

state called a regular bonus (hereinafter abbreviated as "RB," as required). In the regular bonus state, a jackpot game can be played 12 times. A period of RB expires when the player plays a jackpot game 12 times or achieves a win a maximum of eight times. A jackpot game is played by betting one token, to thereby make only the center payline L1 valid. A PLUM winning combination is adopted as a winning combination for a jackpot game. When symbols that would constitute this winning combination are aligned with the payline L1, the slot machine 1A ejects 15 tokens. In other words, even when a PLUM winning combination is aligned in an ordinary playing state, the player is allowed to play only a replay game. However, in a jackpot game to be played during a period of regular bonus, the player can be awarded 15 tokens when symbols that constitute a PLUM winning combination are aligned.

[0084] Further, during a period of big bonus, which will be described later, a PLUM winning combination is allocated to a win to be determined through a regular bonus. In the RG gaming state, a jackpot game which is not available in an ordinary gaming state is provided. The RG gaming state can be said to be advantageous to the player as compared with an ordinary gaming state.

[0085] When a win is determined through a BLUE 7 winning combination, a gaming status shifts from an ordinary gaming status to a second special gaming status called a normal big bonus. During the period of big bonus, the player can establish a small winning combination a maximum of 30 times, and can play a regular bonus game a maximum of three times. A normal big bonus game is more advantageous to the player as compared with a regular bonus game.

[0086] When a win is determined through a RED 7 winning combination, a gaming status shifts from an ordinary gaming status to a third gaming status called a super big bonus. The super big bonus differs from a normal big bonus in that a small winning combination is reported. As will be described later, in the slot machine 1A, when symbols that constitute a winning combination for which a win has been determined through internal lottery are aligned with any of the valid paylines L1 through L5, a win is determined. For this reason, if the player can ascertain a winning combination which has been determined through internal lottery, the player can acquire a larger number of tokens. Reporting of a small winning combination means that the kind of a winning combination which has been determined through internal lottery is reported to the player. Consequently, a super big bonus game is more advantageous to the player as compared with a normal big bonus.

[0087] Turning again to FIG. 1, disposed below the display windows 4a, 4b, and 4c is an operation section OP in which are arranged various types of operation members to be used by a player for playing games. The operation section OP has a token insertion slot 5, a start lever 6, a left reel stop button 7a, a center reel stop button 7b, a right reel stop button 7c, a credit button 8, and a BET button 15.

[0088] The token insertion slot 5 is provided below the display window 4c and enables insertion of tokens. When one token is inserted, the payline L1 becomes valid. When two tokens are inserted, the paylines L1 through L3 become valid. When three tokens are inserted, the paylines L1 through L5 become valid. Moreover, when the player inserts

more than three tokens, the fourth token and subsequent tokens are saved as credits in the slot machine 1A.

[0089] The BET button 15 is disposed at a lower left position with respect to the display window 4a. The player uses the BET button 15 to specify the number of tokens to be bet in one game. By the player actuating the BET button 15, stored tokens can be bet without insertion of tokens by way of the token insertion slot 5. Therefore, the paylines L1 through L5 become valid, as required, by actuation of the BET button 15 in accordance with the specified number of tokens. The relationship between the number of tokens specified by actuation of the BET button 15 and the paylines L1 through L5 to become valid is identical with that determined in a case where tokens are inserted directly.

[0090] The start lever 6 is disposed below the BET button 15. The start lever 6 is used by the player to instruct start of a game. When the player lowers the start lever 6, the reels R1, R2, and R3 start spinning simultaneously, thereby variably displaying symbols within the respective display windows 4a, 4b, and 4c.

[0091] The left reel stop button 7a, the center reel stop button 7b, and the right reel stop button 7c are provided on the right side of the start lever 6. The left reel stop button 7a is used for stopping the left reel R1 spinning within the display window 4a; the center reel stop button 7b is used for stopping the center reel R2 spinning within the display window 4b; and the right reel stop button 7c is used for stopping the right reel R3 spinning within the display window 4c.

[0092] A credit button 8 to be used for determining whether to store tokens within the slot machine 1A is provided on the right side of the reel stop button 7c. When the player actuates the credit button 8, a change between validation of credits or invalidation of credits is enabled. In a predetermined case, tokens are paid to the player by way of a token payout port 10a and stored in a token receiver 10.

[0093] FIG. 5 shows a circuit configuration including a controller for controlling game processing operation in the slot machine 1A, and a peripheral device which constitutes the slot machine 1A and is relevant to the invention.

[0094] The controller includes a control board 30 as a primary constituent element. The control board 30 has a CPU 31, a clock generator 32, a sequence generator 33, RAM 34, ROM 35, a transmission timing controller 36, a data transmitter 37, an input port 38, and an output port 39.

[0095] The CPU 31 is connected to constituent elements of the control board 30 excluding the transmission timing generator 36, by way of a bus (not shown). The CPU 31 controls respective constituent elements by executing a control program CP. A manner of activating the overall slot machine 1A is specified in the control program CP. Therefore, the CPU 31 serves as a control center of the slot machine 1A. The clock generator 32 has an oscillation circuit including a quartz generator, generates a reference clock signal CLK of fixed cycle, and supplies the reference clock signal to the CPU 31 and the sequence generator 33.

[0096] The sequence generator 33 is constituted of a high-speed ring counter and produces count data CD by counting the reference clock signal CLK. Depending on contents of a prize group selection table TBL1 to be