24L, 24C, and 24R (reel rotation process) (S512). The reel rotation process performs the process of accelerating the reels 24L, 24C, and 24R which have been stopped, and after the reels 24L, 24C, and 24R have reached a constant speed, performs the process of rotating the reels 24L, 24C, and 24R at the constant speed. On condition that the reels 24L, 24C, and 24R has been reached at their constant-rotating speed, the CPU 103 activates the stop buttons 15L, 15C, and 15R to enable the operation of stopping the reels 24L, 24C; and 24R.

[0162] Then, the CPU 103 determines whether any of the stop buttons 15L, 15C, and 15R has been operated (turned on), that is to say, the presence or absence of a stop signal to be transmitted from the reel stop signal circuit 118 when any of the stop buttons 15L, 15C, and 15R has been operated by the player (S513). If the answer is "YES", the CPU 103 proceeds to S515, whereas if the answer is "NO", the CPU 103 proceeds to the process of S514. In the process of S514, the CPU 103 determines whether the value of an automatic stop timer is "0". The automatic stop is the process of automatically performing control for stopping the reels 24L, 24C, and 24R when a predetermined time (for example, 40 seconds) passes after the start of the rotation of the reels 24L, 24C, and 24R, even if the stop buttons 15L, 15C, or 15R is not yet operated and the reels 24L, 24C, and 24R are still rotating. If the answer to this decision is "YES", that is to say, the value of the automatic stop timer is "0", the CPU 103 proceeds to S515 in order to automatically stop the reels 24L, 24C, and 24R, whereas if the answer is "NO", the CPU 103 proceeds to the process of S513 in order to continue to monitor the acceptance of stop operations.

[0163] In the process of S515, the CPU 103 performs "number-of-sliding-frames determining process". In the "number-of-sliding-frames determining process", the CPU 103 determines the number of sliding frames for the one of the reels 24L, 24C, and 24R which corresponds to respectively operated stop buttons 15L, 15C, and 15R. The term "number of sliding frames" means the number of symbols (or frames) by which each of the reels 24L, 24C, and 24R, before it comes to a stop, is to be slid from a symbol position (referred to as a "stop operation position") which is displayed in the corresponding one of display windows 43L, 43C, and 43R when the corresponding one of the stop buttons 15L, 15C, and 15R is operated (a position where each of the reels 24L, 24C, and 24R actually comes to a stop is referred to as a "stop position").

[0164] Then, the CPU 103 controls the motor driving circuit 111 so that the reel corresponding to the operated stop button comes to a stop after having rotated by the determined number of sliding frames (S516).

[0165] The CPU 103 transmits to the sub-control circuit 201 a "reel stop command" indicating that the reel has come to a stop (S517). As shown in the "reel stop command" column of the game information commands shown in FIG. 13, the reel top command transmits to the sub-control circuit 201 a stop order status (which order does the current stop operation belong to?) and a stop reel status (which reel has been operated and stopped?).

[0166] Then, the CPU 103 determines whether all of the reels 24L, 24C, and 24R have stopped. If the answer is "YES", the CPU 103 proceeds to S519, whereas if the answer is "NO", this indicates that there remains a rotating reel, and the CPU 103 proceeds to S513.

[0167] Then, the CPU 103 performs the winning retrieval process (S519). In the winning retrieval process, the CPU 103 determines whether the stop mode of the symbols indicates a valid winning, and if the stop mode indicates the valid winning, the CPU 103 stores a winning flag indicative of the corresponding winning combination in the RAM 105. Specifically, the CPU 103 makes such determination by collating the code number of a symbol located on the center line L1 with the winning symbol combination table stored in the ROM 104.

[0168] Then, the CPU 103 collates the winning flag with a lucky flag and determines whether the current winning is normal (S520). If the answer is "NO", the CPU 103 provides display of illegal error and cancels the execution of the game program. If the answer to the decision of S520 is "YES", the CPU 103 performs payout of the number of coins that corresponds to the type of the valid winning combination and the game state (S522).

[0169] Then, if the game state is to change after the current game comes to an end, the CPU 103 performs the corresponding transition process (S523) for updating the game situation. The transition process is performed, for example, in cases where the last winning of a bonus game occurs, where a bonus of the current game gets the internal winning, and where symbols such as "7-7-7" stop on the activated line and a bonus game starts.

[0170] Then, the CPU 103 transmits the type of the valid winning combination, the game state and the like to the sub-control circuit 201 as "one-game end commands" which are shown in the game information command table of FIG. 13 (S524).

[0171] FIG. 30 is a flowchart showing the initializing process. First, the CPU 103 clears all the data in the RAM 105 (S530), and determines whether the keyswitch is on (S531). The keyswitch is a switch for selecting whether to execute parameter change process for making modification of the number of payout coins and modification of an internal winning probability. If the power source is activated with the keyswitch on, the CPU 103 allows the parameter change process to be executed by the sub-control circuit 201, whereas if the power source is activated with the keyswitch off, the CPU 103 does not allow the execution of the parameter change process, and performs initialization for starting the game. Accordingly, if the answer to the process of S531 is "YES", the CPU 103 transmits a parameter update demand command to the sub-control circuit 201 to cause it to execute the parameter change process (S532). Then, the CPU 103 determines whether the keyswitch has been turned off (S533), and if the answer is "NO", the CPU 103 transmits an initialization command (S537), and returns to the main process. If the answer is "YES", the CPU 103 transmits a keyswitch-off command to the sub-control circuit 201 to cause it to end the parameter change process (S534), whereas if the answer is "NO", the CPU 103 skips S534. Then, the CPU 103 determines whether a parameter change completion command indicating that the parameter change process by the sub-control circuit 201 has come to an end has been received (S535). If the answer is "YES", the CPU 103 executes rewrite process as to the number of payout coins or a winning probability on the basis of the contents of the received command (S536), and transmits an initializing command (S537) and returns to the main flow. If