

pressed, a switch signal is output to the CPU 50 from the WIN START switch 47 (see FIG. 4).

[0112] The RED PLAY 1 LINE button 39 is a button to start the game while retaining the number of the activated pay line to "1" on the basis of press thereof. To the RED PLAY 1 LINE button 39, a 1-LINE switch 62 is attached and when the RED PLAY 1 LINE button 39 is pressed, a switch signal is output to the CPU 50 from the 1-LINE switch 62 (see FIG. 4). And the PLAY 2 LINES button 40 is a button to start the game while retaining the number of the activated pay line to "2" on the basis of press thereof. To the PLAY 2 LINES button 40, a 2-LINES switch 63 is attached and when the PLAY 2 LINES button 40 is pressed, a switch signal is output to the CPU 50 from the 2-LINES switch 63 (see FIG. 4).

[0113] The PLAY 5 LINES button 41 is a button to start the game while retaining the number of the activated pay line to "5" on the basis of press thereof. To the PLAY 5 LINES button 41, a 5-LINES switch 64 is attached and when the PLAY 5 LINES button 41 is pressed, a switch signal is output to the CPU 50 from the 5-LINES switch 64 (see FIG. 4). And the PLAY 20 LINES button 42 is a button to start the game while retaining the number of the activated pay line to "20" on the basis of press thereof. To the PLAY 20 LINES button 42, a 20-LINES switch 65 is attached and when the PLAY 20 LINES button 42 is pressed, a switch signal is output to the CPU 50 from the 20-LINES switch 65 (see FIG. 4).

[0114] The BLACK PLAY 25 LINES button 43 is a button to start the game while retaining the number of the activated pay line to "25" on the basis of press thereof. To the BLACK PLAY 25 LINES button 43, a 25-LINES switch 66 is attached and when the BLACK PLAY 25 LINES button 43 is pressed, a switch signal is output to the CPU 50 from the 25-LINES switch 66 (see FIG. 4).

[0115] Therefore, there will exist "1" pay line, "2" pay lines, "5" pay lines, "20" pay lines and "25" pay lines as the number of the activated pay lines which can be determined by press of the RED PLAY 1 LINE button 39, the PLAY 2 LINES button 40, the PLAY 5 LINES button 41, the PLAY 20 LINES button 42, the BLACK PLAY 25 LINES button 43.

[0116] Here, when the RED PLAY 1 LINE button 39 is pressed, the pay line L1 shown in FIG. 11 is activated. And when the PLAY 2 LINES button 40 is pressed, the pay lines L1, L2 shown in FIGS. 11 and 12 are activated. And when the PLAY 5 LINES button 41 is pressed, the pay lines L1~L5 shown in FIGS. 11 to 15 are activated. And when the PLAY 20 LINES button 42 is pressed, the pay lines L1~L20 shown in FIGS. 11 to 30 are activated. And when the BLACK PLAY 25 LINES button 43 is pressed, the pay lines L1~L25 shown in FIGS. 11 to 35 are activated.

[0117] And each of the RED PLAY 1 LINE button 39, the PLAY 2 LINES button 40, the PLAY 5 LINES button 41, the PLAY 20 LINES button 42 and the BLACK PLAY 25 LINES button 43 is a button to start the game with the present bet number and the number of the activated pay lines and to start variable display of the symbols on each of the variable display portions 21 to 25 in the lower liquid crystal display 4.

[0118] Here, the RED PLAY 1 LINE button 39 and the BLACK PLAY 25 LINES button 43 are also used for

selecting red or black in the double down game which is conducted by using the credit obtained in the bonus game.

[0119] The GAMBLE RESERVE button 44 is a button to be pressed when the player leaves the seat and to shift to the double down game after the bonus game is terminated. To the GAMBLE RESERVE button 44, a GAMBLE •RESERVE switch 48 is attached and when the GAMBLE RESERVE button 44 is pressed, a switch signal is output to the CPU 50 from the GAMBLE •RESERVE switch 48 (see FIG. 4).

[0120] And at a lower position of the cabinet 2, a coin payout opening 15 is formed and a coin tray 16 for receiving coins paid out from the coin payout opening 15 is provided. Within the coin payout opening 15 it is arranged a coin detection portion 73 (mentioned later) which is constructed from sensors and the like (see FIG. 4). And the coin detection portion 73 counts the number of coins paid out from the coin payout opening 15.

[0121] Next, with reference to FIG. 6, it will be described the symbol rows which are variable displayed while being scrolled on each of the variable display portions 21 to 25, the symbol rows being displayed on the lower liquid crystal display 4 in the base game. In FIG. 6, the symbol row indicated by a first reel strip 101 corresponds to a symbol row variably displayed on the variable display portion 21, the symbol row indicated by a second reel strip 102 corresponds to a symbol row variably displayed on the display portion 22, the symbol row indicated by a third reel strip 103 corresponds to a symbol row variably displayed on the variable display portion 23, the symbol row indicated by a fourth reel strip 104 corresponds to a symbol row variably displayed on the variable display portion 24 and the symbol row indicated by a fifth reel strip 105 corresponds to a symbol row variably displayed on the variable display portion 25.

[0122] Here, the symbol rows respectively indicated by the first to fifth reel strips 101 to 105 have different symbol rows from each other and each symbol row is constructed from 12 symbols by voluntarily combining "LOBSTER", "SHARK", "FISH", "PUNK", "OCTOPUS", "CRAB", "WORM", "A", "K", "Q", "J" and "SARDINE".

[0123] Here, "LOBSTER" shows the symbol of lobster as shown in FIG. 7. And although "SHARK", "FISH", "PUNK", "OCTOPUS", "CRAB", "WORM", "SARDINE" are not shown, each symbol shows a shark, a fish, a punk, an octopus, a crab, a worm and a sardine, respectively. And "A", "K", "Q" and "J" shows a symbol of English character, respectively.

[0124] Further, "SARDINE" is a scatter symbol to shift to the bonus game as mentioned later and in a case that more than three "SARDINE" symbols are totally displayed on the variable display portions 21 to 25, the game state can be shifted to the bonus game.

[0125] Here, in a case that the symbol rows indicated by the first to fifth reel strip 101 to 105 are scrolled on the variable display portions 21 to 25 and thereafter stopped and displayed, three symbols are stopped and displayed in each variable display portion, as mentioned in the above.

[0126] And various winning symbol combinations are preset based on plural kinds of symbol combinations and