clerk desires to use the setting screen A, the parlor clerk touches a "determination" icon at the bottom left of the setting screen A to decide to use the setting screen A, and returns to the support menu screen shown in **FIG. 22A**.

[**0148**] **FIG. 24** is a view showing a payout performance setting screen B. The setting screen B is intended to enable the player to enjoy the general game without losing coins in a short time, by increasing the number of payout coins and the internal winning probability of each small winning combination during the general game state (the internal winning probability and the number of payout coins for the "watermelon" winning combination during the general game state are respectively increased to 356/16384 and 15, and the internal winning probability and the number of payout coins for the "bell" winning combination during the general game state are respectively increased to 7688/16384 and 6). Contrarily, the internal winning probability of the BB winning combination is set to 38/16384 so that the total payout rate converges to a constant value.

[**0149**] **FIG. 25** is a view showing a payout performance setting screen C. The setting screen C is intended to enable the player to enjoy the general game without losing coins in a short time, by increasing the internal winning probability of the "bell" winning combination during the general game. Contrarily, the number of times by which the player can try the RB game during the BB is decreased from three to two so that the total payout rate converges to a constant value.

[**0150**] In this manner, the parlor clerk can modify the game characteristics of the slot machine **1** by selecting any of the plurality of kinds of payout performance setting screens prepared in advance. Furthermore, the slot machine **1** may also be constructed so that each data value of any of the payout performance setting screens can be modified to enable fine adjustment of the game characteristics.

[**0151**] **FIGS. 26A and 26B** are views showing payout tables to be displayed on the upper display panel **6**. In this embodiment, as described above, the slot machine **1** is constructed so that the number of payout coins and the internal winning probability of each winning combination can be varied, and performs control to display a payout table according to the parameters set by the parlor clerk. **FIG. 26A** is a view showing a payout table to be displayed when setting is performed with the contents of the payout performance setting screen A shown in **FIG. 23**.

[**0152**] **FIG. 26B** is a view showing a payout table to be displayed when setting is performed with the contents of the payout performance setting screen B shown in **FIG. 24**. As compared with the payout table shown in **FIG. 26A**, in the payout table shown in **FIG. 26A**, the number of coins to be paid out on the "watermelon" winning combination during the general game is changed from three to fifteen, and the number of coins to be paid out on the "cherry" winning combination during the general game is changed from one to two.

[**0153**] The control operations of the main control circuit **101** and the CPU **103** will be described below with reference to the main process shown in FIGS. **27** to **29**.

[**0154**] First, the CPU **103** performs initializing process prior to the start of the game (Step **501**, which will be hereinafter abbreviated as "S**501**."). The initializing process activates the above-described support menu screen and executes modification of the number of payout coins and an internal winning probability before the operation of the slot machine **1**. Details will be described later.

[**0155**] Then, the CPU **103** determines whether there is a request for automatic insertion of coins, that is to say, whether a player won a "replay" winning combination in the previous game (**S502**). If the answer is "YES", the CPU **103** performs automatic insertion of the requested number of coins (**S503**), and proceeds to the process of (**S505**). If the answer to the question of **S502** is "NO", the CPU **103** determines (**S504**) whether a coin has been newly inserted, that is to say, whether there is an input from the inserted-coin sensor **117** which indicates that the player has inserted a coin into the coin insertion slot **11**, or there is an input which indicates that any of the BET switches **8**, **9**, and **10** has been operated. If the answer is "YES", the CPU **103** proceeds to **S505**, whereas if the answer is "NO", the CPU **103** continues to monitor input signals until the BET operation is performed.

[**0156**] Then, the CPU **103** determines whether there is an input provided by the operation of the start lever **13** (**S505**). If the answer is "YES", the CPU **103** proceeds to **S506**, whereas if the answer is "NO", the CPU **103** continues to monitor input signals until the start lever **13** is operated.

[**0157**] Then, the CPU **103** performs probability lottery process (**S506**). In the probability lottery process, first, the CPU **103** extracts a random number for a lottery from the range of "0" to "16383" by using the random number generator **108** and the sampling circuit **109**. Then, the CPU **103** determines, by using the winning probability table (**FIG. 12**) in which winning random number ranges (or winning ranges) are set according to game states and the number of inserted coins, which of the winning ranges the extracted random number belongs to, and determines the corresponding internal winning combination (or winning flag).

[**0158**] Then, the CPU **103** executes WIN lamp lighting process (**S507**). The WIN lamp lighting process is a process for determining, when any of the bonus winning combinations gets the internal winning, whether the WIN lamp **32** which emits light with a constant probability is to be turned on, and causing a result of the process.

[**0159**] Then, the CPU **103** transmits to the sub-control circuit **201** the game information of the main control circuit **101** at the time of the start of the game (**S508**). Commands to be transmitted include, as shown in the "start command" column of the game information commands shown in **FIG. 12**, the winning flag determined in the above-described probability lottery process, the current game state, a stop table number determined according to the winning flag, and the like.

[**0160**] Then, the CPU **103** determines whether a one-game monitor timer which has been set in the previous game has counted for a specified time, for example, 4.1 seconds (**S509**). If the answer is "YES", the CPU **103** sets a one-game monitor timer for the next game (**S511**), whereas if the answer is "NO", the CPU **103** waits for the remaining specified time (**S510**), and then sets a one-game monitor timer for the next game (**S511**).

[**0161**] Then, the CPU **103** controls the motor driving circuit **111** and performs the process of rotating the reels