the answer is "NO", this indicates that the sub-control circuit **201** is still updating, so that the CPU **103** monitors the state of reception of the command in S**535**.

[**0172**] The control operation of the sub-CPU **203** of the sub-control circuit **201** will be described below.

[**0173**] **FIG. 31** is a flowchart showing interrupt process. The interrupt process is executed as interrupt process every three microseconds by the sub-CPU **203**, and the sub-CPU **203** stores a command transmitted from the main control circuit **101** into the sub-RAM **205**.

[**0174**] First, the sub-CPU **203** checks an input buffer (S**600**), and determines whether the input buffer has an input signal (S**601**). If the answer is "NO", the sub-CPU **203** directly ends the interrupt process. If the answer is "YES", the sub-CPU **203** turns on a reception flag (S**602**) and sets the contents of the received command to the sub-RAM **205** (S**603**), and brings the interrupt process to an end. Then, the sub-CPU **203** checks the received command and determines whether the received command is an initialization command (S**604**). If the answer is "YES", the sub-CPU **203** checks applied payout performance settings and image data based thereon (S**605**) and causes the respective liquid crystal display devices to display images (S**606**), and brings the interrupt process to an end. If the answer is "NO", the sub-CPU **203** directly brings the interrupt process to an end.

[**0175**] **FIG. 32** is a flowchart showing the main process of the sub-control circuit **201**. First, the sub-CPU **203** checks the reception flag of the sub-RAM **205**, and determines whether a parameter change demand command has been transmitted from the main control circuit **101** (S**620**), and if the answer is "YES", the sub-CPU **203** executes parameter change process (S**621**) and proceeds to S**622**. If the answer is "NO", the sub-CPU **203** skips S**621**. The parameter change process can modify the number of payout coins and a winning probability. Details will be described later.

[**0176**] Then, the sub-CPU **203** determines whether the sub-control circuit **201** has received a start command (S**622**), and if the answer is "NO", the sub-CPU **203** skips S**623** to S**624**, whereas if the answer is "YES", the sub-CPU **203** executes effect control process for the starting period of the main process (S**622**). The effect control process for the starting period performs BR control process in the case where an RB is occurring. Details will be described later.

[**0177**] Then, the sub-CPU **203** determines whether the sub-control circuit **201** has received a reel stop command (S**624**), and if the answer is "NO", the sub-CPU **203** skips S**625** to S**626**, whereas if the answer is "YES", the sub-CPU **203** executes effect control process for a reel stopping period (S**625**). The effect control process for a reel stopping period notifies the player of stop order during BR generation lottery process or a BR, and provides an effect corresponding to the degree of matching between notified contents and an actual stop operation. Details will be described later.

[**0178**] Then, the sub-CPU **203** determines whether the sub-control circuit **201** has received a one-game end command (S**626**), and if the answer is "NO", the sub-CPU **203** skips S**627** and returns to the process of S**620**, and repeatedly performs the same process. If the answer is "YES", the sub-CPU **203** executes effect control process for a one-game end period (S**627**). The effect control process for a one-game end period executes preview notice effect process, and updating process on a BR continuation period in the case where a BR is occurring. Details will be described later.

[**0179**] After the S**627** has come to an end, the sub-CPU **203** returns to S**620** and repeatedly performs the same process. In this manner, on the basis of each of the commands transmitted from the main control circuit **101**, the main process of the sub-control circuit **201** repeatedly performs a process which branches to the corresponding effect process.

[**0180**] **FIG. 33** is a flowchart showing the parameter change process. First, the CPU **103** displays the support menu screen shown in **FIG. 22A** (S**540**). The support menu makes it possible to select any one from the three modes. The sub-CPU **203** determines whether Mode 1 has been selected (S**541**), and if the answer is "YES", the sub-CPU **203** executes payout/probability modifying process (S**542**) and proceeds to S**547**. If the answer is "NO", then the sub-CPU **203** determines whether Mode 2 has been selected (S**543**). If the answer is "YES", the sub-CPU **203** executes ST generation probability modifying process (S**544**), and proceeds to S**547**. If the answer is "NO", then the sub-CPU **203** determines whether Mode 3 has been selected (S**545**), and if the answer is "YES", the sub-CPU **203** executes setting modifying process and proceeds to S**547**. If the answer is "NO", the sub-CPU **203** does not execute any of the modes, and proceeds to S**547**.

[**0181**] Then, the sub-CPU **203** determines whether the keyswitch has been turned off, namely, whether the sub-control circuit **201** has received a keyswitch-off command transmitted from the main control circuit **101** (S**547**). If the answer is "YES", the sub-CPU **203** transmits the current stored number-of-payout-coins data and probability data to the main control circuit **101** as a parameter change completion command (S**548**), and brings the support menu to an end and returns to the initializing process. If the answer is "NO", the sub-CPU **203** returns to S**540**, and repeats the same process until an input to select any of the modes or an input to operate the keyswitch has been provided.

[**0182**] **FIG. 35** is a flowchart showing the payout/probability modifying process. First, the CPU **103** displays the password input screen shown in **FIG. 22B** (S**550**). Then, the CPU **103** determines whether character inputs have been provided through a pseudo-keyboard displayed on the screen (S**551**), and if the answer is "YES", the CPU **103** displays the input characters in the input character display shown in **FIG. 22B** (the input letters are displayed in an asterisk form) (S**552**), and returns to S**551**. If the answer is "NO", then the CPU **103** determines whether the key "correction" displayed at the bottom right of the pseudo-keyboard has been operated (S**553**). If the answer is "YES", the CPU **103** deletes the previous input characters (S**554**), and returns to S**551**.

[**0183**] If the answer to the question of S**553** is "NO", then the CPU **103** determines whether the key "end" displayed at the bottom right of the pseudo-keyboard has been operated (S**555**). If the answer is "YES", then the CPU **103** determines whether the password input and defined is a correct password (S**556**). If the answer is "YES", then the CPU **103** executes input process (S**557**). If the answer to the question of S**556** is "NO", this indicates that an incorrect password has been input, so that the CPU **103** provides display to the effect that the password is inappropriate (S**559**), and returns to S**550** to make a request to input a password again.