

[0092] And as shown in FIG. 26 by shaded portions, the sixteenth pay line L16 is formed from the first stop area 241 and the second stop areas 212, 222, 232, 252.

[0093] And as shown in FIG. 27 by shaded portions, the seventeenth pay line L17 is formed from the second stop areas 212, 222, 232, 252 and the third stop area 243.

[0094] And as shown in FIG. 28 by shaded portions, the eighteenth pay line L18 is formed from the first stop area 251 and the second stop areas 212, 222, 232, 242.

[0095] And as shown in FIG. 29 by shaded portions, the nineteenth pay line L19 is formed from the second stop areas 212, 222, 232, 242 and the third stop area 253.

[0096] And as shown in FIG. 30 by shaded portions, the twentieth pay line L20 is formed from the first stop areas 241, 251 and the second stop areas 212, 222 and the third stop area 233.

[0097] And as shown in FIG. 31 by shaded portions, the twenty-first pay line L21 is formed from the first stop area 231 and the second stop areas 212, 222 and the third stop areas 243, 253.

[0098] And as shown in FIG. 32 by shaded portions, the twenty-second pay line L22 is formed from the first stop areas 221, 241 and the second stop area 212 and the third stop areas 233, 253.

[0099] And as shown in FIG. 33 by shaded portions, the twenty-third pay line L23 is formed from the first stop areas 231, 251 and the second stop area 212 and the third stop areas 223, 243.

[0100] And as shown in FIG. 34 by shaded portions, the twenty-fourth pay line L24 is formed from the first stop areas 211, 231 and the third stop areas 223, 243, 253.

[0101] And as shown in FIG. 35 by shaded portions, the twenty-fifth pay line L25 is formed from the first stop areas 221, 241, 251 and the third stop areas 213, 233.

[0102] Here, the pay line (s) activated among the 25 pay lines is/are called as "activated pay line (s)"

[0103] Back to FIG. 2, at a lower position of the lower liquid crystal display 4, a control panel 5 which is projected forward is formed. In the control panel 5 as shown in FIG. 3, a COLLECT button 31 and a GAME RULES button 32 are arranged in an upper step from the most left side, and a BET 1 PER LINE button 33, a BET 2 PER LINE button 34, a BET 3 PER LINE button 35, a BET 5 PER LINE button 36, a BET 8 PER LINE button 37 and a WIN START FEATURE button 38 are arranged in a middle step from the most left side. Further, a RED PLAY 1 LINE button 39, a PLAY 2 LINES button 40, a PLAY 5 LINES button 41, a PLAY 20 LINES button 42, a BLACK PLAY 25 LINES button 43 and a GAMBLE RESERVE button 44 are arranged in a lower step from the most left side. And as shown in FIG. 2, at the right side of the control panel 5, a coin insertion slot 9 and a bill insertion portion 10 are provided.

[0104] Here, the COLLECT button 31 is a button which is pressed when the base game is terminated, and when the COLLECT button 31 is pressed, coins equal to the credits obtained in the game are paid out from a coin payout opening 15 to a coin tray 16. To the COLLECT button 31,

a COLLECT switch 45 is attached and a switch signal is output to a CPU 50 from the COLLECT switch 45 on the basis of press of the COLLECT button 31 (see FIG. 4).

[0105] The GAME RULES button 32 is a button which is pressed if operation methods of the game cannot be understood, and when the GAME RULES button 32 is pressed, various help information is displayed on the upper liquid crystal display 3 or the lower liquid crystal display 4. To the GAME RULES button 32, a GAME RULES switch 46 is attached and a switch signal is output to the CPU 50 from the GAME RULES switch 46 on the basis of press of the GAME RULES button 32 (see FIG. 4).

[0106] To the coin insertion slot 9, a coin sensor 49 is arranged and when a coin is inserted in the coin insertion slot 9, a coin detection signal is output to the CPU 50 through the coin sensor 49 (see FIG. 4) and credit corresponding to the inserted coin is added. And to the bill insertion portion 10, a bill sensor 67 is arranged and when a bill is inserted in the bill insertion portion 10, a bill detection signal is output to the CPU 50 through the bill sensor 67 (see FIG. 4), and credit corresponding to the inserted bill is added.

[0107] The BET 1 PER LINE button 33 is a button to bet one credit to each of the activated pay lines every one press thereof. To this BET 1 PER LINE button 33, a 1-BET switch 57 is attached and when the BET 1 PER LINE button 33 is pressed, a switch signal is output to the CPU 50 from the 1-BET switch 57 (see FIG. 4). The BET 2 PER LINE button 34 is a button to start the game with 2 bets against each of the activated pay lines on the basis of press thereof. To the BET 2 PER LINE button 34, a 2-BET switch 58 is attached and when the BET 2 PER LINE button 34 is pressed, a switch signal is output to the CPU 50 from the 2-BET switch 58 (see FIG. 4).

[0108] The BET 3 PER LINE button 35 is a button to start the game with 3 bets against each of the activated pay lines on the basis of press thereof. To the BET 3 PER LINE button 35, a 3-BET switch 59 is attached and when the BET 3 PER LINE button 35 is pressed, a switch signal is output to the CPU 50 from the 3-BET switch 59 (see FIG. 4). And the BET 5 PER LINE button 36 is a button to start the game with 5 bets against each of the activated pay lines on the basis of press thereof. To the BET 5 PER LINE button 36, a 5-BET switch 60 is attached and when the BET 5 PER LINE button 36 is pressed, a switch signal is output to the CPU from the 5-BET switch 60 (see FIG. 4).

[0109] The BET 8 PER LINE button 37 is a button to start the game with 8 bets against each of the activated pay lines on the basis of press thereof. To the BET 8 PER LINE button 37, a 8-BET switch 61 is attached and when the BET 8 PER LINE button 37 is pressed, a switch signal is output to the CPU 50 from the 8-BET switch 61 (see FIG. 4).

[0110] Therefore, there will exist 1 bet, 2 bets, 3 bets, 5 bets and 8 bets as the bet number which can be betted by press of the BET 1 PER LINE button 33, the BET 2 PER LINE button 34, the BET 3 PER LINE button 35, the BET 5 PER LINE button 36 and the BET 8 PER LINE button 37.

[0111] The WIN START FEATURE button 38 is a button to start a bonus game or add the payout obtained in the bonus game to the credit on the basis of press thereof. To the WIN START FEATURE button 38, a WIN START switch 47 is attached and when the WIN START FEATURE button 38 is