

at first, the symbols are scrolled in the variable display portions 22 to 24, based on the switch signal output from the start switch 57, the spin switch 58, the 1-BET switch 59, the 3-BET switch 60 or the 5-BET switch 61. At that time, since scroll of the symbols displayed on the variable display portions 22 to 24 is done, three reels 220 in the cabinet 2 cannot be seen and recognized through the variable display portions 22 to 24.

[0120] And in S42, when the stop buttons 27 to 29 corresponding to the variable display portions 22 to 24 on which the symbols are scrolled are pressed by the player, scroll of the symbols on the variable display portions 22 to 24 is stopped by utilizing the switch signal output from the stop buttons 27 to 29 which are pressed as the trigger signal.

[0121] 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 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.

[0122] 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.

[0123] 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.

[0124] 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.

[0125] 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.

[0126] 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.

[0127] Next, the timing of the shift effect process conducted in the slot machine 1 of the embodiment will be described with reference to FIG. 26. FIG. 26 is a flowchart showing a rotation process program. In the flowchart of FIG. 26, the rotation process in S41 of FIG. 17 done in the base game is described in detail in order to clarify the timing that shift effect process is done. That is to say, after the lottery process in S12 of the main process program shown in FIG. 14 is executed, procedure shifts to S61 in the rotation process program shown in FIG. 26 and variable display of three symbol rows 41 to 43 are automatically started on the variable display portions 22 to 24 in the lower liquid crystal display 4. Thereafter, in S62, it is determined whether the shift effect is executed or not. At that time, if it is determined that the shift effect is executed (S62: YES), procedure shifts to S63. And after the shift effect is executed, procedure returns to the base game shown in FIG. 17 and the stop control process is done in S42. On the other hand, if it is determined that the shift effect is not executed (S62: NO), procedure directly returns to the base game shown in FIG. 17 and the stop control process is done in S42.