

the reel liquid crystal display device **21**, and as the accuracy of coincidence becomes higher, the probability with which a bonus winning combination gets internal winning becomes higher. For example, in the column of "bell display number" shown in **FIG. 21B**, "all" signifies that all the "bell" symbol display positions of both the reels **24L**, **24C**, and **24R**, and the reel liquid crystal display device **21** are coincident with one another, and "appearance number-2" signifies that the "bell" symbol display positions of both are uncoincident at a maximum of two locations. For example, in the current game, if the internal winning combination is "SB" and the effect-selecting random number is "118", an effect corresponding to "appearance number-4" is selected. If, for example, only two "bell" symbols are displayed on the reels **24L**, **24C**, and **24R** in a stopped state, an effect mode which causes all the "bell" symbol display positions to be uncoincident is selected, while if, for example, five "bell" symbols are displayed, four "bell" symbol display positions are displayed in an uncoincident state and one "bell" symbol display position is displayed in a coincident state.

[0142] **FIGS. 19A and 19B** are views showing specific examples of preview notice effect modes. The example shown in **FIG. 19A** is displayed when any number of "appearance number-2", "appearance number-3", "appearance number-4" or "appearance number-5" is selected from the effect-type selection table shown in **FIG. 21B** with the reels **24L**, **24C**, and **24R** stopped in the display mode shown in **FIG. 18B**. In the reel stop mode shown in **FIG. 18B**, "bell" symbols are respectively displayed in the center section of the center reel **24c** and in the top section of the right reel **24R** among the reels **24L**, **24C**, and **24R**, but on the reel liquid crystal display device **21**, "bell" symbols are respectively displayed in the center-reel bottom section and in the right-reel center section. Since the "bell" symbol display positions do not coincide between both, the player can judge that a preview notice effect of low reliability has been displayed.

[0143] The example shown in **FIG. 19B** is displayed when any number of "appearance number-1" is selected from the effect-type selection table shown in **FIG. 21B** with the reels **24L**, **24C** and **24R** stopped in the display mode shown in **FIG. 18B**. Among the reels **24L**, **24C**, and **24R**, "bell" symbols are respectively displayed in the center section of the center reel **24C** and in the top section of the right reel **24R**, while on the reel liquid crystal display device **21**, "bell" symbols are respectively displayed in the center-reel center section and in the right-reel center section. The "bell" symbol display position on the right reel **24R** does not coincide, but the "bell" symbol display position on the center reel **24C** coincides, whereby the player can judge that an advance notice effect of high reliability has been displayed.

[0144] **FIG. 20** is a view showing a BR generation and BR continuation period lottery table. Here, BR stands for battle rush, which is one of the special game states. In this embodiment, whether to generate a BR, and a BR continuation frequency, are determined by executing a lottery with a predetermined probability in the case where a predetermined winning combination has got internal winning. According to the table, the BR is generated with a probability of 16/128 at the time of "watermelon" internal winning, with a probability of 11/128 at the time of two-

cherry internal winning, or with a probability of 25/128 at the time of a blank combination.

[0145] **FIGS. 22A and 22B** shows a support menu which permits a parlor clerk to modify and select the payout performance of the slot machine **1**. A support menu screen is displayed when the keyswitch (not shown) provided in a power source box inside the slot machine **1** is turned on and the power source of the slot machine **1** is activated. The support menu includes three modes. Mode 1 is a mode for making modification of the number of payout coins for each winning combination and modification of the internal winning probability of each winning combination, and permits the parlor clerk to select arbitrary performance on a payout performance setting screen which will be described later. Mode 2 is a mode for making modification of the number of payout coins for each winning combination and the generation probability of the ST game. Mode 3 is a mode for making setting in six steps. The parlor clerk can select each of the modes by touching the corresponding display area, and when the parlor clerk selects "end" after the completion of setting, the slot machine **1** returns to its normal game state.

[0146] **FIG. 22B** is shows a password input screen which is displayed when Mode 1 is selected. Mode 1 is a mode for modifying the payout performance of the slot machine **1** by modifying the internal winning probability of each winning combination and the number of payout coins on each winning combination. Since variations in the payout performance directly relate to the business of pachinko parlors, high security is necessary, so that Mode 1 requests the parlor clerk to input a password before allowing the parlor clerk to proceed to a setting screen. The parlor clerk inputs a specified password through alphabet input means using the touch panel **28** which is displayed in the central portion of the screen on the bottom side thereof. After having input the password, when the parlor clerk inputs an "end" command on the alphabet input means, the slot machine **1** performs collation of the password, and if the password is a correct input, the parlor clerk is allowed to proceed to the setting screen. If the parlor clerk is to complete the current input work, the parlor clerk returns to the support menu screen by selecting "return".

[0147] **FIGS. 23 to 25** are views showing payout performance setting screens. In this embodiment, a plurality of payout performance setting screens are prepared, and the payout performance setting screens differ from each other in the number of payout coins for each winning combination and in the internal winning probability of each winning combination. **FIG. 23** is a view showing a payout performance setting screen A which is displayed after a password has been input on the password input screen. The setting screen A can be used to set standard payout performance. The number of payout coins and the internal winning probability for the general game state and those for the BB-lasting general game state are set with respect to each of the winning symbol combinations listed on the left side of the screen. For example, during the general game state, the "watermelon" symbol has an internal winning probability of 141/16384, and the number of coins to be paid out on the "watermelon" winning combination is three. At the top center of the setting screen A, a screen switching icon is displayed, and when the parlor clerk touches the icon, the setting screen A is switched to the next screen. If the parlor