

[0045] FIGS. 16A, 16B and 16C are front views of respective effect screens to be displayed during a game in ST.

[0046] FIGS. 17A, 17B and 17C are front views of respective effect screens to be displayed during a game in ST.

[0047] FIGS. 18A, 18B and 18C are front views of respective preview notice screens.

[0048] FIGS. 19A and 19B are front views of D screens in respective preview notice screens.

[0049] FIG. 20 shows an preview effect generation table and an effect kind selection table.

[0050] FIGS. 21A and 21B show BR generation and BR continuation frequency lottery tables, respectively.

[0051] FIGS. 22A and 22B show support menu and password input screens.

[0052] FIG. 23 shows a payout performance setting screen A.

[0053] FIG. 24 shows a payout performance setting screen B.

[0054] FIG. 25 shows a payout performance setting screen C.

[0055] FIGS. 26A and 26B show payout tables.

[0056] FIG. 27 shows a flowchart of processing of the main control circuit.

[0057] FIG. 28 shows a flowchart of processing of the main control circuit.

[0058] FIG. 29 shows a flowchart of processing of the main control circuit.

[0059] FIG. 30 shows a flowchart of initializing process.

[0060] FIG. 31 shows a flowchart of interrupt process.

[0061] FIG. 32 shows a flowchart of main process of the sub-control circuit.

[0062] FIG. 33 shows a flowchart of parameter changing process.

[0063] FIG. 34 shows a flowchart of parameter changing process.

[0064] FIG. 35 shows a flowchart of payout/probability changing process.

[0065] FIG. 36 shows a flowchart of payout/probability changing process.

[0066] FIG. 37 shows a flowchart of input process.

[0067] FIG. 38 shows a flowchart of effect control process at start.

[0068] FIG. 39 shows a flowchart of BR generation lottery process.

[0069] FIG. 40 shows a flowchart of BR execution process.

[0070] FIG. 41 shows a flowchart of effect control process to be executed at reel stop.

[0071] FIG. 42 shows a flowchart of effect control process to be executed at end of one game.

[0072] FIG. 43 shows a flowchart of preview effect generation process.

[0073] FIG. 44 shows a flowchart of parameter updating process.

DETAILED DESCRIPTION OF THE INVENTION

[0074] FIG. 1 is a perspective view of an external appearance of a slot machine having stop buttons (e.g., so-called pachislot), according to an embodiment of the present invention. A slot machine 1 has a front door 3 fixed in openable and closable conditions (e.g., hingedly) to a box-shaped cabinet 2 made of plywood. The upper portion of the front door 3 is provided with a game state display lamp 4 which lights or blinks in different modes in different occasions when a bonus game is generated and when an error is detected, speakers 5L and 5R which emit effect sounds, error sounds, and the like during the game, and an upper display panel 6 which displays the number of coins to be paid out on each winning combination as well as a brief explanation of game rules. A liquid crystal display device is provided in the inside of the upper display panel 6, and various data are displayed on the basis of payout data for various winning combinations that are stored in a ROM. A reel display panel 7 which is formed in an approximately vertical plane is provided in the central portion of the front door 3.

[0075] A 1-BET switch 8, a 2-BET switch 9 and a MAX-BET switch 10 are provided around the bottom left of the reel display panel 7. Presuming that the coins are credited, the 1-BET switch 8 allows a player to bet one coin on a game when the player depresses the 1-BET switch 8 once, the 2-BET switch 9 allows the player to bet two coins on a game when the player depresses the 2-BET switch 9 once, and the MAX-BET switch 10 allows the player to bet a maximum number of (e.g., three) coins on a game when the player depresses the MAX-BET switch 10 once. When the player operates any of these BET switches 8 to 10, one or more predetermined pay lines are activated. A coin insertion slot 11 through which coins are inserted is provided near the right lower part of the reel display panel 7.

[0076] A C/P (credit/payout) switch 12 which comprises a push button to be operated by the player in order to determine whether to credit or pay out the number of coins that the player has earned in the game is provided on the left side along a central and horizontal belt portion of the front door 3. By the switching of this C/P switch 12, the coins are paid out through a coin payout opening 17 provided in the lower portion of the front door 3, and the paid-out coins are deposited in a coin tray 16. A start lever 13 is provided for a tilting operation within a predetermined angular range on the right side of the C/P switch 12. When the starts lever 13 is operated by the player, reels provided on the inside of the reel display panel 7 start rotating.

[0077] A stop control panel 14 for individually stopping a plurality of rotating reels is provided in the central portion of the front door 3 so as to constitute stop means. The stop control panel 14 is provided with a left stop button 15L, a center stop button 15C, and a right stop button 15R. The player can arbitrarily determine the order of operating these