG. 8, by utilizing the code numbers. And if the symbols stopped and displayed on the pay line L are determined, the winning combination determination process is done in S32, thereafter procedure returns to the main process program in FIG. 14 and shifts to the base game process. Here, in the winning combination determination process, concretely speaking, the winning combination and the payout are determined on the basis of the table in FIG. 9 by utilizing the code numbers obtained in S31.

[0117] Next, the base game process program conducted in the slot machine 1 will be described with reference to FIG. 17. FIG. 17 is a flowchart showing a base game process program. In S13 of the main process program in FIG. 14, the base game process is done. Concretely, in S41 in FIG. 17, at first, three reels 220 in the cabinet 2 are started to rotate based on the switch signal output from the spin switch 58, the 1-BET switch 59, the 3-BET switch 60 or the 5-BET switch 61, the switch signal being accepted in S11 of FIG. 14. Thereby, the symbols are scrolled in the variable display portions 22 to 24. At that time, since the variable display portions 22 to 24 are made transparent, scroll of the symbols can be seen and recognized through the variable display portions 22 to 24.

[0118] And in S42, three reels 220 in the cabinet 2 are stopped to rotate, thereby scroll of the symbols in the variable display portions 22 to 24 is stopped.

[0119] And in S43, coins are paid out corresponding to the payout set beforehand based on the table in FIG. 9, according to the symbol combination of the winning combination which is stopped and displayed on the variable display portions 22 to 24 in S42. Here, after the process in S43, procedure returns to the main process program and shifts to S14.

[0120] Next, the bonus game process program done in the slot machine 1 will be described with reference to FIG. 18. FIG. 18 is a flowchart of the bonus game process program. In S12 of the main process program in FIG. 14, if it is determined that the bonus game is realized (S12: YES), procedure shifts to S13 in FIG. 14 and the bonus game process is done. In order to realized this, at first, procedure shifts to S51 in FIG. 18 and a first limb group is displayed. Concretely speaking, the first limb group corresponds to a plurality of the touch button areas 111~115 shown in FIGS. 10 and 11. Right after procedure shifts to the bonus game process in FIG. 18, the lower liquid crystal display 4 is made opaque and the island 3D image shown in FIG. 10 is displayed. As a result, three touch button areas 111~113 are displayed and two touch button areas 114 and 115 are not displayed. Here, as mentioned above, if the rotation scroll bar 121 is utilized, the image of the opposite side of the island (the opposite side of the island cannot be seen), which is not displayed in FIG. 10, can be displayed on the lower

liquid crystal display 4 as show in FIG. 11. Thereby, two touch button areas 114 and 115 can be made display and three touch button areas 111~113 can be made not display. Here, by adjusting utilization state of the rotation scroll bar 121, a part of five touch button areas 111~115 can be made display and the remainder thereof can be made not display.

[0121] And in S52, it is determined whether or not one limb is selected among the first limb group. Concretely speaking, this determination is done based on whether or not the player touches any one of the plural touch button areas 111~115 displayed on the lower liquid crystal display 4 by the finger. At that time, if it is determined that one limb is not selected from the first limb group (S52: NO), procedure returns to S51 and both the island 3D image and a part of the plural touch button areas 111~115 are continuously displayed on the lower liquid crystal display 4. On the other hand, if it is determined that one limb is selected from the first limb group (S52: YES), procedure shifts to S53.

[0122] And in S53, the lottery process is conducted. Concretely, for example, if the touch button area 115 is selected in the above mentioned S52, the treasure boxes of the items concerning with the golden palace (GOLDEN PALACE) displayed in the touch button area 115 are arranged in the checkers formed in the display sheet 101 and any one of payouts ("100", "50", "30", "20", "10" and "skull mark" (termination of the bonus game)) shown in FIG. 12 is allotted to each of the checkers formed in the display sheet 101 by the lottery conducted by the random number generator 55 and the random number sampling circuit 56. Here, in this lottery, the payout of the "skull mark" (termination of the bonus game) is certainly allotted to at least one of the plural checkers formed in the display sheet 101.

[0123] Here, the lottery process in S53 may be done right after procedure shifts to the bonus game shown in FIG. 18. In this case, any one of payouts ("100", "50", "30", "20", "10" and "skull mark" (termination of the bonus game)) shown in FIG. 12 is allotted to each of the checkers formed in the display sheet 101 by the lottery conducted by the random number generator 55 and the random number sampling circuit 56. Further, the items concerning with the touch button area selected among the touch button areas 111~115 are arranged in the checkers formed in the display sheet 101 in S54 mentioned later.

[0124] And in S54, a second limb group is displayed. Concretely speaking, this second limb group corresponds to the item concerning with the point of the island corresponding to the touch button area selected among the touch button areas 111~115. At this point, for example, if the touch button area 115 is selected in the above mentioned S52, the treasure boxes, which are the items concerning with the golden palace (GOLDEN PALACE) of the touch button area 115, are arranged in the checkers formed in the display sheet 101 and a part of the treasure boxes is arranged like checkers on the lower liquid crystal display 4 as shown in FIG. 19. Here, if the scroll bar 122 for rightward and leftward directions or the scroll bar 123 for upward and downward directions is utilized, the lower liquid display window 4W can be moved, thereby concerning with the treasure boxes arranged in the display sheet 101, the treasure boxes, which are not displayed on the lower liquid crystal display 4, can be made display and the treasure boxes, which are displayed on the lower liquid crystal display 4, can be made not display.