

[0112] FIG. 10 shows an example of the display in the whole game selection-enabled gaming machine 2 during a game. The main display device 32 shows an image in which a video poker game has been executed and the player's hand has finished as a "full house". In this case, the second sub display device 36 displays flashing text stating "FULL HOUSE!! YOU WIN!!", and an effect of celebrating the win of the player in the current game is created. Furthermore, a description of the method of playing a video poker game is displayed on the first sub display device 34, in order that even a novice will know how to operate the machine, without problem. Accordingly, it is possible to avoid situations where a written description for all of the games that can be played on that game selection-enabled gaming machine 2 have to be shown in the vicinity of the gaming machine. Furthermore, the third sub display device 38 is able to display an announcement from the game arcade, such as "Double-medal campaign now on!! Ends 19th May!", or advertisements, or the like.

[0113] Here, a "Change game" icon 32a is displayed on the main display device 32, and by means of the player touching this icon 32a (namely, touching the corresponding position on the touch panel 28), the machine transfers to a game selection operation, which is described hereinafter. The display device which displays the "Change game" icon is not limited to being the main display device 32, but it should be a display device provided in association with a touch panel. Furthermore, it is also possible to provide a special key or a generic key for the "Change game" operation.

[0114] On the other hand, FIG. 11 shows a display example of the whole game selection-enabled gaming machine 2 during rewriting of a program. A game demonstration screen is displayed on the main display device 32, and therefore even in a state where the game is not being implemented due to rewriting of the program, it is possible to prevent the absence of an image display from impairing the bright appearance of the game arcade. By scrolling a display of the text characters "NOW LOADING" from right to left on the screen of the second sub display device 36, it is possible to inform the player that the game program is currently being rewritten. Furthermore, text information, such as news, can be displayed on the first sub display device 34, thereby providing various types of information to a player who is present in the game arcade for a long period of time. It is also possible for a display of this kind to be shown even when the game program is not being rewritten, and it is also possible to be shown on the second sub display device 36 or the third sub display device 38.

[0115] The image and text information which can be displayed on the respective display devices are not limited to the examples given above, and it is also possible to display these images on a display device other than the display device stated in the foregoing examples, or to display music videos, environmental videos, or the like, which may be displayed on the display devices.

[0116] (Game Type Selection Processing)

[0117] Next, the processing implemented in the aforementioned game providing server 1 and game selection-enabled gaming machine 2 when the player selects the type of game to be executed by the game selection-enabled gaming machine 2 will be described.

[0118] Here, FIG. 12 is a flowchart showing the processing in the game selection-enabled gaming machine 2, FIG. 13 is a flowchart showing the processing in the game providing server 1, and FIG. 14 is an illustrative diagram showing a game type selection display image.

[0119] In a standby state (for example, after the number of accumulated coins has become zero and a prescribed time period has passed), the game selection-enabled gaming machine 2 proceeds to issue an instruction prompting a person wishing to play a game to insert coins or bills, on any of the display devices, and when it detects the insertion of a coin or bills in this standby state, then the processing shown in FIG. 12 (game selection program 68a) is started.

[0120] Firstly, the CPU 66 of the game selection-enabled gaming machine 2 causes the game type selection display image shown in FIG. 14 to be displayed on the main display device 32 (S101), and causes a display requesting the selection of the denomination (unit gaming fee) to be shown on any of the sub display devices (for example, the second sub display device 36) (S102). The display requesting the selection of a denomination (unit gaming fee) may also be superimposed on the game type selection display image.

[0121] As shown in FIG. 14, the game type selection display image comprises, for example, selection icons for all of the types of game offered by the game providing server 1, denomination (unit gaming fee) selection icons, a "Cancel" icon, and a column displaying the total number of coins (credit). In the initial state, the column displaying the total number of coins shows the total amount of money accumulated, divided by a previously established base denomination (for example, one dollar). Moreover, in the initial display state, the selection icons of all of the game types are reduced in display brightness, and selection icons of all of the denominations (unit gaming fees) are increased in display brightness.

[0122] When there is a large number of game types that can be offered by the game providing server 1, then the game type selection display image is divided into several pages. Furthermore, it is also possible to display the denomination selection image and the game type selection image, as separate images, in such a manner that the display can be switched between these images. In this case, in the initial state, for example, a denomination selection screen is displayed.

[0123] When information relating to a denomination (unit gaming fee) selected by means of the player operating an icon is read in from the touch panel 28 (S103), then the CPU 66 switches the game type selection display image to a display mode in which the game type is selected (S104), and it updates the display of the total number of coins in accordance with the selected denomination (S105).

[0124] In the display mode of the game type selection display image in which the game type can be selected, the selection icons relating to the game types which can be offered at the selected denomination are displayed in a distinct manner from the selection icons relating to the game types which cannot be offered at the selected denomination. Furthermore, the icon of the selected denomination can also be displayed in a distinct manner to the other denomination selection icons. For example, the distinctive display can be achieved by changing the brightness or the color of the