

[0150] Now the control operation of the main control circuit 101 and the CPU 103 will be described with reference to main processing shown in FIGS. 27 to 29.

[0151] First, in advance of a game start, the CPU 103 executes initialization (step [hereinafter abbreviated as S]501). In the initialization, the above-described support menu screen is opened for changing pay amounts and internal winning probabilities before activating the pachislo machine 1. The details will be described below.

[0152] Then, the CPU 103 determines whether an automatic coin insertion request is made, that is, whether a replay is won in the previous game or not (S502). When the answer is "YES," the number of coins according to the insertion request are automatically inserted (S503), and the process proceeds to S505. When the answer is "NO" in S502, it is determined whether new insertion of coins is made, that is, whether there is an input from the inserted coin sensor 117 caused by a player's insertion of coins into the coin slot 11, or whether there is an input caused by the operation of one of the BET switches 8, 9 and 10 or not (S504). When the answer is "YES," the process proceeds to S505. When the answer is "NO," monitoring of an input signal is continued until a BET operation is performed.

[0153] Then, the CPU 103 determines whether there is an input caused by the operation of the start lever 13 or not (S505). When the answer is "YES," the process proceeds to S506. When the answer is "NO," monitoring of an input signal is continued until the start lever 13 is operated.

[0154] Then, the probability selecting process is performed (S506). In the probability selecting process, first a random number for selection is selected from among the range of "0 to 16383" by use of the random number generator 108 and the sampler 109. Then, using the winning combination selecting table (see FIG. 12) in which winning random number ranges (winning ranges) are determined according to game states and the number of inserted medals, it is determined which winning range the selected random number is in and the corresponding internal winning combination (winning flag) is determined.

[0155] Then, a WIN lamp lighting process is executed (S507). In the WIN lamp lighting process, it is determined whether or not to light the WIN lamp 32 which is adapted to be lighted with a certain probability when a bonus winning combination is internally selected.

[0156] Then, game information at the start of a game is transmitted from the main control circuit 101 to the sub control circuit 201 (S508). Commands transmitted include, as shown in "start commands" of game information commands in FIG. 13, a winning flag determined in the probability selecting process, a game state at that time and a stop table number determined according to the winning flag.

[0157] Then, it is determined whether or not a 1-game watchdog timer which has been set in the previous game counts to a specified time, e.g., 4.1 sec. (S509). When the answer is "YES," a 1-game watchdog timer for the next game is set (S511). When the answer is "NO," after waiting a lapse of the rest of the specified time (S510), a 1-game watchdog timer for the next game is set (S511).

[0158] Then, the CPU 103 controls the motor drive circuit 111 to rotate the reels 24L, 24C and 24R (reel rotating

process) (S512). In the reel rotating process, the reels 24L, 24C and 24R are accelerated from stopped states to a certain speed at which a constant-speed rotating process is executed. Under the constant-speed rotation, the stop buttons 15L, 15C and 15R are activated to be able to stop the reels 24L, 24C and 24R.

[0159] Then, the CPU 103 determines whether one of the stop buttons 15L, 15C and 15R is pressed (turned on) or not, that is, the presence or absence of a stop signal transmitted from the reel stop signal circuit 118 when one of the stop buttons 15L, 15C and 15R is pressed by a player (S513). When the answer is "YES," the process proceeds to S515. When the answer is "NO," the process returns to S514. In S514, it is determined whether the value of an automatic stop timer is "0" or not. Automatic stop means a process of automatically stopping the reels 24L, 24C and 24R rotating without the operation of the stop buttons 15L, 15C and 15R after a lapse of a certain period of time (e.g., 40 sec.) since a reel rotation start. When the answer is "YES," that is, when the automatic stop timer is "0," the process proceeds to S515 to automatically stop the reels 24L, 24C and 24R. When the answer is "NO," the process proceeds to S513 to continuously monitor reception of a stopping operation.

[0160] In S515, the CPU 103 executes a "segmental shift determination process." In the "segmental shift determination process," the number of symbol segments by which a reel corresponding to a pressed stop button is rotated before stopping is determined. The expression "segmental shift" means the number of symbols (the number of segments) by which the reels 24L, 24C and 24R are rotated before stopped (the actually stopped positions are referred to as "stopped positions") from the symbol positions (which are referred to as "stopping operation positions") displayed in display windows 43L, 43C and 43R when the stop buttons 15L, 15C and 15R are pressed.

[0161] Then, the CPU 103 controls the motor driving circuit 111 to stop a reel corresponding to a pressed stop button after rotation by a determined number of segmental shifts (S516).

[0162] Then, the CPU 103 transmits a "reel stop command" indicating the stop of the reel to the sub control circuit 201 (S517). The reel stop command includes, as shown in the "reel stop commands" in the game information commands in FIG. 13, a stopping order status (the how-manieth press the press is) and a stopped reel status (which reel is stopped).

[0163] Then, the CPU 103 determines whether all the reels 24L, 24C and 24R are stopped or not (S518). When the answer is "YES," the process proceeds to S519. When the answer is "NO," the process returns to S513 because there remains a rotating reel(s).

[0164] Then, the CPU 103 executes a winning search (S519). In the winning search, it is determined whether or not the symbol stopped manner corresponds to a win. When the answer is "YES," the winning flag of the corresponding winning combination is stored in the RAM 105. More specifically, the code numbers of symbols on the center line L1 are checked against the winning combination selecting table stored in the ROM 104 for determination.

[0165] It is checked whether the prize flag agrees with the winning flag to determine whether the win is normal or not