

numbers are extracted from the range of 0 to 16383. In case this processing is ended, it is shifted to Step S113.

[1826] Next, the 1-game monitoring timer is set (at Step S113), as shown in FIG. 14. In this processing, the main CPU 102 sets the timer built therein. This timer includes an automatic stop timer for stopping the reels 26L, 26C and 26R automatically not on the basis of the stopping operation of the player. In case this processing is ended, the processing is shifted to Step S114.

[1827] Next, a gaming state is monitored (at Step S114). In this processing, the main CPU 102 monitors the playing state in the slot gaming machine 10, as will be described hereinafter. In case this processing is ended, it is shifted to Step S115.

[1828] Next, a probability lottery is executed (at Step S115). In this processing, the main CPU 102 executes the processing on the internal lottery on the basis of the random numbers, which are stored in the main RAM 106 by the processing of Step S112. In case this processing is ended, it is shifted to Step S116.

[1829] Next, a stop table group is selected (at Step S116). The main CPU 102 selects the stop table on the basis of the gaming state or the like, as will be described hereinafter. In case this processing is ended, it is shifted to Step S117.

[1830] Next, the start command is sent (at Step S117). In this processing, the main CPU 102 feeds pieces of information such as the information on an internal winning combination, the selection result of the stop table group, the gaming state, the kinds of probability lottery table stored, and the stock number, as the data for starting the game to the subsidiary control circuit 200. In case this processing is ended, it is shifted to Step S118.

[1831] Next, it is determined (at Step S118) whether or not the stop buttons have been turned ON. In this processing, the reel stop signal circuit 154 feeds the stop signal to the main CPU 102, in case the operations of the individual stop buttons 34L, 34C and 34R are detected. The main CPU 102 accepts the stop signal to discriminate that the stop buttons are turned ON, and shifts the processing to Step S120. The main CPU 102 does not accept the stop signal not to discriminate that the stop buttons are turned ON, and shifts the processing to Step S119.

[1832] Next, it is determined (at Step S119) whether or not the value of the automatic stop timer is at "0". In this processing, the main CPU 102 makes this determination on the basis of the count, which is started by the processing of Step S113. The main CPU 102 shifts the processing to Step S120, in case it determines that the value of the automatic stop timer is at "0", but to Step S118 in case it does not determine that the value of the automatic stop timer is at "0".

[1833] Next, the slipping frame number is determined (at Step S120). In this processing, the main CPU 102 determines the slipping frame number on the basis of the stop positions having detected the operations of the individual stop buttons 34L, 34C and 34R and the stop table contained in the stop table group selected, and stores it in the main RAM 106. In case this processing is ended, it is shifted to Step S121.

[1834] Next, the reel corresponding to the slipping frame number is turned and is then stopped (at Step S121). In this

processing, the main CPU 102 reads out the data indicating the slipping frame number stored in the main RAM 106 by the processing of Step S120, and feeds the stop signal to the motor drive circuit 130 for controlling the stops of the stepping motors 128L, 128C and 128R, on the basis of those data, so that the stepping motors 128L, 128C and 128R are stopped to stop and display the reels 26L, 26C and 26R. In case this processing is ended, it is shifted to Step S122.

[1835] Next, it is determined (at Step S122) whether or not all the reels 26L, 26C and 26R have been stopped. In this processing, the main CPU 102 shifts the processing to Step S123, in case it discriminates that all the reels 26L, 26C and 26R are stopped, but to Step S118 in case it does not discriminate that all the reels are stopped.

[1836] Next, the stop command sending processing is executed (at Step S123), as shown in FIG. 15. In this processing, the main CPU 102 feeds the subsidiary control circuit 200 with a command indicating that all the reels are stopped. In case this processing is ended, it is shifted to Step S124.

[1837] Next, a prize is retrieved (at Step S124). In this processing, the main CPU 102 retrieves the prize on the basis of the stop positions of the individual reels 26L, 26C and 26R, the BET number data and the winning symbol combination table, and stores the winning flag in the main RAM 106. In case this processing is ended, it is shifted to Step S125.

[1838] Next, it is determined (at Step S125) whether or not the winning flag is normal. In this processing, the main CPU 102 shifts the processing to Step S127, in case it discriminates that the winning flag is normal, but to Step S126 in case it does not discriminate that the winning flag is normal.

[1839] Next, the illegal error is displayed (at Step S126). In this processing, the main CPU 102 feeds the subsidiary control circuit 200 through the input-output bus 108 with the display instruction to display the illegal error frame. In response to this instruction, the sub-CPU 212 in the subsidiary control circuit 200 displays the illegal error frame in the display device 30 through the image control circuit 250. In case this processing is ended, the game is interrupted.

[1840] Next, the game medals are credited or paid out (at Step S127). In this processing, on the basis of the winning flag stored in the main RAM 106 by the processing of Step S124, the main CPU 102 either increases, updates and stores the credit number of the game medals positioned at the main RAM or feeds the payout instruction signal to the hopper drive circuit 124 so that a predetermined number of game medals are paid out from the hopper 126. In case this processing is ended, it is shifted to Step S128.

[1841] Next, the gaming state at the ending time is monitored (at Step S128). In this processing, the main CPU 102 reads out the data stored in the main RAM 106 and indicating the gaming state, and determines the gaming state at the next and later times on the basis of those data. Moreover, the main CPU 102 may set the various data and flags, when it determines the next and subsequent gaming states, on the basis of the result of the determinations. In case this processing is ended, it is shifted to Step S129.

[1842] Next, the end command is sent (at Step S129). In this processing, the main CPU 102 feeds the subsidiary