

games, "0" is added. This processing is performed for each game, whereby it is made possible to calculate the total number of paid-out medals.

[0220] FIG. 29 shows the ceiling meter indication processing at ST106. In the processing, first the indication level of the ceiling meter is determined based on the number of medals at each level corresponding to the setup ceiling number of medals based on the ceiling meter shift selection table and the current medal number difference value (ST118). Whether or not the current indicated level is to be shifted is determined (ST119). If the level is to be shifted, the current level is incremented by one for indicating the meter level (ST120); if the level is not to be shifted, the process is returned to the main routine.

[0221] FIG. 30 shows the ceiling AT activation check processing at ST107. The ceiling AT refers to the stop operation assistance time period activated as a relief measure. The representation of "ceiling" is used because it is activated when a predetermined value (setup ceiling value) is reached. The predetermined value is determined in the ceiling activation value selection processing performed after BB exits; and is any one of "1200", "1500", or "1800".

[0222] In the ceiling AT activation check processing, first whether or not the internal winning of BB is accepted in the game or whether or not the current gaming state is during BB internal winning is determined (ST121). If the internal winning of BB is accepted in the game or the current gaming state is during BB internal winning, the total number of bet medals and the total number of paid-out medals stored in the RAM are cleared (ST122) and the process is returned to the main routine. In doing so, once the internal winning of BB is accepted, unless the BB exits, the relief measure is not activated.

[0223] If the internal winning of BB is not accepted in the game and the current gaming state is not during BB internal winning, whether or not the current medal number difference value reaches the setup ceiling value is determined (ST123). If the current medal number difference value is equal to or greater than the setup ceiling value, the ceiling-number-of-AT-times selection table is set (ST124), random number lottery is executed based on the table (ST125), and the value selected by the lottery is added to the number-of-AT-times stock counter (ST126). If it is determined at ST123 that the current medal number difference value is less than the setup ceiling value, the process is returned to the main routine.

[0224] FIG. 31 shows the ceiling activation value selection processing at ST113. This processing is performed after BB exits for determining the number of games activated by the next relief measure, namely, the ceiling value. In the processing, a random number lottery is held based on the ceiling activation value selection table, any value of 1200, 1500, or 1800 is selected, and the selected value is held in the RAM until the next BB exits and a new ceiling value is selected. The ceiling value is thus selected and determined, whereby the ceiling value is not fixed, making the player hard to determine when the next relieve measure will be activated.

[0225] FIG. 32 shows the AT execution processing at ST108.

[0226] First, whether or not the value of the number-of-notification-times counter is 1 or more is determined

(ST201). If the number-of-notification-times counter is 1 or more, push order notification processing is performed (ST204). If the number-of-notification-times counter is less than 1, whether or not the value of the number-of-AT-times stock counter is 1 or more is determined (ST202). If the value of the number-of-AT-times stock counter is less than 1, the process is returned to the main routine; if the value of the number-of-AT-times stock counter is 1 or more, AT activation lottery processing is performed (ST203).

[0227] If the number-of-notification-times counter is 1 or more, it means that the gaming machine (player) is in the AT. If the value of the number-of-AT-times stock counter is 1 or more, it means that the AT is concealed.

[0228] FIG. 33 shows the push order notification processing at ST204. First, the number-of-push-order-notification-times counter is decremented by one (ST205). Whether or not the internal winning combination of the game is bell is determined (ST206). If the internal winning combination of the game is not bell, the process is returned to the main routine. If the internal winning combination of the game is bell, the player is notified of information to complete the winning game of bell based on the selected stop order control table number (ST207) and the process is returned to the main routine.

[0229] FIG. 34 shows the AT activation lottery processing at ST203.

[0230] First, a random number lottery is held based on the AT activation lottery table (ST208). Whether or not AT activation is accepted is determined as the result of the lottery (ST209). If AT activation is not accepted, the process is returned to the main routine. If AT activation is accepted, a value of 10 is added to the number-of-push-order-notification-times counter (ST210), the value of the number-of-AT-times stock counter is decremented by one (ST211), and the process is returned to the main routine.

[0231] In the processing described above, to produce various displays (indications) on the panel display unit 5, the first and second liquid crystal panels 501 and 502 are driven and controlled separately, whereby while the visibility of the portions of the rotation reels 3L, 3C, and 3R is maintained good, it is made possible to display information displayed on the display screen 5a more clearly and more extensively than in the related techniques and it is also made possible to scale up display, by the display scaling means as required, whereby a stronger impact is given to the player and the display can be vividly retained in the players memory.

[0232] The invention has been described with reference to the embodiments, but is not limited to the specific embodiments. In the embodiment, the total number of paid-out medals and the total number of bet medals are cleared when the internal winning of BB is accepted, during the internal winning of BB, or when the winning combination of BB is won. However, the timing can be set arbitrarily and the step of clearing the total number of paid-out medals and the total number of bet medals may be skipped.

[0233] In the embodiment, the stop operation assistance time period is activated each time the medal number difference value reaches the predetermined number of medals. However, the relief measure may be activated a predetermined number of times (for example, only once) after BB exits.