

reads out the image data for the respective character images C1 to C3, from the image data ROM 216, and it then situates the image data thus read out in a position in the video RAM 214 which corresponds to the position at which the character image is to be displayed on the main display device 32. Furthermore, if a background display command is issued by the main control circuit 60, then the video display processor 212 reads out the image data for the background image B1, from the image data ROM 216, and it then situates the image data thus read out in a position in the video RAM 214 which corresponds to the position at which the background image is to be displayed on the main display device 32.

[0097] After image data has been generated in the video RAM 214, the video display processor 212 reads out only the image data stored in the display region R2, from the video RAM 214, and supplies this data to the drive circuit 218, as a display signal.

[0098] (Example of Image Display)

[0099] An image is displayed on the main display device 32 by storing image data in the video RAM 214, and the game progresses. FIG. 7 to FIG. 11 show examples of image displays.

[0100] FIG. 7 is an example of a case in which a video poker game screen is displayed on the main display device 32. More specifically, in the game selection-enabled gaming machine 2, a video poker game is selected, a video poker game program is downloaded from the game providing server 1, the main control circuit 60 supplies a screen display command to the display control device 200, in accordance with the video poker game program, and the display control device 200 causes the main display device 32 to display the game screen shown in FIG. 7.

[0101] The five cards in the player's hand are displayed in one horizontal row in the central part of the screen, whereby the player can play the game.

[0102] Furthermore, a list of the types of hands and the number of coins paid out according to the bet is displayed in the upper part of the screen, and the number of coins that can be paid back to the player is also indicated.

[0103] Furthermore, a plurality of rectangular-shaped figures containing text characters are displayed in the center of the lower part of the screen. These figures correspond to the switches 40 of the game selection-enabled gaming machine 2, and by pushing a corresponding switch 40, the processing indicated by the text characters shown inside the relevant figure is implemented. By this means, even if a plurality of types of game are implemented by one game selection-enabled gaming machine 2, it is possible to make the player recognize what type of operation is associated with each of the respective switches 40, when they are pushed. Furthermore, if the player touches a position on the touch panel 28 where a rectangular-shaped figure is displayed, then it is also possible for similar processing to be implemented as that implemented when the corresponding switch 40 is operated.

[0104] Moreover, the number of coins bet in the current game (BET number), the total number of coins accumulated into the game selection-enabled gaming machine 2 (CREDIT), and the type of coin per unit required for one betting game (BET: unit gaming fee), are displayed at the left and right-hand ends of the lower part of the screen. In

the example in FIG. 7, the player has bet five coins in the current betting game, and the remaining 45 coins have been accumulated into the game selection-enabled gaming machine 2 as the player's credit. Furthermore, the type of coin of the unit required for one betting game is set to 50 cents.

[0105] The type of coin per unit (BET; unit gaming fee) is set by the player, as described hereinafter. The total number of coins displayed (CREDIT) is the number of coins calculated by dividing the total amount of money accumulated, by the unit gaming fee indicated by the established type of coin. It is also possible to display the number of coins of a previously established denomination (for example, one-dollar coins) in the total number of coins (CREDIT) column, regardless of the type of coin established as the unit gaming fee.

[0106] FIG. 8 and FIG. 9 are examples of a case in which a blackjack game screen is displayed on the main display device 32. More specifically, in the game selection-enabled gaming machine 2, a blackjack game is selected, a blackjack game program is downloaded from the game providing server 1, the main control circuit 60 supplies a screen display command to the display control device 200, in accordance with the blackjack game program, and the display control device 200 displays the game screen shown in FIG. 8 or FIG. 9 on the main display device 32.

[0107] The cards in the player's hand are displayed in a horizontal alignment in the central part of the screen, whereby the player can play the game.

[0108] Moreover, an animated image of a virtual dealer, and the dealer's hand, is depicted in the upper part of the screen. The game proceeds by means of the virtual dealer saying, for instance, "Shall I deal another card?" as shown in FIG. 8, in accordance with the game status.

[0109] This virtual dealer is displayed by means of a separate program to the blackjack game program, and within the same game program, it is possible to change the virtual dealer, as shown in FIG. 8 and FIG. 9. Consequently, it is possible to create the impression of a different game, even using the same game program, by changing the appearance and/or character of the virtual dealer, and therefore the player's enjoyment of the game can be increased.

[0110] Moreover, a display of instructions corresponding to the switches 40, the number of coins bet in the current game, the total number of coins accumulated into the game selection-enabled gaming machine 2, and the type of coin per unit required for one betting game, are displayed at the lower part of the screen. Moreover, an image of the number of coins that have been bet is also displayed, thus creating a greater sense of reality.

[0111] In addition, in the example in FIG. 8, the type of coin of the unit required for one betting game is set to 50 cents, whereas in the example in FIG. 9, the type of coin of the unit required for one betting game is set to one dollar. The type of coin of the unit required for one betting game is set in conjunction with the game type selection processing, as described hereinafter. Depending on the type of game, it is possible to vary the number of types of coin per unit that can be selected, and it is also possible to make the number of types of coin one type only.