

[0033] FIG. 6 is a view of display panels;

[0034] FIG. 7 is a diagram of pay lines;

[0035] FIG. 8 is a diagram of reels and back lamps;

[0036] FIG. 9 is a diagram of rows of symbols displayed on the peripheries of reels;

[0037] FIG. 10 shows winning combinations and pay amounts of winning combinations;

[0038] FIG. 11 shows stop tables to be selected upon internal winning of "BELL" winning combination;

[0039] FIG. 12 shows a winning combination selecting table;

[0040] FIG. 13 is a diagram of command lists to be transmitted to the sub control circuit;

[0041] FIGS. 14A to 14C are enlarged views of a reel display panel;

[0042] FIG. 15 is an enlarged view of the reel display panel;

[0043] FIGS. 16A to 16C show display screens in an ST game;

[0044] FIGS. 17A to 17C show display screens in an ST game;

[0045] FIGS. 18A to 18C show informational display screens;

[0046] FIGS. 19A and 19B show informational display screens;

[0047] FIG. 20 is an informational display occurrence and display type determining table;

[0048] FIGS. 21A and 21B are BR occurrence and BR continuation determining tables;

[0049] FIGS. 22A and 22B illustrate a support menu;

[0050] FIG. 23 is a diagram of a payout scheme setting screen;

[0051] FIG. 24 is a diagram of a payout scheme setting screen;

[0052] FIG. 25 is a diagram of a payout scheme setting screen;

[0053] FIGS. 26A and 26B show pay tables;

[0054] FIG. 27 is a flowchart of a process at a main control circuit;

[0055] FIG. 28 is a flowchart of a process at the main control circuit;

[0056] FIG. 29 is a flowchart of a process at the main control circuit;

[0057] FIG. 30 is a flowchart of an initialization process;

[0058] FIG. 31 is a flowchart of interrupt process 1;

[0059] FIG. 32 is a flowchart of a main process at a sub control circuit;

[0060] FIG. 33 is a flowchart of a parameter changing process;

[0061] FIG. 34 is a flowchart of the parameter changing process;

[0062] FIG. 35 is a flowchart of a payout/probability changing process;

[0063] FIG. 36 is a flowchart of the payout/probability changing process;

[0064] FIG. 37 is a flowchart of an input process;

[0065] FIG. 38 is a flowchart of a starting display control process;

[0066] FIG. 39 is a flowchart of a BR occurrence determining process;

[0067] FIG. 40 is a flowchart of a BR execution process;

[0068] FIG. 41 is a flowchart of a display control process at the stop of the reels;

[0069] FIG. 42 is a flowchart of a display control process at the end of a game;

[0070] FIG. 43 is a flowchart of an informational display occurrence process; and

[0071] FIG. 44 is a flowchart of a parameter update process.

#### DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0072] FIG. 1 is a perspective view of the outside of a slot machine with stop buttons, a so-called pachislo machine as a gaming machine embodying the present invention. The pachislo machine 1 has a front door 3 openably and closably attached to a box-shaped cabinet made from plywood. An upper portion of the front door 3 is provided with a game state indicator lump 4 which flashes light in different indication modes upon the occurrence of a bonus game, error and the like, speakers 5L and 5R which generate sound effects, error sounds and the like during a game, and an upper display panel 6 on which pay amounts of winning combinations and a brief description of the game are displayed. A liquid crystal display (LCD) is provided inside the upper display panel 6, on which a variety of data is displayed based on pay amount data of winning combination and the like stored in a ROM. A reel display panel 7 having a substantially vertical surface is provided in the middle of the front door 3.

[0073] Left below the reel display panel 7, a 1-BET switch 8, a 2-BET switch and a MAXBET switch are provided. When there is a credit of coins, a press of the 1-BET switch 8 causes one coin to be bet on a game. A press of the 2-BET switch 9 causes two coins to be bet on a game. A press of the MAXBET switch 10 causes three coins, a maximum number of coins to be bet on a game, to be bet on a game. The operation of these BET switches activates a predetermined pay line(s). A coin slot 11 is provided below right of the reel display panel 7.

[0074] A credit/payout (C/P) switch 12 for switching between credit and payout of coins won by a player in a game with push-button control is provided at the left of a middle portion of the front door 3. With the switching of the C/P switch 12, coins are paid out to a coin return 17 provided in a lower portion of the front door 3. The paid-out coins are accumulated in a coin tray 16. A start lever 13 is provided