

missed after the internally winning of the “Bell prize” occurs. 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 3C and 3R are pushed, are basically the same as those shown in FIG. 13.

[0164] However, in FIG. 15, the controlled stop position of the reel 3L is the code number of either “04”, “09”, “12”, “17” or “20”, which corresponds to the “REPLAY”.

[0165] As described above, if the stopping control table shown in FIG. 15 is used for controlling the spinning reels 3L, 3C, 3R, the “REPLAY” symbol appears in the middle of the display window 4L, and the “BELL” symbols appear in the middle of the display windows 4C and 4R, and it therefore causes the “Bell prize” not to be awarded.

[0166] In the embodiment, the six ways are adopted as the order of the stopping operation as described above, and the “BELL-BELL-BELL” lines up along the active line and the prize is then awarded only if the stopping operation is performed according to the order of the operation specified by the selected table number.

[0167] Therefore, it is possible that whether lining up of the “BELL-BELL-BELL” occurs or not is determined when the second stopping operation is performed. For example, there is a case where the table number “1” (the order of the operation is “L-C-R”) shown in FIG. 12 is selected and the stop button 7L is then pushed to stop the reel 3L. It means that there is case whether lining up of the “BELL-BELL-BELL” occurs or not is not yet apparent at the first stopping operation. Because, it is still possible that the operation follows the “L-R-C” instead of “L-C-R”, which causes the prize not to be awarded.

[0168] Further, in the embodiment, the “BELL-BELL-BELL” always lines up along the centerline 8a. In the embodiment, two types of the stopping control tables are thus used for the case where the prize is missed as shown in FIGS. 14 and 15. It is to be noted that if the table No. “2”, “3”, “4”, “5” or “6” is selected, the “Bell prize” is to be awarded by performing the operation following the order of “L-R-C”, “C-L-R”, “C-R-L”, “R-L-C” or “R-C-L”, respectively.

[0169] FIG. 16A shows a “table for the ceiling-AT quantity selection” and FIG. 16B shows a “table for a ceiling-AT implementation sampling”. The ranges of a random number are 0 to 4095 for “table for the ceiling-AT quantity selection”, and 0 to 255 for the “table for a ceiling-AT implementation sampling”.

[0170] Ten (10) games are allowed during the ceiling-AT and the “table for the ceiling-AT quantity selection” determines quantities of the ceiling-AT to be implemented. Either “1”, “2”, “5”, “10” or “30” times is selected by sampling.

[0171] In the table, the value is subtracted from the sampled random number starting from the upper column one after the other, and if the remainder becomes a negative number, the quantity corresponding to the column is set as the ceiling-AT quantity. For example, if the sampled random number is “4021”, firstly, “2356” shown in the first column is subtracted from “4021” and the remainder becomes “1665”. Since the remainder is a positive number, “1512”

shown in the second column is further subtracted and the remainder becomes “153”. Since the remainder is still a positive number, “196” shown in the third column is further subtracted and the remainder becomes “-43”. Here, since the remainder becomes a negative number, the AT are set 5 times.

[0172] Further, the “table for a ceiling-AT implementation sampling” is used to determine whether or not the ceiling-AT is implemented. Here, if the “implement”, which has the value “32”, is selected, ten (10) games, in which an image notifying the order of the operation appears, are set. It means the ceiling-AT starts when the “implement” is selected. Incidentally, the method of sampling is the same as the “table for the ceiling-AT quantity selection” described above.

[0173] FIG. 17A shows a “table for ceiling start-value selection” and FIG. 17B shows a “table for transition to the ceiling”. The range of a random number is 0 to 255 for the “table for ceiling start-value selection”, and the value indicated in the “table for transition to the ceiling” means the differences, which are used to determine whether or not the level of the ceiling indicator increases.

[0174] Firstly, the “table for ceiling start-value selection” is used after the BB state is completed and determines the value of the difference, which causes the next implementation of the ceiling. If the value of “1200” in the table is selected, the ceiling, which is a sort of relieving of the player, is implemented when the difference between consumed medals and paid medals reaches 1200 pieces. Similarly, the ceiling is implemented when the difference reaches 1500 pieces if “1500” is selected, and 1800 pieces if “1800” is selected.

[0175] The “table for transition to the ceiling” is used to determine the level to be indicated on the ceiling indicator according to the table for ceiling start-value selection and the current difference of the medals. Specifically, the level to be indicated is selected by referring the value shown in the table based on the current difference and the selected value (i.e., 1200, 1500 or 1800 pieces) that causes implementation of the ceiling-AT. For example, if the value selected for implementation of the AT is 1200 pieces and the current difference reaches 821 pieces, level 5 is indicated. Further, if the difference reaches 900 pieces, level 6 is indicated.

[0176] FIGS. 18 and 19 show lists of commands. These commands are mainly transmitted from the main controller 81 to the sub controller 82. The main controller 81 and the sub controller 82 are connected by 16 data signal lines and a signal line. The commands are configured by 2, 4 or 6 bytes, and are transmitted by a 1, 2 or 3 step sequence.

[0177] In case of the start commands, the type of the internally winning prize, the game state and the selected stopping control table number for a case where the internally winning prize of the “BELL” are transmitted as a single command. The other commands are similar to the start commands. Further, commands shown in FIGS. 18 and 19 are example and the other required information is also transmitted in order for sub controller 82 to perform control.

[0178] Hereinafter, with reference to FIGS. 20 to 26, main flowcharts regarding the CPU 41 of the main controller 81 will be described.