

[0204] The “table for transition to the ceiling” is used to determine the level to be indicated on the ceiling indicator according to the table for ceiling start-value selection and the current difference of the medals. Specifically, the level to be indicated is selected by referring the value shown in the table based on the current difference and the selected value (i.e., 1200, 1500 or 1800 pieces) that causes implementation of the ceiling-AT. For example, if the value selected for implementation of the AT is 1200 pieces and the current difference reaches 821 pieces, level 5 is indicated. Further, if the difference reaches 900 pieces, level 6 is indicated.

[0205] FIG. 18 and 19 show lists of commands. These commands are mainly transmitted from the main controller 81 to the sub controller 82. The main controller 81 and the sub controller 82 are connected by 16 data signal lines and a signal line. The commands are configured by 2, 4 or 6 bytes, and are transmitted by a 1, 2 or 3 step sequence.

[0206] In case of the start commands, the type of the internally winning prize, the game state and the selected stopping control table number for a case where the internally winning prize of the “BELL” are transmitted as a single command. The other commands are similar to the start commands. Further, commands shown in FIG. 18 and 19 are example and the other required information is also transmitted in order for sub controller 82 to perform control.

[0207] Hereinafter, with reference to FIGS. 20 to 26, main flowcharts regarding the CPU 41 of the main controller 81 will be described.

[0208] Firstly, power is turned on (step 1/hereinafter referred to as “ST”) and the CPU 41 initializes all the output ports (ST2). The CPU 41 then checks whether or not a “power-down error” occurs (ST3). Here, if a “power-down error” occurs, the process of ST2 is again performed. If no “power-down error” occurs, it is shifted to the process of ST4. In ST4, the CPU 41 itself is initialized. The CPU 41 then checks whether or not a “RAM error” has occurred (ST5). Here, if the “RAM error” has occurred, “RAM error” is indicated. Specifically, “rr” is indicated on the payouts indicator 18 that is configured by a seven-segment LED. Incidentally, “RAM error” means that reading and writing using the RAM 43 is not properly working.

[0209] If no “RAM error” has occurred, the CPU 41 checks whether or not a key switch 63 for setting is turned on (ST6). If the key switch 63 is turned on, the CPU 41 performs a setting process configured by six stages (ST7) and then shifts to the process of ST12. If the key switch 63 is turned off, the CPU 41 shifts to the process of ST8. In the process of ST8, the CPU 41 checks whether or not a back-up battery works properly. If the back-up battery works properly, the CPU 41 clears addresses and an unused area of the RAM 43, and resumes the output-state when power was turned off (ST9). Further, the CPU 41 updates the input ports to the state when power is turned on, and resumes the state when power was turned off (ST10).

[0210] If the back-up battery does not work properly, the CPU 41 sets an initial value of parameters (ST11), and clears the entire area of the RAM 43 (ST12). The processes in ST12 and the followings of ST12 are also performed in a case where the process of ST7 is performed. The CPU 41 stores respective settings (ST13) and initializes communication data (ST14). The CPU 41 then clears a certain area of

the RAM 43 when a game is completed (ST15). Further, the CPU 41 checks whether or not a request for automatic medal insertion exists (ST16). The request for automatic medal insertion exists if a replay was acquired at the last game. If the request exists, the CPU 41 automatically inserts the number of requested medals (ST17), transmits a medal insertion command to the sub controller 82 (ST18), and then shifts to the process of ST20. If no request for automatic medal insertion exists, the CPU 41 accepts insertion of medals via the medal insertion slot 22 and the BET switches (ST19), and shifts to the process of ST20.

[0211] In the process of ST20, the CPU 43 checks whether or not the start lever 6 is turned, and checks whether or not 4.1 seconds are elapsed from the last game if the start lever 6 is turned (ST21). Specifically, the CPU 41 checks the value of a timer for monitoring a single game, which is set in the process of S124. If 4.1 seconds are not yet elapsed, the CPU 41 waits until the next game is allowed (ST22) and then shifts to the process of ST23.

[0212] In the process of ST23, the CPU 41 selects a random number for sampling. Specifically, the CPU 41 selects a random number in a range from 0 to 16383. The CPU 41 then sets the timer for monitoring a single game (ST24), and performs a game state monitoring process (ST25). Further, the CPU 41 performs a probability sampling process (ST26). In the probability sampling process, the internally winning prize is determined based on the random number selected in ST23 and the probability-sampling table corresponding to the current game state determined in the game state monitoring process. As described above, the probability-sampling table specifies the random numbers, which causes the internally winning to occur for the respective prizes.

[0213] The CPU 41 then performs an internally winning notification process (ST27) and a stopping control table selection process (ST28). Further, the CPU 41 transmits the start command to the sub controller 82 as a transmission process when a game starts (ST29) and initializes the sub controller 82 for spinning the reels (ST30).

[0214] Further, the CPU 41 checks whether or not the stop buttons 7L, 7C, 7R are pushed (ST31). If the stop button is pushed, the CPU 41 shifts to the process of ST33. On the other hand, if the stop button is not pushed, the CPU 41 shifts to the process of ST32.

[0215] In the process of ST32, the CPU 41 checks whether or not the value of an automatic stop timer is “0”. If the value is “0”, the CPU 41 shifts to the process of ST33. On the other hand, if the value is not “0”, the CPU 41 shifts to the process of ST31. In the process of ST33, the number of slidable segments is determined based on the request of winnings (i.e., the internally winning prize), the position of the symbol (i.e., the position of the reel when the stopping operation is performed) and the selected stopping control table, etc.

[0216] Then, the reel may be additionally rotated according to the number of slidable segments determined in ST33 (ST34). The CPU 41 sets a request to stop the reel (ST35) and transmits a reel stop command to the sub controller 82 (ST36).

[0217] Further, the CPU 41 checks whether or not all the reels have stopped (ST37), and then shifts to the process of ST38 if all the reels have stopped. If all the reels have not