

the selected medal number difference value to activate the ceiling AT and the current medal number difference value. As a specific indication method, the level in the row of the value closest to the current medal number difference value and not exceeding it among the numeric values under the column of the current selected medal number difference value to activate the ceiling AT is indicated. For example, if the current selected medal number difference value to activate the ceiling AT is "1200" and the current medal number difference value is "821", level 5 is indicated. Here, if the medal number difference value reaches "900", the meter indication shifts to level 6.

[0196] The commands will be discussed with reference to **FIGS. 17 and 18**. The commands are transmitted only in one way from the main control circuit **81** to the sub-control circuit **82**. The main control circuit **81** and the sub-control circuit **82** are connected by **16** data signal lines and one signal line. Each command is made up of two, four, or six bytes; to transmit the command over the **16** data signal lines, the command is transmitted in one, two, or three sequences as one command.

[0197] Among the commands, a start command will be discussed. The type of internal winning combination of the game and the gaming state and the stop control table number selected if the internal winning combination is bell are transmitted as one command. Other commands are similar to the start command. **FIGS. 17 and 18** show the commands by way of example; in addition to the commands, information required for the sub-control circuit **82** to perform control is transmitted.

[0198] Next, the control operation of the CPU **41** of the main control circuit **81** will be discussed with reference to main flowcharts of **FIGS. 19 through 25**.

[0199] To begin with, power is turned on (step (ST) **1**) and the CPU **41** initializes all output ports (ST**2**). Subsequently, whether or not a power down error occurs is determined (ST**3**). If a power down error occurs, the process proceeds to ST**2**; if a power down error does not occur, the process proceeds to ST**4**. At ST**4**, the CPU **41** is initialized. Subsequently, whether or not a RAM error occurs is determined (ST**5**). If a RAM error occurs, the RAM error is indicated. Specifically, "r" is indicated on medal payout indicator made up of seven-segment LEDs. The RAM error is an error in which RAM **78** cannot normally be written or read.

[0200] If a RAM error does not occur, whether or not a setting key switch is on is determined (ST**6**). If the setting key switch is on, six-stage setting processing is performed and then the process goes to ST**12**. If the setting key switch is off, the process goes to ST**8**. At ST**8**, whether or not battery backup is normal is determined. If battery backup is normal, the return address and the unused area of the RAM **78** are cleared and then all registers are restored to the output state at the power shutdown time (ST**9**) and an input port is updated to the state at the power restoration time and the state returns to the state at the power shutdown time (ST**10**).

[0201] If battery backup is not normal, the setup values are initialized (ST**11**). Subsequently, all areas of the RAM **78** are cleared (ST**12**). ST**12** and the later steps are also executed after the six-stage setting processing is performed if it is determined at ST**6** that the setting key switch is on. Subsequently, the setup values are stored (ST**13**) and communi-

cation data is initialized (ST**14**). Then, the CPU **41** clears the RAM **78** at the game over time (ST**15**). Subsequently, whether or not a request for automatic medal inserted exists is determined (ST**16**). The case where a request for automatic medal inserted exists is when a winning game of replay is complete in the preceding game play. If a request for automatic medal inserted exists, as many medals as requested are automatically inserted (ST**17**) and a game play medal insertion command is transmitted to the sub-control circuit **82** and then the process proceeds to ST**20**. If a request for automatic medal inserted does not exist, medal inserted from the medal slot and the BET button is accepted (ST**19**) and the process proceeds to ST**20**.

[0202] At ST**20**, whether or not the start lever is on is determined. If the start lever is on, whether or not a time of 4.1 seconds has elapsed since the preceding game play is determined (ST**21**). Specifically, whether or not the time has elapsed is determined based on the value of a one-play monitor timer set at ST**24** described later. If the time of 4.1 seconds has not elapsed since the preceding game play, the game start wait time is consumed (ST**22**) and the process proceeds to ST**23**.

[0203] At ST**23**, the CPU **41** extracts a random number for lottery. Specifically, the CPU **41** extracts one from the random numbers ranging from "0" to "16383". Subsequently, the one-play monitor timer is set (ST**24**) and gaming state monitor processing for determining the current gaming state is performed (ST**25**). Next, probability lottery processing is performed. In the probability lottery processing, the internal winning combination is determined based on the random number extracted at ST**23** and the probability lottery table corresponding to the current gaming state determined in the gaming state monitor processing. In the probability lottery table, the random numbers corresponding to internal winning are predetermined for each winning combination as described above.

[0204] Next, the CPU **41** performs winning indicator lamp lighting lottery processing (ST**27**) and performs stop control table selection processing (described later in detail) (ST**28**). As transmission processing at the game play start time, a start command is transmitted to the sub-control circuit **82** (ST**29**) for initializing to start reel rotation (ST**30**).

[0205] Next, the CPU **41** determines whether or not the stop button is on (ST**31**). If the stop button is ON, the process proceeds to ST**33**; if the stop button is OFF, the process proceeds to ST**32**. At ST**32**, whether or not the value of an automatic stop timer is 0 is determined. If the value of the automatic stop timer is 0, the process proceeds to ST**33**; if the value of the automatic stop timer is not 0, the process proceeds to ST**31**. At ST**33**, the number of slide frames is determined from winning request (internal winning combination), the symbol position (rotation position of reel at the stop operation time), and the selected stop control table.

[0206] The reel is rotated for as many frames as the number of slide frames determined at ST**33** (ST**34**). Next, a request for stopping the reel is set (ST**35**) and a reel stop command is transmitted the sub-control circuit **82** (ST**36**).

[0207] Whether all reels stop is determined (ST**37**). If all reels stop, the process proceeds to ST**38**; if not all reels stop, the process proceeds to ST**31**. Effect processing at the game over time is performed (ST**38**) and then winning game