

In **S14** of the main process program shown in **FIG. 36**, if it is determined that the bonus game is won (**S14: YES**), procedure shifts to **S15** of **FIG. 36** and the bonus game process is conducted. To realize this, at first, procedure shifts to **S39** shown in **FIG. 39** and the lottery process during the bonus game is done. Here, in the bonus game, the symbols stopped and displayed on the first pay line **L1** are determined every each of the variable display portions **21** to **25**. Concretely, as mentioned, five random number values are sampled by the random number sampling circuit **56** so as to correspond to each of the variable display portions **21** to **25**, and the symbols stopped and displayed are determined through the code Nos. based on the lottery table shown in **FIG. 9**. And if the symbols stopped and displayed on the first pay line **L1** are determined, the winning symbol combination and the payout thereof are determined based on the table shown in **FIG. 8** through the code Nos.

[**0172**] Further, in the rotation process in **S52**, scroll of each of the symbols is automatically done on the variable display portions **21** to **25**.

[**0173**] And in the stop control process in **S53**, scroll of each of the symbols on the variable display portions **21** to **25** is stopped.

[**0174**] Further, in the payout process in **S54**, according to the symbol combination corresponding to the winning symbol combination stopped and displayed on the variable display portions **21** to **25**, the credit corresponding to the payout determined based on the table in **FIG. 8** (however, the symbol "SHARK" is handled as the symbol "LOBSTER" (shown in **FIG. 7**)) is paid out.

[**0175**] Next, procedure shifts to **S55** and it is determined whether or not the execution number of times of the bonus game reaches to the number of times determined in **S12** of **FIG. 36**. At that time, if it is determined that the execution number of times of the bonus game does not reach to the number of times already determined (**S55: NO**), procedure returns to **S51** and the above processes are repeated. On the other hand, if it is determined that the execution number of times of the bonus game reaches to the number of times already determined (**S55: YES**), the bonus game process program is terminated.

[**0176**] Here, if the bonus game is won in **S51**, the repeat number of times of the bonus game is determined again and the determined repeat number of times is added to the "number of times determined in **S12** of **FIG. 36**" used in the determination process in **S55**. Thereby, when the bonus game is won during the bonus game, procedure can again shift to the bonus game. Concretely speaking, for example, in a case that procedure shifts to the bonus game with 20 number of times for the first time and the bonus game with 17 number of times is won in the twelfth bonus game, the bonus games are conducted in 25 times (20 times+17 times) thereafter.

[**0177**] And if the credit can be finally obtained in the bonus game, a double down game to bet the credit is done after the bonus game is terminated. This double down game will be omitted.

[**0178**] By the way, in the slot machine **1** of the embodiment, although the symbol rows variably displayed on each of the variable display portions **21** to **24** of the lower liquid crystal display **4** while being scrolled are as same as those

in the base game when the bonus game is conducted, the symbol row variably displayed on the variable display portion **25** of the lower liquid crystal display **4** while being scrolled is any one of the symbol rows shown by the **5-1** reel strip **106**, the **5-2** reel strip **107**, the **5-3** reel strip **108**, the **5-4** reel strip **109** and the **5-5** reel strip **110**, in **FIG. 41**.

[**0179**] And in the slot machine **1** of the embodiment, when the bonus game is conducted, the process shown in **FIG. 43** is done at the time point **W1** right before the bonus game process in **S15** in the main process program of **FIG. 36**, in order to select the symbol row variably displayed on the variable display portion **25** of the lower liquid crystal display **4** while being scrolled. That is, in the main process program in **FIG. 36**, when it is determined that the bonus game is won (**S14: YES**), procedure shifts to **S101** in **FIG. 43** and the lottery of the reel strip is done. Concretely, one random number value is sampled through the random number sampling circuit **56** and the symbol row is determined based on the lottery table shown in **FIG. 44**. And after the symbol row is determined, procedure returns to the main process program in **FIG. 36** and shifts to the bonus game process in **S15**.

[**0180**] Therefore, according to the lottery table in **FIG. 44**, in a case that the random number value sampled through the random number sampling circuit **56** in **S101** of **FIG. 43** is "0", the symbol row indicated by the **5-1** reel strip **106** is selected. And in a case that the random number value sampled through the random number sampling circuit **56** is "1", the symbol row indicated by the **5-2** reel strip **107** is selected. Further, in a case that the random number value sampled through the random number sampling circuit **56** is "2", the symbol row indicated by the **5-3** reel strip **108** is selected. And in a case that the random number value sampled through the random number sampling circuit **56** is "3", the symbol row indicated by the **5-4** reel strip **109** is selected. Further, in a case that the random number value sampled through the random number sampling circuit **56** is "4", the symbol row indicated by the **5-5** reel strip **110** is selected.

[**0181**] Here, comparing the symbol row mentioned above with the symbol row indicated by the fifth reel strip **105** variably displayed on the variable display portion **25** of the lower liquid crystal display **4** while being scrolled when the base game is done, there exist the following characteristics in the symbol row indicated by the **5-1** reel strip **106**, the **5-2** reel strip **107**, the **5-3** reel strip **108**, the **5-4** reel strip **109** and the **5-5** reel strip **110** in **FIG. 41**.

[**0182**] That is to say, the symbol row indicated by the **5-1** reel strip **106** shown in **FIG. 41** is as same as the symbol row indicated by the reel strip **105** in **FIG. 6**, except that the symbol "LOBSTER" (shown in **FIG. 7**) is allotted to the code No. "10". Therefore, when the symbol row indicated by the **5-1** reel strip **106** in **FIG. 41** is selected and game state shifts to the bonus game, it can be added in the bonus game the characteristic that the symbol "LOBSTER" (shown in **FIG. 7**) is aligned with twice probability in comparison with the base game (the characteristic that it is easier to obtain the winning symbol combination than in the base game).

[**0183**] Here, this case corresponds to a case shown in **FIG. 46(a)** mentioned later.

[**0184**] And the symbol row indicated by the **5-2** reel strip **107** shown in **FIG. 41** is as same as the symbol row