

[1811] Here, the main CPU 102 can also be left not to initialize the whole area or a portion of the main RAM 106. As a result, the interest of the game can be raised by changing the situations of the games at the slot gaming machine 10 randomly when the power source is turned ON.

[1812] Moreover, effective signals are so sent to the reel backlamps 63 as to turn ON the backlamps 63 at a normal time. In case this processing is ended, the routine advances to Step S102.

[1813] Next, the erasure of the stored contents at the game end is executed (at Step S102). In this processing, the main CPU 102 erases the data in the writable region, as used in the previous game, of the main RAM 106, stores the parameters necessary for the next game in the writable region of the main RAM 106, and stores the starting address of the sequence program to be used in the next game. In case this processing is ended, the routine advances to Step S103.

[1814] Next, it is determined (at Step S103) whether or not 30 seconds have elapsed after the end of the previous game. In this processing, the main CPU 102 determines whether or not the counted value, as started from the end of the previous game, of a timer packaged in the main CPU 102 is a predetermined time period, e.g., 30 seconds or longer in this embodiment. The main CPU 102 shifts the processing to Step S104, in case it discriminates that the counted value of the timer is 30 seconds or longer, but shifts the processing to Step S105, in case it does not discriminate that the counted value of the timer is 30 seconds or longer.

[1815] Next, a demo command is sent (at Step S104). In this processing, the main CPU 102 feeds the subsidiary control circuit 200 through the input-output bus 108 with a display instruction to display the demo screen. In response to this instruction, the sub-CPU 212 in the subsidiary control circuit 200 displays the demo screen in the display device 30 through the image control circuit 250, as will be described hereinafter. This processing is shifted, after ended, to Step S105.

[1816] Next, it is determined (at Step S105) whether or not an automatic insertion is demanded. In this processing, the main CPU 102 determines whether or not the general gaming state was in the previous game and whether or not a replay combination was won. The main CPU 102 reads out the data indicating the winning state in the previous game, as positioned in the main RAM 106. In case it is discriminated that the read data are those indicating that the replay combination was won, the processing is shifted to Step S106. In case it is not discriminated that the read data are those indicating that the replay combination was won, the processing is shifted to Step S107.

[1817] Next, an automatic insertion of the game medals demanded is executed (at Step S106). In this processing, the main CPU 102 reads out the data indicating the previous insertion number from the main RAM 106, and stores the BET number in the main RAM 106 based on the data. In case this processing is ended, it is shifted to Step S108.

[1818] Next, it is determined (at Step S107) whether or not the game medals have been inserted. In this processing, the medal sensor 152 feeds the main CPU 102 with the medal insertion signal, and the main CPU 102 thus having accepted the medal insertion signal stores it as the BET number in the main RAM 106. In case the BET number is the maximum,

moreover, the main CPU 102 stores the signal not as the BET number but as the credit number.

[1819] And, the main CPU 102 reads out the BET number from the RAM 106, and shifts the processing to Step S108, in case it discriminates that the BET number is counted or stored as the data other than 0, but to Step S103 in case it does not discriminate that the BET number is stored as the data other than 0.

[1820] Next, it is determined (at Step S108) whether or not the start switch has been turned ON. In this processing, the start switch 150 feeds the main CPU 102 with the start signal, in case the operation of the start lever 32 has been detected, and the main CPU 102 having accepted the start signal determines whether or not the start switch has been turned ON. The main CPU 102 accepts the start signal and shifts the processing to Step S109, in case it discriminates that the start switch has been turned ON, but shifts the processing again to the Step S108, in case it neither accepts the start signal nor discriminates that the start switch has been turned ON.

[1821] Next, it is determined (at Step S109) whether or not 4.1 seconds have elapsed from the previous game start. In this processing, the main CPU 102 determines whether or not the counted value, as started from the start of the previous game, of the timer packaged in the main CPU 102 is a predetermined time period, e.g., 4.1 seconds or longer in this embodiment. The main CPU 102 shifts the processing to Step S111, in case it discriminates that the counted value of the timer is 4.1 seconds or longer, but shifts the processing to Step S110, in case it does not discriminate that the counted value of the timer is 4.1 seconds or longer.

[1822] Next, the consumption of the game start awaiting time is executed (at Step S110). In this processing, the main CPU 102 consumes the game awaiting time without shifting to the next processing till the counted time by the processing of Step S109 reaches 4.1 seconds. In case it discriminates at Step S109 that the counted time reaches 4.1 seconds, the main CPU 102 shifts the processing to Step S111.

[1823] Next, the reels are turned (at Step S111). In this processing, the main CPU 102 feeds the drive signal to the motor drive circuit 130 for controlling the drives of the stepping motors 128L, 128C and 128R the stepping motors 128L, 128C and 128R are driven so that the reels 26L, 26C and 26R are rotationally driven. After this processing was ended, the processing is shifted to Step S112.

[1824] Next, the random numbers for lottery are extracted (at Step S112). In this processing, the main CPU 102 feeds the sampling signal to the sampling circuit 114, and the sampling circuit 114 having accepted the sampling signal feeds the random number generator 116 with the data for producing the random numbers. And, the random number generator 116 feeds the random numbers to the main CPU 102. Moreover, the main CPU 102 stores the random numbers fed from the random number generator 116 in the main RAM 106.

[1825] On the basis of these random numbers, the stop control positions of the reels 26L, 26C and 26R, which have been rotationally driven by the processing of Step S111, are determined. In this processing, the main CPU 102 extracts the random numbers for the lottery. Specifically, the random