

[0184] If the answer to the question of S555 is "NO", then the CPU 103 determines whether the key "return" displayed at the bottom right of the password input screen shown in FIG. 22B has been operated (S558). If the answer is "YES", the CPU 103 returns to S540 which is the start step of the parameter change process. If the answer is "NO", the CPU 103 returns to S550.

[0185] FIG. 37 is a flowchart showing the input process. First, the CPU 103 displays the payout setting screen A of FIG. 23 as an initial setting screen (S560). Then, the CPU 103 determines whether the screen switching button displayed at the top center of the payout performance setting screen has been operated (S561), and if the answer is "YES", the CPU 103 displays a payout performance setting screen corresponding to the input operation (S562) and returns to S561. If the answer is "NO", then the CPU 103 determines whether the "determination" button displayed at the left bottom of the payout performance setting screen has been operated (S563). If the answer is "YES", the CPU 103 stores and saves the payout performance which is currently displayed (S564), and returns to the payout/probability modifying process. If the answer is "NO", the CPU 103 returns to S561 and waits for the next input.

[0186] FIG. 38 is a flowchart showing the effect control process at the start. First, the CPU 203 performs the BR generation lottery process (S660). The BR generation lottery process is a process for determining whether to generate a battle rush which is a special game. Details will be described later. Then, the sub-CPU 203 performs BR execution process (S680). The BR execution process performs notification of a stop order during the BR. Details will be described later.

[0187] FIG. 39 is a flowchart showing the BR generation lottery process. First, the sub-CPU 203 checks the BR flag stored in the sub-RAM 205, and determines whether a GR game is being played (S661). If the answer is "YES", the sub-CPU 203 directly returns to the effect control process at start. If the answer is "NO", the sub-CPU 203 refers to the BR generation and BR continuation period lottery table shown in FIG. 20 and determines whether any of the BR continuation periods has been won (S662 and S663). If the answer is "NO" (blank), the sub-CPU 203 returns to the effect control process at the start. If the answer is "YES", the sub-CPU 203 turns on the BR flag of the sub-RAM 205, sets a continuation period which has won any of the BR continuation periods (S664), executes a BR generation effect (S665), and returns to the effect control process for the start period.

[0188] FIG. 40 is a flowchart showing the BR execution process. First, the sub-CPU 203 check the BR flag and the BR withdrawal flag of the sub-RAM 205 and determines whether a BR is being played or a bonus occurs during a BR and the BR is temporarily suspended (S681). If the answer is "NO", this indicates that a BR is not being played, so that the sub-CPU 203 returns to the effect control process at the start. If the answer is "YES", then the sub-CPU 203 checks the reception flag of the sub-RAM 205, and determines whether the bonus winning combination has got the internal winning (S682). If the answer is "YES", the sub-CPU 203 turns off the BR flag of the sub-RAM 205 to suspend the BR and turns on the BR withdrawal flag of the same to allow the player to enjoy the bonus game (S683), and returns to the effect control process at start.

[0189] If the answer to the question of S682 is "NO", then the sub-CPU 203 turns off the BR withdrawal flag of the sub-RAM 205 and turns on the BR flag of the same to restart the BR during BR withdrawal (S684). Then, to check whether all the BR continuation period has been consumed, the sub-CPU 203 checks the BR continuation period of the sub-RAM 205 and determines whether the BR continuation period has reached "0" (S685). If the answer is "YES", this indicates that the BR has come to an end, so that the sub-CPU 203 turns off the BR flag (S686) and returns to the effect control process for the start period.

[0190] If the answer is "NO", this indicates that a specified number of BR games have not yet been played, and the sub-CPU 203 checks the reception flag of the sub-RAM 205 and determines whether a "bell" or "SB" winning combination has got internal winning in the current game (S687). If the answer is "YES", the sub-CPU 203 refers to the kind of selected stop table stored in the reception flag of the sub-RAM 205 and notifies an appropriate stop order (S688), and returns to the effect control process for the start period. If the answer is "NO", the sub-CPU 203 notifies nothing and returns to the effect control process at the start.

[0191] Then, effect control process to be executed when the stop buttons 15L, 15C, and 15R are operated during the BR will be described below. FIG. 41 is a flowchart showing the effect control process to be executed during the stop period of the reels. First, the sub-CPU 203 checks the BR flag of the sub-RAM 205 and determines whether the BR is being played (S700), and if the answer is "NO", the sub-CPU 203 directly returns to the main process of the sub-CPU 203. If the answer is "YES", then the sub-CPU 203 checks the stop command of the reception flag of the sub-RAM 205 and collates stop order data and stop reel data with data of a table number used, and determines whether the current stop operation conforms to a correct press order specified in the stop table (S701). If the answer is "YES", the sub-CPU 203 provides display to the effect that the stop operation has been performed in a correct press order (S702). If the answer is "NO", the sub-CPU 203 provides display to the effect that the stop operation has been performed in an incorrect press order (S703), and returns to the main flow of the sub-CPU 203.

[0192] The effect control process to be executed after all the reels have stopped will be described below. FIG. 42 is a flowchart showing effect control process to be executed at the end of one game. First, the sub-CPU 203 executes preview notice generation process for determining whether to generate an advance notice effect for an internal winning combination (S720), and if the current game status is a BR, the sub-CPU 203 executes parameter updating process for updating associated parameters (S740). Then, if generation of the preview notice is determined in the preview notice generation process, the sub-CPU 203 executes effect process (S760), and returns to the main process of the sub-CPU 203.

[0193] FIG. 43 is a flowchart showing the preview notice generation process. First, the sub-CPU 203 checks the reception flag of the sub-RAM 205, and determines whether the current game state is the general game (S721). If the answer is "YES", the sub-CPU 203 refers to the preview notice generation table shown in FIG. 21A and executes a preview notice generation lottery (S722), and then determines whether the lottery has been won (S723). If the