

symbols stopped and displayed on the reels 24L, 24C and 24R, a display manner in which all displayed positions are in disagreement is selected. If five BELL symbols are displayed, four displayed positions are shown to be in disagreement and one displayed position is shown to be in agreement.

[0139] FIGS. 19A and 19B illustrate a specific example of an informational display manner. FIG. 19A shows a screen displayed when the reels 24L, 24C and 24R are stopped in a manner shown in FIG. 18B and one of "Appearance—2," "Appearance—3," "Appearance—4," and "Appearance—5" in the display type selecting table in FIG. 21B is selected. In the reel stopped manner in FIG. 18B, BELL symbols are displayed on the center reel 24C center line and on the right reel 24R top line. On the reel LCD 21, however, BELL symbols are displayed on the center reel 24C bottom line and on the right reel 24R center line. The player can see that the informational display has low reliability with the disagreement in the displayed positions.

[0140] FIG. 19B shows a screen displayed when the reels 24L, 24C and 24R are stopped in a manner shown in FIG. 18B and "Appearance—1" in the display type selecting table in FIG. 21B is selected. BELL symbols are displayed on the center reel 24C center line and on the right reel 24R top line. On the reel LCD 21, BELL symbols are displayed on the center reel 24C center line and on the right reel 24R center line. There is a disagreement in the displayed position on the right reel 24R, but there is an agreement in the displayed position on the center reel 24C. The player can see that the informational display has high reliability.

[0141] FIG. 20 illustrates a table for determining BR occurrence and the number of BR continuations. In this embodiment, whether or not to generate a BR and the number of BR continuations are determined by a selection with a certain probability when a given winning combination is internally selected. In the table, a BR occurs at the rate of 16/128 when "WATERMELON" is internally selected, and at 11/128 when "TWO CHERRIES" are internally selected, and at 25/128 when no winning combination is selected.

[0142] FIG. 22 illustrates a support menu for a hall assistant to change or select a payout scheme of the pachislo machine 1. A support menu screen is displayed when the pachislo machine 1 is powered on with a key switch (not shown) provided in a power box in the pachislo machine 1 tuned on. The support menu includes three modes. In mode 1, pay amounts and internal winning probabilities of winning combinations are changed, in which a desired scheme is selected in a payout scheme setting screen to be described below. In mode 2, pay amounts and probabilities of occurrence of ST games of winning combinations are changed. In mode 3, six-stage setting is performed. Each mode is selected by touching its displayed area. At the completion of setting, "END" is selected to return to a normal game state.

[0143] FIG. 22B illustrates a password input screen which is displayed when mode 1 is selected. In mode 1, internal winning probabilities and pay amounts of winning combinations are changed to change the payout scheme of the pachislo machine 1. Variation of the payout scheme directly influences the business results of a pachinko hall. For increased security, an input of a password is required to proceed to the setting screen. The password specified is

input with an alphabet input means of the touch panel 28 displayed in a lower central portion of the screen. After the input of the password, an "END" command in the alphabet input means is entered for verification of the password. When the input is correct, the setting screen is displayed. To end the input operation, "RETURN" is selected to return to the support menu screen.

[0144] FIGS. 23 to 25 illustrate payout scheme setting screens. In this embodiment, several payout scheme setting screens are prepared, including different pay amounts and internal winning probabilities of winning combinations. FIG. 23 illustrates a payout scheme setting screen A which is displayed after the input of a password on the password input screen. In the setting screen A, a standard payout scheme can be selected. In association with winning combinations listed in the left column of the screen, pay amounts and internal winning probabilities both in a normal game state and a normal game state during a BB round are specified. For example, "WATERMELON" in a normal game state has the internal winning probability of 141/16384 and the payout of three coins at winning. A screen switching icon is displayed in an upper central portion of the screen. Touching the icon switches the display to the next screen. If it is the screen to be used, a "DECISION" icon located in a left lower portion of the screen is touched for decision, and the display is returned to the support menu screen in FIG. 22A.

[0145] FIG. 24 illustrates a payout scheme setting screen B. In the setting screen B, pay amounts and internal winning probabilities of small winning combinations in a normal game state are increased (the internal winning probability of "WATERMELON" in a normal game state is to 356/16384, and the pay amount is to 15, and the internal winning probability of "BELL" is to 7688/16384, and the pay amount is to 6), to enable a longer normal game play. On the other hand, the internal winning probability of BB is 38/16384 to reduce the total odds to a certain value.

[0146] FIG. 25 illustrates a payout scheme setting screen C. In the setting screen C, the internal winning probability of "BELL" in a normal game is increased to lengthen game play. On the other hand, the number of available RB games in a BB round is reduced from 3 to 2 to reduce the total odds to a certain value.

[0147] As described above, the selection of one of the several prepared payout scheme setting screens allows the change of the game characteristics. It may be possible to make data values in the payout scheme setting screens changeable for fine adjustments of the game characteristics.

[0148] FIGS. 26A and 26B illustrate pay tables to be displayed on the upper display panel 6. In this embodiment, as described above, the pay amounts and internal winning probabilities of winning combination are changeable. Display of the pay tables is controlled based on parameters determined. FIG. 26A illustrates a pay table to be displayed when the contents of the payout scheme setting screen A shown in FIG. 23 are selected.

[0149] FIG. 26B illustrates a pay table to be displayed when the contents of the payout scheme setting screen B shown in FIG. 24 are selected. In comparison with the pay table shown in FIG. 26A, the pay amount of "WATERMELON" in a normal game is changed from "3" to "15" and the pay amount of "CHERRY" is from "1" to "2."