

[0125] Further, in S55, it is determined whether or not one limb is selected from the second limb group. Concretely speaking, for example, this determination is done based on whether or not the player touches any one of the items arranged and displayed like the checkers 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 second limb group (S55: NO), procedure returns to S54 and a part of the items 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 second limb group (S55: YES), procedure shifts to S56.

[0126] Here, as for the selected limb it is displayed that such limb is already selected. Concretely speaking, for example, as shown in FIG. 19, if the second limb group is constructed from the treasure boxes, the selected treasure box is displayed in an open state on the lower liquid crystal display 4 as shown in FIG. 20, thereby it is indicated that such treasure box is already selected. Here, it may be indicated that the treasure box is already selected by erasing the selected treasure box or by displaying characters/marks such as “already selected” or “X” so as to superimpose with the treasure box.

[0127] And in S56, the payout process is conducted. This payout process is done by adding the payout allotted to the selected limb from the second limb group to the credit. Concretely speaking, as shown in FIG. 19, in a case that the treasure boxes are arranged like the checkers and displayed on the lower liquid crystal display 4, and the player touches any one of the treasure boxes displayed on the lower liquid crystal display 4 by the finger in above mentioned S52, thereby one treasure box displayed on the lower liquid crystal display 4 is selected through the touch panel 30 (see FIGS. 2 and 4), the payout allotted to the selected treasure box is displayed on the upper liquid crystal display 3 as shown in FIG. 20 and such payout is added to the credit.

[0128] And in S57, it is determined whether or not the bonus game is terminated. Concretely speaking, this determination is done based on whether or not the payout allotted to the limb selected in S55 corresponds to the “skull mark (termination of the bonus game). At that time, if it is determined that the bonus game is not terminated (S57: NO), procedure returns to S54 and a part of the items is continuously displayed and processes in S55 and S56 are repeatedly done. On the other hand, if it is determined that the bonus game is terminated (S57: YES), the bonus game process in FIG. 18 is terminated and procedure returns to the main process program in FIG. 14.

[0129] As mentioned, the CPU 50 functions as “game control device” when it executes the main process program in FIG. 14 and functions as “preparation device” when it executes the bonus game process program in FIG. 18.

[0130] That is to say, in the slot machine of the embodiment, when procedure shifts to the bonus game, the player selects any one of the touch button areas 111~115 for determining the kind of the items arranged like the checkers and displayed on the lower liquid crystal display 4, based on the player touches the lower liquid crystal display 4 by the finger. At that time, by adjusting the utilization state of the rotation scroll bar 121 displayed on the lower liquid crystal display 4, the player can freely conduct the operation that a part of five touch button areas 111~115 is displayed and the

remainder is not displayed. Thereby, since selection routes of five touch button areas 111~115 are increased, interest for the bonus game can be improved.

[0131] And any one of the payouts (“100”, “50”, “30”, “20”, “10” and “skull mark” (termination of the bonus game)) shown in FIG. 12 is allotted to each of the items which are arranged like the checkers and displayed on the lower liquid crystal display 4, therefore selection routes of the payouts are increased and interest for the bonus game can be improved.

[0132] And the function of the rotation scroll bar 121 displayed on the lower liquid crystal display 4 is realized through the touch panel drive circuit 76 and the transparent touch panel 30, thereby if the touch panel drive circuit 76b and the touch panel 30 is provided in the conventional slot machine, display operation of five touch button areas 111~115 by the rotation scroll bar 121 and selection of five touch button areas 111~115 can be done on the touch panel 30, therefore hardware construction is not newly required.

[0133] Here, the present invention is not limited to the above embodiment and various modifications can be done within the scope of the present invention.

[0134] For example, in S51 of the bonus game process in FIG. 18, if the scroll bar 124 to magnify and reduce is displayed as shown in FIG. 22, the island 3D image displayed on the lower liquid crystal display 4 may be magnified or reduced, based on the direction along which the player traces the scroll bar 124 to magnify and reduce by the finger. For example, when the scroll bar 124 is traced from right to left by the finger, the display state is shifts to the state that a part of the island, which cannot be displayed in FIG. 22, is magnified and displayed as shown in the lower liquid crystal display 4 of FIG. 23, and a touch button area 116, in which the words “HOT SPRING” is described, is displayed near the hot spring which appears when magnification is done. At that time, in the island 3D image displayed on the lower liquid crystal display 4, the touch button areas 114 and 115, which are displayed in FIG. 22, are not displayed. On the other hand, in this state, if the scroll bar 124 to magnify and reduce is traced from left to right by the finger, the display state shifts to the state that whole island is reduced and displayed as shown in the lower liquid crystal display 4 of FIG. 22, and the touch button areas 114 and 115 are displayed. At that time, in the island 3D image displayed on the lower liquid crystal display 4, the touch button area 116, which is displayed in FIG. 23, is not displayed.

[0135] Here, if the player touches the touch button area 116 displayed on the lower liquid crystal display 4 by the finger (S52: YES), the items concerning with the hot spring (HOT SPRING) are arranged like the checkers and displayed on the lower liquid crystal 4 (S54), and on the basis of selection of the item on the lower liquid crystal display 4 (S55), the player can obtain all payouts displayed on the upper liquid crystal display 3 as the payout of the bonus game (S56). This point is as same as the case of the touch button areas 111~115.

[0136] And in the slot machine 1 of the embodiment, although termination of the bonus game is done (S57) based on whether or not the payout allotted to the limb selected in S55 mentioned above is the “skull mark (termination of the bonus game), the bonus game may be terminated under the condition that a predetermined time is elapsed in the bonus game.