

display unit **5** according to an image control program stored in the image control program ROM **94** based on the parameters set by the sub microcomputer **83**.

[0146] The image control program ROM **94** stores the image control program regarding the display on the panel display unit **5** and various tables for selection. The image control work RAM **93** is configured as a temporary storing means when the image control CPU **92** executes the image control program. The image control IC **98** produces an image depending upon the displayed content determined by the image control CPU **92** and outputs the image to the panel display unit **5**. The image ROM **96** stores dot data for producing the image. The video RAM **97** is configured as the temporary storing means when the image control IC **98** produces the image.

[0147] Next, with reference to **FIGS. 10A and 10B**, the probability-sampling table will be described.

[0148] The probability-sampling tables are referred during a probability sampling process. The table shown in **FIG. 10A** is used under the normal game state, and the table shown in **FIG. 10B** is used under the normal game state in BB state. The tables are used to determine the internally winning prize of each game.

[0149] Both tables have the range of random numbers from 0 to 16383, and the internally winning prize is determined using one of the values to be sampled from the range.

[0150] For example, under the normal game state, if the sampled value of the random number is "2851", the "Bell prize" is determined as the internally winning prize. Further, if the sampled value of the random number is in a range from 11036 to 16383, no prizes are to be awarded for the game.

[0151] Hereinafter, with reference to **FIGS. 11 through 15**, the stopping control table, which is used when the internally winning of the "Bell prize" occurs, will be described.

[0152] The "stopping control table number selection table" shown in **FIG. 11** is used to determine the table to be referred when the spinning reels **3L, 3C, 3R** are controlled to stop while the internally winning of the "Bell prize" has occurred. Specifically, if the internally winning of the "Bell prize" occurs, one of the six tables is referred to, and the control for stopping the spinning reels **3L, 3C, 3R** is performed based on the selected table.

[0153] **FIG. 12** shows a relationship between the order of the stopping operation of the spinning reels **3L, 3C, 3R** based on the selected table shown in **FIG. 11** and winning of the "Bell prize". For example, the table No. **1** is selected based on the "stopping control table number selection table" shown in **FIG. 11**, the "Bell prize" is awarded if the order of the operation follows "L-C-R". However, the "Bell prize" is not awarded if the order of the operation does not follow the "L-C-R". In other words, it is necessary that the internally winning of the "Bell prize" occurs and the order of the operation for pushing the stop buttons **7L, 7C, 7R** follows the order specified by the selected table number.

[0154] Here, with reference to **FIGS. 13 through 15**, a detailed controlling method to stop the spinning reels **3L, 3C, 3R** in a case where the internally winning of the "Bell prize" has occurred will be described.

[0155] In the stopping control table, the "position when the stop button is pushed" and the "controlled stop position" are indicated using a code number. The "position when the stop button is pushed" means the code number of the symbol positioned on the centerline **8a** (specifically, the center of the symbol is positioned above the centerline **8a** and is the closest to the centerline **8a**.) when the stop buttons **7L, 7C, 7R**, which correspond to the spinning reels **3L, 3C, 3R**, are pushed.

[0156] The "controlled stop position" means the code number of the symbol to be displayed on the position of the centerline **8a** when the reel stops due to the stopping operation. Here, in the embodiment, four (4) segments are assigned in the maximum for a so-called "slidable segments". For example, if the stop button **7R** is pushed at the timing when the "CHERRY", which the code number of "12" is assigned, reaches the position of the centerline **8a** while the spinning reel **3R** is spinning, the spinning reel **3R** can be controlled so as to stop the "BLUE7", which the code number of "08" is assigned, on the position of the centerline **8a**.

[0157] **FIG. 13** shows the stopping control table used for a case where the prize is to be awarded. The table is used when controlling the reel so as to line up the "BELL-BELL-BELL" along the active line for awarding the "Bell prize" after the internally winning of the "Bell prize" occurred.

[0158] In **FIG. 13**, the "controlled stop position" of the reel **3L** is the code number of either "03", "08", "11", "15" or "19", which correspond to the "BELL" symbol. In **FIG. 13**, the "controlled stop position" of the reel **3C** is the code number of either "03", "07", "11", "15" or "19", which correspond to the "BELL" symbol. Similarly, in **FIG. 13**, the "controlled stop position" of the reel **3R** is the code number of either "01", "05", "10", "14" or "18", which correspond to the "BELL" symbol.

[0159] As described above, if the stopping control table shown in **FIG. 13** is used for controlling the spinning reels **3L, 3C, 3R**, the "BELL" symbol appears on the position of the centerline **8a**, i.e., in the middle of the display windows **4L, 4C, 4R**, which causes the prize to be awarded.

[0160] **FIG. 14** shows the stopping control table used for the regular-order pushing and the center-start pushing in a case where the prize is missed after the internally winning of the "Bell prize" has occurred. The table is used when controlling the reel so as to not line up the "BELL-BELL-BELL" along the active line (the "Bell prize" is not awarded). Here, the controlled stop positions, which correspond to the positions when the stop button of the reel **3L** and **3C** are pushed, are basically the same as those shown in **FIG. 13**.

[0161] However, in **FIG. 14**, the controlled stop position of the reel **3R** is the code number of either "02", "06", "11", "15" or "19", which corresponds to the "REPLAY".

[0162] As described above, if the stopping control table shown in **FIG. 14** is used for controlling the spinning reels **3L, 3C, 3R**, the "BELL" symbols appear in the middle of the display windows **4L** and **4C**, and the "REPLAY" symbol appears in the middle of the display window **4R**, and it therefore causes the "Bell prize" not to be awarded.

[0163] **FIG. 15** shows the stopping control table used for the reverse-order pushing and in a case where the prize is