

when the symbols scrolled on the variable display portions 22 to 24 are stopped and displayed. Therefore, the symbols on each of the variable display portions 22 to 24 are stopped and displayed thereon based on only the lottery result obtained in S31 in FIG. 16. In other words, stop operation of the stop buttons 27 to 29 can be utilized as the trigger to execute the effect done until the symbols to be stopped, which are determined by the lottery, are stopped.

[0118] And in S43, coins are paid out corresponding to the payout set beforehand based on the table in FIG. 9, according to the symbol combination of the winning combination which is stopped and displayed on the variable display portions 22 to 24 in S42. Here, after the process in S43, procedure returns to the main process program and shifts to S14.

[0119] Next, the free game process program conducted in the slot machine 1 will be described with reference to FIG. 18. FIG. 18 is a flowchart showing a free game process program. In S14 of the main process program in FIG. 14, if it is determined that the trigger of the free game is realized (S14: YES), the free game process is done in S15 in FIG. 14. Concretely, at first, procedure shifts to S51 in FIG. 18 and the lottery process in the free game is conducted. Here, in the free game, the symbol stopped and displayed on the pay line L through the variable display portions 22 to 24 is determined every each of the reels 220. Concretely, as mentioned above, three random number values corresponding to the reels 220 are sampled by the random number sampling circuit 56 at the timing that procedure shifts to S51 and the symbols to be stopped and displayed are determined on the basis of the lottery tables in FIG. 10, by utilizing the code numbers. Further, the winning combination is also determined in S51. Concretely speaking, as mentioned, the winning combination and the payout are determined on the basis of the table in FIG. 11, by utilizing the code numbers.

[0120] In S52, each of the variable display portions 22 to 24 on the lower liquid crystal display 4 is controlled so as to become transparent, thereby the variable display portions 22 to 24 are made in a state that three reels 220 can be seen and recognized therethrough and rotation of three reels 220 is automatically started. Thereafter, in S53, it is displayed on the lower liquid crystal display 4 the guidance to call player's attention so as to press the stop buttons 27 to 29 corresponding to each of the reels 220. As such guidance, for example, it is conceivable that the message (for example, "switch on") to call player's attention so as to press the stop buttons 27 to 29 corresponding to each of the reels 220 is displayed or blink of the stop buttons 27 to 29 is done.

[0121] Thereafter, if the player presses any one of the stop buttons 27 to 29, rotation of three reels 220 is automatically stopped by utilizing the switch signal output from the pressed stop button as the trigger signal. Here, in the embodiment, each of the stop buttons 27 to 29 has no relation with so-called "observation push" which is done for purpose to allow technical intervention by the player. And the switch signal output from each of the stop buttons 27 to 29 is used to the end only as the trigger when the symbols scrolled on the reels 220 (the variable display portions 22 to 24) are stopped and displayed. Therefore, the symbols on each of the reels 220 (the variable display portions 22 to 24) are stopped and displayed thereon based on only the lottery result determined in S51. In other words, stop operation of

the stop buttons 27 to 29 can be utilized as the trigger to execute the effect done until the symbols to be stopped, which are determined by the lottery, are stopped. However, in the free game, since the payout expectation value is high (see FIG. 13) and the player can obtain more beneficial state therein than in the base game, probability that the player can obtain the payout every pressing any one of the stop buttons 27 to 29 is high, thereby the player can continuously enjoy the free games.

[0122] And after the process in S53 is executed, coins corresponding to the winning combination are paid out in S54. Next, procedure shifts to S55 and it is determined whether the number of times of the free games which are executed reaches to the number of times of the free games determined in S12 in FIG. 14 or not. At that time, if it is determined that the number of times of the free games which are executed does not reach to the number of times of the free games determined in S12 in FIG. 14 (S55: NO), procedure returns to S51 and the above processes are repeated. On the other hand, if it is determined that the number of times of the free games reaches to the number of times determined S12 (S55: YES), the free game process is finished.

[0123] Next, the timing of the shift effect process conducted in the slot machine 1 of the embodiment will be described with reference to FIG. 23. FIG. 23 is a flowchart showing a free game process program. Although the flowchart of the free game process program is already explained according to FIG. 18, the flowchart of FIG. 23 is represented by adding the shift effect process to the flowchart in FIG. 18, in order to clarify the timing at which the shift effect process is conducted. That is to say, as shown in FIG. 23, in the slot machine 1 according to the embodiment, the shift effect process is conducted at the timing that S151 is done right after procedure shifts to the free game and S 152 is done right before the free game process is finished.

[0124] Here, contents of the shift effect process will be described. As mentioned above, in order that the shift effect process is conducted, the free game has to be executed. To realize this, it is enough that after the symbols on the variable display portions 22 to 24 are variably displayed while scrolling as shown in FIG. 21, the trigger symbol 97 is stopped and displayed on the pay line L in the variable display portion 23 as shown in FIG. 20, thereby game condition shifts to the free game from the base game. At that time, any symbol may be stopped and displayed on the pay line L in both the variable display portions 22 and 24. And when game condition shifts to the free game, the demonstration effect, in which the big tree near the house is struck by lightning, is displayed on the lower liquid crystal display 4 as shown in FIG. 22A (S151 in FIG. 23). At that time, effective sounds are output according to blink of lightning and the lower liquid crystal display 4 is controlled so as to become transparent or opaque. Thereby, in the lower liquid crystal display 4, it is reciprocally repeated the state that the reels 220 in the cabinet 2 can be seen and recognized and the state that the reels 220 in the cabinet 2 cannot be seen and recognized. This repetition may be periodically done with a predetermined interval (for example, every 2 seconds) and may be randomly done by utilizing the random number values. The contents of the demonstration effect are stored in the image ROM 82. Thereafter, as shown in FIG. 22C, each of the reels 220 becomes to be able to be always seen