4. **FIG. 4** is a block diagram schematically showing the control system in the slot machine **1**.

[**0076**] In **FIG. 4**, the control system of the slot machine **1** is basically constructed from the CPU **50**, and a ROM **51** and a RAM **52** are connected to the CPU **50**. The ROM **51** stores a main process program mentioned later, a base game process program, a free game process program, various effect programs for executing various effects on the upper liquid crystal display **3** and the lower liquid crystal display **4** according to progress in games, a lottery table utilized in lottery of the symbols stopped and displayed in the base game, a lottery table utilized in lottery of the symbols stopped and displayed in the free game, various programs necessary for controlling the slot machine **1** and various data tables and the like. And the RAM **52** is a memory for temporarily storing various data calculated by the CPU **50**.

[**0077**] And to the CPU **50**, a clock pulse generator **53** for generating standard clock pulses and a frequency divider **54** are connected, and a random number generator **55** and a sampling circuit **56** are also connected. Random number sampled by the random number generator **56** is utilized in various lotteries of the winning combinations, the effects and the like. Further, to the CPU **50**, the start switch **57** attached to the start lever **17**, the spin switch **58** attached to the SPIN/REPEAT BET button **12**, the 1-BET switch **59** attached to the 1-BET button **11**, the 3-BET switch **60** attached to the 3-BET button **13**, the 5-BET switch **61** attached to the 5-BET button **14**, the change switch **62** attached to the change button **6**, the payout switch **63** attached to the payout button **7** and the help switch **64** attached to the help button **8** are connected respectively. The CPU **50** controls the slot machine **1** to execute various operations corresponding to each button, based on the switch signal output from each switch when such buttons are pressed.

[**0078**] To the CPU **50**, three stepping motors **68** for rotating each of the reels **220** through a motor drive circuit **167** are connected, and also a reel position detection circuit **69** is connected. When a motor drive signal is output to the motor drive circuit **167**, each stepping motor **68** is driven to rotate by the motor drive circuit **167**, thereby each reel **220** is rotated.

[**0079**] At that time, after each reel **22** is started to rotate, the number of drive pulses provided to each stepping motor **68** is calculated and the calculated value is written in the predetermined area of the RAM **52**. And the reset pulse is output every one rotation of the reel **220** and such reset pulse is input to the CPU **50** through the reel position detection circuit **69**. When the reset pulse is input to the CPU **50**, the calculated value written in the RAM **52** is cleared in "0", and the CPU **50** recognizes the symbol rotational position in the reel **220**, based on the calculated value corresponding to the rotational position of the reel **220** within one rotation and the symbol table in which the rotational position of the reel **22** stored in the ROM **51** and the symbols formed on outer peripheral plane of the reel **22** are corresponded with each other.

[**0080**] Further, to the CPU **50**, the coin sensor **65** positioned in the coin insertion slot **9** and the bill sensor **66** positioned in the bill insertion portion **10** are connected respectively. The coin sensor **65** detects coins inserted from the coin insertion slot **9** and the CPU **50** calculates the number of inserted coins based on the coin detection signal output from the coin sensor **65**. The bill sensor **66** detects the kind and sum of bill and the CPU **50** calculates the number of coins equivalent to sum of bill, based on the bill detection signal output from the bill sensor **66**. And to the CPU **50**, the stop button switches **67** attached to the stop buttons **27** to **29** are connected. When press operation of the stop buttons **27** to **29** is conducted, switch signals are output from the stop button switches **67** and the CPU **50** stops and displays the symbols which are scrolled on the variable display portions **22** to **24**, based on switch signals.

[**0081**] To the CPU **50**, a hopper **71** is connected through a hopper drive circuit **70**. When a drive signal is output to the hopper circuit **70** from the CPU **50**, the hopper **71** pays out predetermined number of coins from the coin payout chute **15**

[**0082**] And to the CPU **50**, a coin detection part **73** is connected through a payout completion signal circuit **72**. The coin detection part **73** is arranged in the coin payout chute **15** and when the coin detection part **73** detects that a predetermined number of coins are paid out from the coin payout chute **15**, the payout completion signal is output to the payout completion signal circuit **72** from the coin detection part **73**. Based on this, the payout completion signal circuit **72** outputs the payout completion signal to the CPU **50**. Further, to the CPU **50**, the upper liquid crystal display **3** is connected through a liquid crystal drive circuit **74** and the lower liquid crystal display **4** is connected through a liquid crystal drive circuit **75**. The upper liquid crystal display **3** and the lower liquid crystal display **4** are controlled by the CPU **50**.

[**0083**] At this point of view, as shown in **FIG. 5**, the liquid crystal drive circuit **74** is constructed from a program ROM **81**, an image ROM **82**, an image control CPU **83**, a work RAM **84**, a VDP (Video Display Processor) **85** and a video RAM **86**. And in the program ROM **81**, an image control program concerning with display on the lower liquid crystal display **4** and various selection tables are stored. Further, in the image ROM **82**, for example, it is stored dot data for forming images such as the symbol rows **41~43** in **FIG. 6** displayed on the lower liquid crystal display **4** (or variable display portions **22** to **24**). And the image control CPU **83** determines images displayed on the lower liquid crystal display **4** among the dot data stored in the image ROM **82** beforehand, according to the image control program stored in the program ROM **81** based on parameters set by the CPU **50**. And the work RAM **84** functions as the temporary memory when the above image control program is executed by the image control CPU **83**. Further, the VDP **85** forms images corresponding to display contents determined by the image control CPU **83** and outputs the images to the lower liquid crystal display **4**. Thereby, for example, the symbol rows **41~43** of **FIG. 6** are scrolled and displayed on the lower liquid crystal display **4** (or variable display portions **22** to **24**). Here, the video RAM **86** functions as the temporary memory when images are formed by the VDP **85**.

[**0084**] And to the CPU **50**, LEDs **78** are connected through a LED drive circuit **77**. A plurality of LEDs **78** are arranged on the front plane of the slot machine **1** and the LEDs **78** are controlled so as to turn on based on the drive signals from the CPU **50**. Further, a speaker **80** and a sound output circuit **79** are connected to the CPU **50** and the