

CHERRY prize; and a sixth bit is allocated to a REPLAY prize. If a win has been determined for any one of the prizes through internal random sampling, the CPU 31 sets the digit of a corresponding bit to "1." When no win has been determined, the digit of a bit is set to "0." Consequently, it is possible to ascertain whether or not a win has been determined or a prize group for which a win has been determined, by referring to the internal status data ISD.

[0109] Next, the stop table group TBL2 is constituted of a plurality of stop tables. In the respective stop tables, symbol numbers PN to be displayed on the center payline L1 and data pertaining to the number of frames over which reels coast (hereinafter simply called "coasting frame data") are stored in association with each other. Here, the number of frames over which reels coast means the number of frames over which the left reel R1, the center reel R2, and the right reel R3 coast until they come to a halt from the time the player has pressed the left reel stop button 7a, the time the player has pressed the center reel stop button 7b, and the time the player has pressed the right reel stop button 7c, respectively.

[0110] Since the left reel R1, the center reel R2, and the right reel R3 spin at high speed, even when the player has actuated the stop buttons while aiming at specific symbols, the player is required to have a skill for stopping the reels such that desired symbols are stopped. Learning of actuation of stop buttons involves variations among individual players. Particularly, a player having a low level of kinetic vision encounters difficulty in stopping the reels such that desired symbols appear, in contrast, a player having a high level of kinetic vision can actuate the stop buttons when desired symbols are displayed along a payline.

[0111] However, in order to enable a player having a low level of kinetic vision to enjoy playing games, alignment of symbols must be made easy to a certain extent. In contrast, when the result of internal lottery is a failure, there is a necessity for controlling spinning of the reels such that no winning combination is established.

[0112] The stop table is used for controlling such spinning actions of the reels. Positions at which the left reel R1, the center reel R2, and the right reel R3 are to be stopped are determined by reference to a stop table. FIG. 8 shows an example of the stop table. The stop table is for the left reel R1. The coasting frame data stored in the stop table are set such that symbols BELL are likely to be stopped at a lower payline L3. For example, a player is assumed to have pressed the left reel stop button 7a at a timing at which a symbol BAR specified by symbol number PN=9 is displayed along the center payline L1. In this case, when the stop table is referred to on the basis of the symbol number PN=9, there are selected coasting frame data in which the number of frames over which a reel coasts assumes three. Consequently, if spinning of the left reel R1 is controlled on the basis of the thus-selected coasting frame data, stopping of BELL symbols (symbol number PN=7) at the payline L3 will become possible.

[0113] Turning back to FIG. 5, description of the controller will be continued. The transmission timing controller 36 and the data transmitter 37 shown in the drawing play the role of transmitting, to the LCD controller 61, the kind of a winning combination determined through internal lottery and information about a stop table selected in association

with the winning combination. The LCD controller 61 has a ROM in which various types of image data are stored. The LCD controller 61 reads image data, as required, and supplies the image data to the LCD device 62. The LCD device 62 displays various types of images on the basis of image data. For example, reporting of a small winning combination to be performed during the course of a super big bonus game is performed, by the CPU 31 transmitting internal status data ISD to the LCD controller 61 by way of the data transmitter 37; the LCD controller 61 reading image data corresponding to a winning combination instructed by the internal status data ISD from the ROM; and the thus-read image data being supplied to a LCD device.

[0114] The input port 38 is an input interface for signals supplied from various types of sensors to be described later. The output port 39 is an output interface for supplying a control signal to motors and various devices.

[0115] The following are enumerated as primary input signal generators which are connected to the input port 38 and generate various types of input signals. An token insertion sensor 41 senses tokens inserted by way of the token insertion slot 5 and produces one output pulse for each token. Consequently, the CPU 31 can sense the number of inserted tokens by counting the output pulses.

[0116] A BET button sensor 42 senses actuation of the BET button 15. A start lever sensor 43 senses actuation of the start lever 6. A left reel stop button sensor 44 senses actuation of the left reel stop button 7a; a center reel stop button sensor 45 senses actuation of the center reel stop button 7b; and a right reel stop button sensor 46 senses actuation of the right reel stop button 7c. Further, a left reel position detector 47 senses the spinning position of the left reel R1 and produces a detection signal 47a; a center reel position detector 48 senses the spinning position of the center reel R2 and produces a detection signal 48a; and a right reel position detector 49 senses the spinning position of the center reel R2 and produces a detection signal 49a.

[0117] The right reel position detector 49 has the photocoupler 492 shown in FIG. 2, an amplifier, and a comparator. The photocoupler 492 has a light-emitting section and a light-receiving section. When the light-receiving section outputs a received light signal of a level corresponding to the quantity of received light, the amplifier amplifies the received light signal. The comparator compares the signal output from the amplifier with a predetermined threshold value, thereby producing the detection signal 49a. The signal is output as an output signal from the right reel position detector 49. When the right reel R1 spins, the shading piece 491 shown in FIG. 2 passes through the photocoupler 492 once during the course of one spin. Consequently, the spinning position of the right reel R3 can be sensed by the detection signal 49a. The left position detector reel 47 and the center position sensor reel 48 are constructed in the same manner as is the right reel position detector 49.

[0118] Primary members which are connected to the output port 39 and receive supply of various output signals include a left reel drive motor 51, a center reel drive motor 52, a right reel drive motor 53, a left reel liquid-crystal panel 21, a center reel liquid-crystal panel 22, and a right reel liquid-crystal panel 23.

[0119] The left reel driving motor 61 drives the left reel R1 so as to spin; the center reel driving motor 52 drives the