

display drive circuit **56** for driving and controlling display parts are connected to the output part of the CPU **43** through an I/O port **57**. These drive circuits controls operation in each of the actuators when receiving control commands such as drive commands each of which is output from the CPU **43**.

[0074] Further, as for the input signal producing means mainly producing input signals which are necessary for the microcomputer **42** to produce the control commands, there are provided the BET switch **5**, the medal sensor **6S** for detecting the inserted medals, the C/P switch **7**, the start switch **10S**, the reel stop signal circuit **58**, the reel position detecting circuit **59** and the payout completion signal circuit **60**. These are also connected to the CPU **43** through the I/O port **57**.

[0075] The medal sensor **6S** detects the medals inserted in the medal insertion slot **6**. The start switch **10S** detects operation of the start lever **10**. The reel stop signal circuit **58** produces stop signal corresponding to operation of each stop button **11L**, **11C**, **11R**. The reel position detecting circuit **59** provides signal to detect the position of each reel **3L**, **3C**, **3R** with the CPU **43** when receiving pulse signal from the reel rotation sensor. The payout completion signal circuit **60** produces signal for detecting the medal payout completion when the count number (corresponding to the medal number paid out from the hopper **52**) by the medal detection unit **52S** reaches to data of a designated number.

[0076] In the circuit shown in **FIG. 8**, the random number generator **48** generates random numbers within a predetermined numeral range and the sampling circuit **49** conducts sampling of one random number at the suitable timing after the start lever **10** is operated. Based on the thus sampled random number and the probability lottery table stored in the ROM **44**, the internal winning combination of the symbols is determined. And after the internal winning combination is determined, sampling of the random number is conducted again to select the "stop control table".

[0077] After rotation of the reels **3L**, **3C**, **3R** is started, it is counted the number of the drive pulses each of which is provided with each of the stepping motors **53L**, **53C**, **53R**, and the counted number is written in the predetermined area of the RAM **45**. The reset pulse is generated from each of the reels **3L**, **3C**, **3R** every one rotation thereof, and these reset pulses are input to the CPU **43** through the reel position detecting circuit **59**. Based on the thus obtained reset pulses, the count number of drive pulses counted in the RAM **45** is cleared to "0". Thereby, in the RAM **45**, the count number corresponding to the rotational position within one rotation in each of the reels **3L**, **3C**, **3R** is stored.

[0078] In order to connect the rotational positions of the reels **3L**, **3C**, **3R** with the symbols described on the outer peripheries of the reels, a symbol table is stored in the ROM **44**. In this symbol table, both code numbers, each of which is serially given every a predetermined rotational pitch of each reel **3L**, **3C**, **3R** by setting the rotational position producing the reset pulse as the reference rotational position, and symbol codes, each of which indicates the symbol provided corresponding to each of the code numbers, are connected with each other.

[0079] Further, in the ROM **44**, a winning symbol combination table is stored. In the winning symbol combination

table, winning symbol combinations corresponding to various winnings, medal payout numbers each of which corresponds to each winning and winning determination codes each of which represents each winning, are corresponded with each other. The above winning symbol combination table is referred when the stop control of the left reel **3L**, the center reel **3C** and the right reel **3R** is conducted and when the winning is confirmed after all reels **3L**, **3C**, **3R** are stopped.

[0080] When one of winning combinations is internally won by the lottery treatment (probability lottery treatment) based on the above sampling of the random number, the CPU **43** sends stop signals for conducting stop control of the reels **3L**, **3C**, **3R** to the motor drive circuit **54**, based on the operation signals sent from the reel stop signal circuit **58** at the timing that the player operates the stop buttons **11L**, **11C**, **11R** and the selected stop control table.

[0081] If the symbols stop in a stop mode that the winning combination internally won is realized, the CPU **43** provides the payout command signal to the hopper drive circuit **51**, thereby a predetermined number of the medals are paid out from the hopper **52**. At that time, the medal detection unit **52S** counts the number of medals paid out, and when the number of medals paid out reaches to the designated number, the medal payout completion signal is input to the CPU **43**. Thereby, the CPU **43** stops driving of the hopper **52** through the hopper drive circuit **51**, as a result, the payout treatment of the medals is terminated.

[0082] **FIG. 9** shows a construction of the sub-control circuit **71**. The sub-control circuit **71** conducts turning on and off treatment of the LED lamps **29** based on the control command from the main control circuit **41**, display control of the liquid crystal display device **31** and output control of sounds output from the speakers **12L**, **12R**. This sub-control circuit **71** is constructed on a separate circuit board from the circuit board on which the main control circuit **41** is formed and is mainly constructed from a microcomputer (abbreviated as "sub-microcomputer" hereinafter) **72**. The sub-control circuit **71** is constructed from a LED drive circuit **77** as the display control means for controlling a plurality of ornamental lamps, the LED lamps **29** and the fluorescent lamps **37a**, **37b** which are arranged on the cabinet of the gaming machine **1**, an image control circuit **81** as the display control means of the liquid crystal display device **31**, a sound source IC **78** for controlling sounds output from the speakers **12L**, **12R** and a power amplifier **79** acting as the amplifier.

[0083] The sub-microcomputer **72** includes a sub-CPU **73** conducting control operation according to the control command sent from the main control circuit **41**, a program ROM **74** acting as the memory means and a work RAM **75**. Though the sub-control circuit **71** does not have the clock pulse generator, the frequency divider, the random number generator and the sampling circuit, it is constructed so that the random sampling is conducted in the operation program of the sub-CPU **73**. And the program ROM **74** stores the control program executed in the sub-CPU **73**. Further, the program ROM **74** also stores the image control program concerning with display on the liquid crystal display device **31** and various select tables. The work RAM **75** is constructed as the temporary memory means utilized when the control program is executed by the sub-CPU **73**.