

parameter change completion command to the main control circuit 101 (S548). The process quits the support menu and returns to initialization. When the answer is "NO," the process returns to S540 to repeat the same processing until a selection of any mode or an operation of the key switch is entered.

[0179] FIG. 35 is a flowchart of the payout/probability changing process. First, the CPU 103 displays the password input screen in FIG. 22B (S550). Then, it is determined whether or not there is an input of alphabets using the pseudo-keyboard displayed on the screen (S551). When the answer is "YES," the input alphabets are displayed on an input alphabet display area in FIG. 22B (turned, however) (S552), and the process returns to S551. When the answer is "NO," it is determined whether or not a key "CORRECT" in a right lower portion of the pseudo-keyboard is operated (S553). When the answer is "YES," the previously input alphabets are deleted (S554), and the process returns to S551.

[0180] When the answer is "NO" in S553, it is determined whether or not a key "END" in a right lower portion of the pseudo-keyboard is operated (S555). When the answer is "YES," it is determined whether or not the input and determined password is the correct password (S556). When the answer is "YES," an input process is executed (S557). When the answer is "NO" in S556, a wrong password is input. The fact that the password is inappropriate is displayed (S559), and the process returns to S550 to prompt for reentry of a password.

[0181] When the answer is "NO" in S555, it is determined whether or not a key "RETURN" in a right lower portion of the password input screen in FIG. 22B is operated (S558). When the answer is "YES," the process returns to S540, the starting step of the parameter changing process. When the answer is "NO," the process returns to S550.

[0182] FIG. 37 is a flowchart of the input process. First, the CPU 103 displays the payout scheme setting screen A in FIG. 23 as an initialization screen (S560). Then, it is determined whether or not a screen switching button above the payout scheme setting screen is operated (S561). When the answer is "YES," a payout scheme setting screen according to the input operation is displayed (S562), and the process returns to S561. When the answer is "NO," it is determined whether or not a decision button displayed in a left lower portion of the payout scheme setting screen is pressed (S563). When the answer is "YES," the payout scheme displayed at that time is stored and retained (S564), and the process returns to the payout/probability changing process. When the answer is "NO," the process returns to S561 to wait for the next input.

[0183] FIG. 38 is a flowchart of the starting display control process. First, the sub CPU 203 executes the BR occurrence determining process (S660). In the BR occurrence determining process, it is determined whether or not to generate a battle rush as a special game. The details will be described below. Then, a BR execution process is executed (S680). In the BR execution process, stop order information is given during a BR. The details will be described below.

[0184] FIG. 39 is a flowchart of the BR occurrence determining process. First, the sub CPU 203 checks a BR flag stored in the sub RAM 205 to determine whether a BR

game is played or not at that time (S661). When the answer is "YES," the process returns to the starting display control process. When the answer is "NO," the table for determining BR occurrence and the number of BR continuations in FIG. 20 is referred to to determine whether any number of BR continuations is selected or not (S662, 663). When the answer is "NO" (losing), the process returns to the starting display control process. When the answer is "YES," the BR flag in the sub RAM 205 is turned on to set the number of continuations selected in the BR continuation selection (S664). A BR occurrence display is provided (S665), and the process returns to the starting display control process.

[0185] FIG. 40 is a flowchart of the BR execution process. First, the sub CPU 203 checks the BR flag and a BR save flag in the sub RAM 205 to determine whether or not a BR is played at that time or a BR is suspended with the occurrence of a bonus game during the BR (S681). When the answer is "NO," a BR is not played and the process returns to the starting display control process. When the answer is "YES," a reception flag in the sub RAM 205 is checked to determine whether a bonus winning combination is internally selected or not (S682). When the answer is "YES," the BR is suspended and the BR flag in the sub RAM 205 is turned off and the BR save flag is turned on (S683) to play the bonus game. The process returns to the starting display control process.

[0186] When the answer is "NO" in S682 and the BR is saved, the BR save flag in the sub RAM 205 is turned off and the BR flag is turned on to restart the BR (S684). Then, to check whether the BR has been continued predetermined times, the number of the BR continuations in the sub RAM 205 is checked to determine whether the number of continuations becomes 0 or not (S685). When the answer is "YES," the BR should be ended. The BR flag is turned off (S686) and the process returns to the starting display control process.

[0187] When the answer is "NO," the BR game has not been played a specified number of times. The reception flag in the sub RAM 205 is checked to determine whether or not "BELL" or "SB" is internally selected or not in the game (S687). When the answer is "YES," a selected stop table type stored in the reception flag in the sub RAM 205 is referred to to instruct an appropriate stop order (S688), and the process returns to the starting display control process. When the answer is "NO," no information is given and the process returns to the starting display control process.

[0188] Now, a display control process with the stop buttons 15L, 15C and 15R operated in a BR will be described. FIG. 41 is a flowchart of a display control process at a reel stop. First, the sub CPU 203 checks the BR flag in the sub RAM 205 to determine whether a BR is played or not at that time (S700). When the answer is "NO," the process returns to the sub main processing. When the answer is "YES," a stop command in the reception flag in the sub RAM 205 is checked to compare stop order data and stopped reel data against a used table number data to determine whether or not the press order is the correct order specified in the stop table (S701). When the answer is "YES," the fact that the press order is correct (S702) is displayed. When the answer is "NO," the fact that the press order is wrong (S703) is displayed and the process returns to the sub main flow.

[0189] Now a display control process executed after all the reels 24L, 24C and 24R are stopped will be described. FIG.