

retrieval is executed (ST39). Subsequently, whether or not a winning game flag is normal is determined (ST40). If the winning game flag is normal, the process proceeds to ST42; if the winning game flag is not normal, an illegal error is indicated (ST41).

[0208] Next, whether or not the number of medals paid out for the winning game is 0 is determined (ST42). Specifically, whether or not the winning game of prize (except replay) is complete is determined. If the winning game is complete, medals are deposited or paid out in response to the state (during BB operation or during RB operation) and the winning combination (ST43).

[0209] Next, the CPU 41 determines whether or not the state is during BB or RB operation (ST44). If the state is during BB or RB operation, the process proceeds to ST45; if the state is not during BB or RB operation, the process proceeds to ST48. At ST45, the number of BB, RB games is checked. Whether or not BB exits is determined (ST46). When BB exits, a BB exit command is transmitted and then the RAM at the BB exit time is cleared (ST47) and the process proceeds to ST 49. If it is not determined at ST46 that BB exits, the process proceeds to ST49. If it is not determined at ST44 that the state is during BB or RB operation, BB, RB winning game check processing is performed (ST48) and the process proceeds to ST49. At ST49, bonus 7SEG control processing is performed and the process proceeds to ST15.

[0210] Next, the stop control table selection processing performed at ST28 will be discussed. To begin with, the CPU 41 determines whether or not the internal winning combination of the game is bell is determined (ST50). If the internal winning combination of the game is bell, the process proceeds to ST51; if the internal winning combination of the game is not bell, the process proceeds to ST52. At ST51, a random number is extracted and one stop control table is selected based on the stop control table selection table. At ST52, the stop control table predetermined for each internal winning combination is selected.

[0211] Hereinafter, control processing of the sub-control circuit 82 will be discussed with reference to FIGS. 26 through 34.

[0212] To begin with, an outline of the control processing of the sub-control circuit 82 will be discussed with reference to FIGS. 26 and 27. First, the sub-CPU 84 determines whether or not a game play medal insertion command is received, namely, whether or not game play medals used for playing one game have been inserted (ST101). The game play medal insertion command contains information indicating the number of inserted game play medals, etc. When the game play medal insertion command is received, the process proceeds to ST102. At ST102, the number of inserted medals changed during the start lever acceptance state is updated. Then, the process returns to ST101.

[0213] If a game play medal insertion command is not received, whether or not a start command is received, namely, whether or not one game is started is determined (ST 103). If a start command is received, the number of bet medals on the game (the number of used game medium) is determined (ST104) and then the total number of bet medals is updated (ST105). Next, processing concerning ceiling meter indication is performed (ST106), whether or not

ceiling AI is to be activated is checked (ST107), and AI execution processing, namely, processing concerning push order notification is performed (ST108). Then, the process returns to ST101.

[0214] If it is not determined at ST103 that a start command is received, whether or not a winning game command is received, namely, whether or not a predetermined winning combination is won is determined (ST109). If a winning game command is received, the total number of paid-out medals is updated (ST109). Then, the process returns to ST101.

[0215] If it is not determined at ST109 that a winning game command is received, whether or not a BB exit command is received, namely, whether or not BB exits in the game is determined (ST111). If a BB exit command is received, the total number of bet medals and the total number of paid-out medals stored in the RAM are cleared and the scale of the ceiling meter is set to 1 for indication (ST112). As the total number of bet medals and the total number of paid-out medals are cleared, determination as to whether or not the relief measure is to be activated can be started after BB.

[0216] Ceiling activation value selection processing is performed for determining the next ceiling activation value (ST113). If it is not determined at ST111 that a BB exit command is received, ST112 and ST113 are skipped and the process returns to ST101.

[0217] FIGS. 28A through 28D describe the number-of-inserted-medals update processing at ST102, the number-of-bet-medals determination processing at ST104, the total-number-of-bet-medals update processing at ST105, and the total-number-of-payout-medals update processing at ST110.

[0218] The number-of-inserted-medals update processing shown in FIG. 28A is to once store the transmitted number of inserted medals in a predetermined area of the RAM (ST110). The number-of-bet-medals determination processing shown in FIG. 28B is to determine that the number of inserted medals stored in the RAM at ST110 is the number of bet medals on the game and store the number of medals in the RAM (ST111). The reason why the number of inserted medals is monitored in the number-of-inserted-medals update processing and the number of bet medals is determined after the start command is received is that if the player operates the 1-BET switch 11, the 2-BET switch 12, or the MAX-BET switch 13 and inserts game play medals, the number of inserted medals can be changed before the player operates the start lever and therefore the number of bet medals must be determined when the player operates the start lever.

[0219] In the total-number-of-bet-medals update processing shown in FIG. 28C, the number of bet medals on the game determined at ST111 is added to the total number of bet medals (the number of used game medium). For example, if the number of bet medals on the game is three, three is added. This processing is performed for each game, whereby it is made possible to calculate the total number of bet medals. In the total-number-of-payout-medals update processing shown in FIG. 28D, when medals are paid out, the number of paid-out medals is added to the total number of paid-out medals. For example, if the winning combination of plum is won, six is added; if the player does not win any