

[0164] The control operation of sub-CPU 203 of sub-control circuit 201 will now be described.

[0165] FIG. 24 shows a flowchart of an interrupt process 1. This interrupt process 1 is executed as an interrupt process every 3 ms, and in this process, the game information commands sent from main control circuit 101 and input signals from the touch panel are stored in sub-RAM 205.

[0166] First, sub-CPU 203 checks the input buffer (ST 600) and determines whether or not there is an input signal in the input buffer (ST 601). If determined as "YES," a receiving flag is turned on (ST 602), the contents of the received command are set in sub-RAM 205 (ST 603), and the process is completed. If determined as "NO,"¹ the process is completed as it is.

[0167] FIG. 25 shows a flowchart of the main process at the sub-control circuit side. First sub-CPU 203 checks the receiving flag of sub-RAM 205 and determines whether or not there has been an operation input from the touch panel (ST 620). If determined as "YES," a support menu process is executed (ST 621) and a transfer to ST 622 is performed. If determined as "NO," ST 621 is skipped and a transfer to ST 622 is performed. In the support menu process, display and editing of the support menu are carried out in accordance with inputs.

[0168] Next, whether or not the start command has been received is determined (ST 622), and if determined as "NO," ST 623 is skipped and a transfer to ST 624 is performed. If determined as "YES," an attraction control process for starting is executed (ST 622). With the attraction control process for starting, the BR control process is carried out if the current state is the BR state. Details will be given below.

[0169] Next, whether or not the reel stop command has been received is determined (ST 624), and if determined as "NO," ST 625 is skipped and a transfer to ST 626 is performed. If determined as "YES," an attraction control process for reel stopping is executed (ST 625). With the attraction control process for reel stopping, the BR generation lottery process, notification of the order of stopping in the BR state, and attractions, which are in accordance with matching of the notified contents and the actual stopping operations, are carried out.

[0170] Details will be given below,

[0171] Next, whether or not the 1 game completion command has been received is determined (ST 626), and if determined as "NO," ST 627 is skipped, a return to the process of ST 620 is performed, and the same processes are repeated. If determined as "YES," an attraction control process for the completion of one game is executed (ST 627). With the attraction control process for the completion of one game, an announcement attraction process, or if the current state is the BR state, the process of renewing the number of times of continuation of BR is executed. Details will be given below.

[0172] When the process of ST 627 is completed, a return to ST 620 is performed and the same processes are repeated. Thus with the main flowchart of sub-control circuit 201, processes of branching to corresponding attraction processes are carried out repeatedly based on game information commands sent from main control circuit 101.

[0173] FIG. 26 shows a flowchart of the attraction control process for starting. First, sub-CPU 203 carries out a BR generation lottery process (ST 660). The BR generation lottery process is a process that determines whether or not battle rush, which is a special gaming state, is to be made to occur. Details will be given below. A BR execution process is then carried out (ST 680). With the BR execution process, notification of the stopping order is carried out in the BR state. Details will be given below.

[0174] FIG. 27 shows a flowchart of the BR generation lottery process. First, sub-CPU 203 checks a BR flag stored in sub-RAM 205 to determine whether or not BR game is currently in progress (ST 661). If determined as "YES," a return to the attraction control process for starting is performed as it is. If determined as "NO," the BR generation and BR continuing number lottery table of FIG. 20 is referenced and whether or not a BR continuance number has been won is determined (ST 662, 663). If determined as "NO," a return to the attraction control process for starting is performed. If determined as "YES," the BR flag in sub-RAM 205 is set to on, the BR continuance number is set to the continuance number that has been won (ST 664), a BR generation attraction is carried out (ST 665), and a return to the attraction control process for starting is performed.

[0175] FIG. 28 shows a flowchart of the BR execution process. First, sub-CPU 203 checks the BR flag and a BR evacuation flag in sub-RAM 205 to determine whether or not BR game is currently in progress or a bonus has been generated during BR and the BR gaming state is temporarily interrupted (ST 681). If determined as "NO," since this means that the present state is not the BR state, a return to the attraction control process for starting is performed as it is. If determined as "YES," the receiving flag in sub-RAM 205 is checked to determine whether or not a bonus winning combination has been won internally (ST 682), and if determined as "YES," the BR is interrupted, the BR flag in sub-RAM 205 is set to off and the BR evacuation flag is set to on in order to finish up the bonus game (ST 683), and a return to the attraction control process for starting is performed.

[0176] If determined as "NO" in ST 682, then in order to restart BR from the state in which BR is evacuated, the BR evacuation flag in sub-RAM 205 is set to off and the BR flag is set to on (ST 684). The BR continuance number in sub-RAM 205 is then checked to check whether all of the BR continuance number of times of game have been finished and determine whether or not the continuance number has become 0 (ST 685). If determined as "YES," since this means that BR has ended, the BR flag is set to off (ST 686) and a return to the attraction control process for starting is performed.

[0177] If determined as "NO," since this means that the defined number of times of BR game have not been finished, the receiving flag in sub-RAM 205 is checked to determine whether or not the bell or SB has been won internally in the present game (ST 687). If determined as "YES," the selected stop table category, stored in the receiving flag in sub-RAM 205, is referenced and the appropriate order of stopping is notified (ST 688) and a return to the attraction control process for starting is performed. If determined as "NO," a return to the attraction control process for starting is performed without notifying anything.