device **21**. With regard to the betting operation, as shown in the enlarged view of display windows **43**L, **43**C, and **43**R in **FIGS. 6A, 6B**, and **6**C, a center line L**1** is made an active pay line (abbreviated hereinafter as "active line") by a one-bet operation, a top line L**2**A and a bottom line L**2**B are made active lines in addition to center line L**1** by a two-bet operation, and a cross-down line L**3**A and a cross-up line L**3**B are made active lines in addition to center line L**1**, top line L**2**A, and bottom line L**2**B by a three-bet operation.

[**0098**] Next, when start lever **13** detects the game starting operation by a player, a random number is sampled by sampling circuit **109**. The sampled random number is compared with the prize probability table stored in ROM **104**, and if there is a winning combination, a winning flag for the corresponding prize pattern is set to on. This software-base lottery process is referred to as the "probability lottery process," and the details thereof will be described below.

[**0099**] Drive pulses are supplied to each of the stepping motors **112**L, **112**C, and **112**R via motor driving circuit **111** and each of the reels **24**L, **24**C, and **24**R starts rotating. CPU **103** monitors the drive pulses supplied and updates a "pulse counter" secured in RAM **105**. The pulse counter value is monitored, and if it becomes a predetermined value, a symbol is determined to have moved by one symbol (also referred to as "one segment"), and the "symbol counter" secured in RAM **105** is incremented by one count.

[**0100**] For example, if a stepping motor performs one rotation at 400 pulses and 21 symbols are arranged on the outer peripheral surface of a reel, since a symbol moves by one segment by about 19 pulses, CPU **103** determines a symbol to have moved by one segment and increments the "symbol counter" by one count when the pulse counter value becomes 19 pulses.

[**0101**] On the other hand, with reels **24**L, **24**C, and **24**R, each time the reference point of a symbol passes the center line L**1** of display window **43**, an index detection signal is generated and a reset pulse is input into CPU **103** through reel index detection circuit **115**. Upon detecting the input of the reset pulse, CPU **103** clears the symbol counter that is counted up by RAM **105**. Correspondence between a symbol position recognized on a software basis and the one actually displayed in the display window **43** is thus ensured.

[**0102**] When reels **24**L, **24**C, and **24**R reach a constant rotation speed after a predetermined period of time from when they start rotating, operations of stop buttons **15**L, **15**C, and **15**R are activated. When a player carries out a stop operation, a reel stop signal is input into CPU **103** via reel stop signals circuit **118**. After a processing such as the selection of the stop position, etc., on a software basis, a stop pulse is supplied to the corresponding stepping motor **112**L, **112**C, or **112**R via motor driving circuit **111** and the corresponding reel **24**L, **24**C, or **24**R is stopped.

[**0103**] In carrying out stop control of reels **24**L, **24**C, and **24**R, CPU **103**, upon receiving a stop signal from reel stop signals circuit **118**, stores in a predetermined area of RAM **105** a code number for the symbol on center line L**1** as a stop operation position and refers to a stop table that associates the stop operation position with the symbol to be stopped and displayed at center line L**1**. CPU **103** then stores a symbol stop position corresponding to the stop operation position in a predetermined area of RAM **105**, calculates the number of pulses (segments) to be supplied to stop at the intended symbol, and carries out stop control after supplying the calculated number of pulses.

[**0104**] When the reels **24**L, **24**C, and **24**R are all stopped, a prize search is carried out. In the prize search, the symbol stop positions stored in RAM **105** are compared with a symbol table stored in ROM **104**, and the stop mode of the current game that is stopped in display windows **43**L, **43**C, and **43**R is ascertained. The symbol table is configured so as to correspond to the symbol arrangement drawn on the outer peripheral surface of each reel **24**L, **24**C, and **24**R, associates a code number indicating the order of a symbol from a reference position with a symbol code provided in correspondence to the code number, and serves the role of a software-basis reel band. Then, for each active line L**1**, L**2**A, L**2**B, L**3**A, and L**3**B, the stop mode is compared with a prize symbol combination table stored in ROM **104** to determine the existence of a prize. The prize symbol combination table associates a prize symbol combination with the number of coins paid out when a prize is won. Processes are performed upon switching the prize symbols in cases where the active prize symbol combination or number of coins paid out is to be differed according to the gaming state.

[**0105**] CPU **103** pays out a predetermined number of coins from the hopper **114** by supplying a payout signal to hopper driving circuit **113** if "the winning of a prize" is determined in the prize search. At that time, coin detector **120** counts the number of coins that are paid out from hopper **114** and stops the driving signal to the hopper driving circuit and the payout of coins when the count reaches a predetermined number.

[**0106**] The block diagram of **FIG. 5** shows the configuration of sub-control circuit **201**. Sub-control circuit **201** controls peripheral devices for attraction such as image display device **21**, electronic shutter **22**, speakers **5**L and **5**R, etc., based on game information from main control circuit **101** and input signals from a touch sensor **209** on the touch panel.

[**0107**] The sub-control circuit **201** is configured with a sub-microcomputer **202** as a main component and is composed of an image control circuit **250** for controlling the image display device **21**, a sound source IC **230** for controlling the output of sound from the speakers **5**L and **5**R, a power amp **231**, serving as an amplifier, and a reel back lamp control circuit **240**. These control circuits are configured on a circuit board other than that of the main control circuit.

[**0108**] The sub-microcomputer **202** comprises a sub-CPU **203**, a sub-ROM **204**, serving as storage means, and a sub-RAM **205**. Like the main control circuit **101**, sub-control circuit **201** in **FIG. 5** comprises a clock pulse generating circuit, a frequency divider, a random number generator, and a sampling circuit although they are not shown in the **FIG. 5**. The sub-ROM **204** stores a communication sequence program for communication with main control circuit **101**, an attraction selection table for selecting various attractions based on received game information, a sound sequence program, etc. The sub-RAM **205** is used as a working area for carrying out these control programs.

[**0109**] The sub-CPU **203** determines the attraction to be carried out by various attraction control circuits based on a game information command which is transmitted from main