

display. Furthermore, for example, a distinctive display may also include a case where the selection icons relating to the game types which can be offered at the selected denomination are displayed, whereas the selection icons relating to the game types which cannot be offered at the selected denomination are not displayed.

[0125] If, for example, the amount of money introduced is 15 dollars, and the selected denomination is 25 cents, then the total number of coins is updated from “15” to “60”.

[0126] FIG. 15 shows a game type/denomination correspondence table contained in the fixed data which constitutes the game selection program 68a. The game type/denomination correspondence table associates the game types with the denominations which can be selected with that game type. When a denomination has been selected, the CPU 66 accesses the game type/denomination correspondence table, and recognizes the game types that can be offered at the selected denomination. For example, the game type “HYBRID GAME 1” can be selected if 1 cent or 5 cents has been selected as the denomination, but it cannot be selected if another denomination apart from these has been selected. Furthermore, the game type “HYBRID GAME 2” can be selected if 5 cents or 10 cents has been selected as the denomination, but it cannot be selected if another denomination apart from these has been selected. In this way, the selectable denominations vary for each game type, and therefore it is possible to reflect the complexity of a game, the time taken to play one round of the game, and the like, in the available denominations. Therefore, for example, it is possible to ensure that the daily sales of a game selection-enabled gaming machine 2 are virtually the same, whichever game is selected.

[0127] In a state where the game type selection display image is shown in a display mode which permits selection of the game type, the CPU 66 waits for the player to operate a denomination selection icon, or one of the selection icons for the game types which can be selected with the currently selected denomination (S106, S107). If a selection icon for a non-selectable game type is operated, then the CPU 66 ignores that operation.

[0128] If a denomination selection icon is operated, then the CPU 66 returns to step S104 described above and switches to a display corresponding to the newly selected denomination.

[0129] On the other hand, if the selection icon of a game type which is selectable at the currently selected denomination is operated, then the CPU 66 requests the game program of the selected game type, from the game providing server 1, by means of the communications interface circuit 76 (S108), and waits for a response from the game providing server 1 (S109). The related processing step is not described here, but during this wait, the CPU 66 causes a prescribed display device to implement a display which informs the player that the gaming machine is communicating with the game providing server 1. Furthermore, the game program request information may also include, in addition to information relating to the game type, information relating to the selected denomination.

[0130] Even if the selected game type is the same as the game program stored in the hard disk device 74, it is still possible to request a download, in order to clarify the

management operations of the game providing server 1. On the other hand, in a case of this kind, it is also possible to use the game program stored in the hard disk device 74, without requesting download, in order to speed up the start of the game (in this case, desirably, the selection of that game program is reported to the game providing server 1).

[0131] When there is a response from the game providing server 1, the CPU 66 determines whether it is an instruction to erase the stored game program, or a download refusal notification (S110).

[0132] If the response is a download refusal notification, then the CPU 66 displays a message indicating that the game type in question cannot be selected, in a superimposed fashion on the game type selection display image, for a prescribed time period (S111), and then returns to step S104 described above, where the player is made to select the game type, and the like, again.

[0133] If an instruction to erase the stored game program has been received, then the CPU 66 clears the storage area of the game program on the hard disk device 74 and then reports the completion of storage preparations, to the game providing server 1 (S112). Thereupon, the CPU 66 stores the game program downloaded progressively from the game providing server 1, in the hard disk device 74 (S113), and when download has ended and storage to the hard disk device 74 has been completed, then it performs data setting processing relating to the various sections of the machine, in such a manner that the downloaded game can be played (S114). The CPU 66 then transfers to processing for playing the game.

[0134] Although omitted from the illustration in FIG. 12, if the “Cancel” icon on the game type selection display image is operated in the processing from step S102 onwards, then the CPU 66 returns to step S101, and if the “Cancel” icon is operated in the initial state in step S101, then the CPU 66 returns the game selection-enabled gaming machine 2 to a standby state. In the processing for returning the machine to a standby state, pay-out of the money accumulated into the machine, and the like, is implemented.

[0135] Since the selection of the denomination (unit gaming fee) has priority over the selection of the game type, it is possible to narrow down the range of selectable game types, in accordance with the selected denomination (unit gaming fee). In the case of a casino, many players give priority to the unit gaming fee, over the type of game.

[0136] The game providing server 1, on the other hand, waits for a game program download request to be sent by any one of the game selection-enabled gaming machines 2. Having received a report that a request of this kind has been issued, from the communications interface circuit 22, the CPU 10 starts the program 14a (see FIG. 13) for providing a game program.

[0137] Firstly, the CPU 10 recognizes the game type that the game program is requested (S201), and determines whether or not a game program of that game type can be downloaded (S202).

[0138] In order to even out the types of games that are played, it is possible, for example, to prohibit the downloading of the game program of a particular type of game if the ratio of the number of installed game selection-enabled