

operation was to operate left stop button 15L, and a large “x” is displayed at the center of the display area to notify the player that the stopping operation was wrong.

[0139] After display by the attraction control executed as shown in FIG. 16A or 16B is performed for a fixed period of time, all shielded areas are subject to transmitting control as shown in FIG. 16C and the attraction control for one game is thereby ended.

[0140] FIGS. 17A, 17B, and 17C show announcement attraction screens that are generated at a predetermined probability after all reels 24L, 24C, and 24R have stopped. With regard to the specific flow of the attraction, first, the reels 24L, 24C, and 24R in rotation are displayed through panel display device 7 (FIG. 17A), and thereafter, all reels are stopped by the stopping operation by a player (FIG. 17B). After all reels have stopped, electronic shutter 22 is put in the shielded state so that reels 24L, 24C, and 24R, which were displayed, become hidden behind the electronic shutter as shown in FIG. 17C.

[0141] Next, an announcement attraction based on the internal winning pattern of the current game is executed. With the announcement attraction of the present embodiment, the reliability of establishment of a bonus winning combination is expressed by the degree of matching of the display positions of bell symbols displayed on the image display device 21 and the stop positions of the bell symbols of reels 24L, 24C, and 24R, which are displayed in the stopped state. FIG. 19A shows an announcement attraction generation table. The announcement attraction generation table is referenced when, in a case where BB, RB, watermelon, or SB is internally won, the lottery for determining whether or not to execute an announcement attraction is executed. For example, whereas an attraction is executed in the current game if a watermelon is internally won and the random number for attraction selection is 15, an attraction will not be executed even if the random number for attraction selection is 15 if the internal winning pattern is SB.

[0142] FIG. 19B is a diagram showing the attraction category selection table. When the execution of an announcement attraction is determined by the announcement attraction generation table, the attraction category selection table is referenced to determine the contents of the attraction. Attractions are categorized according to how precisely the bell symbol stop positions on the image display device 21 are to be matched to the bell symbol stop positions of reels 24L, 24C, and 24R, and the higher the degree of matching, the higher the probability that a bonus winning combination is an internal winning pattern. For example, in the Figure, “All” in the “number of bells displayed” column indicates that all of the display positions of both parts are matched and “Number appearing—2” indicates that a maximum of two of the display positions of both parts are unmatched. For example, if in the current game, the internal winning pattern is “SB” and the random number for attraction selection is 118, the attraction corresponding to “Number appearing—4” is selected. In this case, if, for example, there are only two bell symbols that are displayed in the stopped state on reels 24L, 24C, and 24R, an attraction mode with which all display positions are unmatched is selected, and if, for example, five bell symbols are displayed, display is performed with four of the display positions being unmatched and one display position being matched.

[0143] FIGS. 18A and 18B show diagrams of specific examples of announcement attraction modes. FIG. 18A shows the display that is displayed when, in the case where reels 24L, 24C, and 24R are stopped in the display mode of FIG. 17B, any of “Number appearing—2,” “Number appearing—3,” “Number appearing—4,” and “Number appearing—5,” is selected from the attraction category selection table of FIG. 19B. Though with regard to the symbols displayed on the reels in the reel stopped state of FIG. 17B, bell symbols are displayed at the middle stage of middle reel 24C and the upper stage of right reel 24R, on the image display device 21, bell symbols are displayed at the lower stage of the middle reel and the middle stage of the right reel, and since the display positions of both parts are not matched, it can be understood that the announcement attraction is one that indicates low reliability.

[0144] FIG. 18B shows a display that is displayed when, in the case where reels 24L, 24C, and 24R are stopped in the display mode of FIG. 17B, “Number appearing—11” is selected from the attraction category selection table of FIG. 19B. With regard to the symbols displayed on the reels, bell symbols are displayed at the middle stage of middle reel 24C and the upper stage of right reel 24R, and on the image display device 21, bell symbols are displayed at the middle stage of the middle reel and the middle stage of the right reel. Though the display position is mismatched with regard to right reel 24R, since the display position is matched for middle reel 24C, it can be understood that the announcement attraction is one that indicates high reliability.

[0145] FIG. 20 is a diagram showing a BR generation and BR continuing number lottery table. With the present embodiment, whether or not a BR is to be made to occur and the number of times BR is to be continued are determined by lottery at a fixed probability when a predetermined prize pattern is internally won. In this table, a BR is made to occur at a probability of 16/128 when a watermelon is internally won, at a probability of 11/128 when two cherries are internally won, and at a probability of 25/128 in the case of missed winning.

[0146] The control operations of main control circuit 101 and CPU 103 will now be explained with reference to the main flowchart shown in FIG. 21 through FIG. 23.

[0147] First, CPU 103 carries out an initialization process before starting a game (step 501, referred to as ST hereinafter). Specifically, the previous game status and communication data stored in RAM 105 are cleared, the game parameters required for a game are written, the start address of the sequence program is set, etc.

[0148] CPU 103 then determines whether or not there is an automatic coin inlet request, in other words, determines whether there was a replay prize in the previous game (ST 502). If determined as “YES,” the requested number of coins are loaded automatically (ST 503) and a transfer to the process of ST 505 is carried out. If determined as “NO” at ST 302, whether or not new coins were inserted, in other words, whether or not there is an input from the inlet coin sensor 117 due to coins being loaded into coin inlet 11 by a player and whether or not there is an input by the operation of any of the various BET switches 8, 9, and 10 are determined (ST 504). If determined as “YES,” a transfer to ST 305 is performed while if determined as “NO,” the input signal is monitored until a BET operation is executed.