

[0180] In FIG. 12, the stop control position of the right reel 3R is any of code number “01”, “05”, “10”, “14”, or “18” and the symbols corresponding to these code numbers are bell.

[0181] If the winning stop control table shown in FIG. 12 is thus used for stop control of the reels 3L, 3C, and 3R, “bell-bell-bell” is stopped and displayed at the position of the center line 8a, namely, at the centers of the display windows 4L, 4C, and 4R, and the winning game is complete.

[0182] FIG. 13 shows a “forward push, center push losing stop control table”. This table is used when stop control of the reels is performed so that “bell-bell-bell” is not placed in a row along the activated line (the winning game of small prize of bell is incomplete) after the internal winning of small prize of bell is accepted. The stop control positions corresponding to the stop operation positions of the left reel 3L and the center reel 3C are the same as those shown in FIG. 11.

[0183] In FIG. 13, the stop control position of the right reel 3R is any of code number “02”, “06”, “11”, “15”, or “19” and the symbols corresponding to these code numbers are “Replay.”

[0184] If the forward push, center push losing stop control table shown in FIG. 13 is thus used for stop control of the reels 3L, 3C, and 3R, “bell-bell” is stopped and displayed at the centers of the display windows 4L and 4C, and “Replay” is stopped and displayed at the center of the display window 4R and thus the winning game of small prize of bell becomes incomplete.

[0185] FIG. 14 shows a reverse push losing stop control table. This table is used when stop control of the reels is performed so that “bell-bell-bell” is not placed in a row along the activated line (the winning game of small prize of bell is incomplete) after the internal winning of small prize of bell is accepted. The stop control positions corresponding to the stop operation positions of the center reel 3C and the right reel 3R are the same as those shown in FIG. 11.

[0186] In FIG. 14, the stop control position of the left reel 3L is any of code number “04”, “09”, “12”, “17”, or “20” and the symbols corresponding to these code numbers are “Replay.”

[0187] If the reverse push losing stop control table shown in FIG. 14 is thus used for stop control of the reels 3L, 3C, and 3R, “Replay” is stopped and displayed at the center of the left display window 4L and “bell-bell” is stopped and displayed at the centers of the display windows 4C and 4R, and thus the winning game of small prize of bell becomes incomplete.

[0188] In the embodiment, the six different stop orders are adopted and only when the player performs stop operation in any one of the six stop orders, “bell-bell-bell” is placed in a row along the activated line and the winning game is complete. Thus, whether or not “bell-bell-bell” is placed in a row along the activated line may be determined when the player performs the second stop operation. This case applies, for example, if the table number “1” (the corresponding stop order is “left center right”) is adopted and the player operates the left reel 3L as the first stop operation. That is, if the player performs the first stop operation, whether or not “bell-bell-bell” is placed in a row along the activated line

may be not necessarily clear. In the embodiment, “bell-bell-bell” is always placed in a row along the center line 8a. Then, in the embodiment, the two losing stop control tables are used as shown in FIGS. 12 and 13. If the table number is 2, 3, 4, 5, or 6, as the player performs stop operation in the stop order of “left right center,” “center left right,” “center right left,” “right left center,” or “right center left,” the winning game of small prize of bell becomes complete.

[0189] A ceiling-number-of-AT-times selection table and an AT activation lottery table will be discussed with reference to FIGS. 15A and 15B. The random number range is “0” to “0495” for the ceiling-number-of-AT-times selection table and “0” to “255” for the AT activation lottery table.

[0190] One AT corresponds to 10 games. The ceiling-number-of-AT-times selection table is used to determine how many times the AT is to be generated. The number of AT times selected in one AT lottery is any of one, two, five, 10, or 30.

[0191] In the table, the lottery value is subtracted from the extracted random number in order from the top row to the bottom row and the value in the row where the result becomes minus is adopted as the number of AT times. For example, if the extracted random number is “4021”, “2356” of the lottery value in the first row is subtracted from “4021” and a value “1665” is obtained. Since this value is plus, further “1512” of the lottery value in the second row is subtracted from “1665” and a value “153” is obtained. Since this value is plus, further “196” of the lottery value in the third row is subtracted from “153” and a value “-43” is obtained. Here, the minus value results and thus the number of AT times becomes five.

[0192] The AT activation lottery table is used to determine whether or not one AT is to be activated. The random number range is “0” to “255”. Here, if activation is selected, the number of stop button push order notification times is set to 10 (games). That is, here the AT is started. The lottery method is similar to that with the ceiling-number-of-AT-times selection table described above.

[0193] A ceiling activation selection table and a ceiling meter shift selection table will be discussed with reference to FIGS. 16A and 16B. The random number range is “0” to “255” for the ceiling activation selection table. The numeric values listed in the ceiling meter shift selection table are the numeric values each indicating the difference between the total number of medals used for playing games and the total number of paid-out medals, which will be hereinafter referred to as the medal number difference value, used as the reference for determining whether or not the scale of the meter is to be shifted.

[0194] The ceiling activation selection table is used after BB exits for determining the medal number difference value to activate the next ceiling. When “1200” in the table is selected, when the difference between the total number of medals used for playing games and the total number of paid-out medals reaches “1200”, the ceiling AT of a relief measure is activated. Likewise, when “1500” is selected, the difference reaches “1500”, the ceiling AT is activated; and when “1800” is selected, the difference reaches “1800”, the ceiling AT is activated.

[0195] Next, the ceiling meter shift selection table is used to determine indication of the ceiling meter level based on