

[0179] Firstly, power is turned on (step 1/hereinafter referred to as "ST") and the CPU 41 initializes all the output ports (ST2). The CPU 41 then checks whether or not a "power-down error" occurs (ST3). Here, if a "power-down error" occurs, the process of ST2 is again performed. If no "power-down error" occurs, it is shifted to the process of ST4. In ST4, the CPU 41 itself is initialized. The CPU 41 then checks whether or not a "RAM error" has occurred (ST5). Here, if the "RAM error" has occurred, "RAM error" is indicated. Specifically, "rr" is indicated on the payouts indicator 18 that is configured by a seven-segment LED. Incidentally, "RAM error" means that reading and writing using the RAM 43 is not properly working.

[0180] If no "RAM error" has occurred, the CPU 41 checks whether or not a key switch 63 for setting is turned on (ST6). If the key switch 63 is turned on, the CPU 41 performs a setting process configured by six stages (ST7) and then shifts to the process of ST12. If the key switch 63 is turned off, the CPU 41 shifts to the process of ST8. In the process of ST8, the CPU 41 checks whether or not a back-up battery works properly. If the back-up battery works properly, the CPU 41 clears addresses and an unused area of the RAM 43, and resumes the output-state when power was turned off (ST9). Further, the CPU 41 updates the input ports to the state when power is turned on, and resumes the state when power was turned off (ST10).

[0181] If the back-up battery does not work properly, the CPU 41 sets an initial value of parameters (ST11), and clears the entire area of the RAM 43 (ST12). The processes in ST12 and the followings of ST12 are also performed in a case where the process of ST7 is performed. The CPU 41 stores respective settings (ST13) and initializes communication data (ST14). The CPU 41 then clears a certain area of the RAM 43 when a game is completed (ST15). Further, the CPU 41 checks whether or not a request for automatic medal insertion exists (ST16). The request for automatic medal insertion exists if a replay was acquired at the last game. If the request exists, the CPU 41 automatically inserts the number of requested medals (ST17), transmits a medal insertion command to the sub controller 82 (ST18), and then shifts to the process of ST20. If no request for automatic medal insertion exists, the CPU 41 accepts insertion of medals via the medal insertion slot 22 and the BET switches (ST19), and shifts to the process of ST20.

[0182] In the process of ST20, the CPU 41 checks whether or not the start lever 6 is turned, and checks whether or not 4.1 seconds are elapsed from the last game if the start lever 6 is turned (ST21). Specifically, the CPU 41 checks the value of a timer for monitoring a single game, which is set in the process of ST24. If 4.1 seconds are not yet elapsed, the CPU 41 waits until the next game is allowed (ST22) and then shifts to the process of ST23.

[0183] In the process of ST23, the CPU 41 selects a random number for sampling. Specifically, the CPU 41 selects a random number in a range from 0 to 16383. The CPU 41 then sets the timer for monitoring a single game (ST24), and performs a game state monitoring process (ST25). Further, the CPU 41 performs a probability sampling process (ST26). In the probability sampling process, the internally winning prize is determined based on the random number selected in ST23 and the probability-sampling table corresponding to the current game state deter-

mined in the game state monitoring process. As described above, the probability-sampling table specifies the random numbers, which causes the internally winning to occur for the respective prizes.

[0184] The CPU 41 then performs an internally winning notification process (ST27) and a stopping control table selection process (ST28). Further, the CPU 41 transmits the start command to the sub controller 82 as a transmission process when a game starts (ST29) and initializes the sub controller 82 for spinning the reels (ST30).

[0185] Further, the CPU 41 checks whether or not the stop buttons 7L, 7C, 7R are pushed (ST31). If the stop button is pushed, the CPU 41 shifts to the process of ST33. On the other hand, if the stop button is not pushed, the CPU 41 shifts to the process of ST32.

[0186] In the process of ST32, the CPU 41 checks whether or not the value of an automatic stop timer is "0". If the value is "0", the CPU 41 shifts to the process of ST33. On the other hand, if the value is not "0", the CPU 41 shifts to the process of ST31. In the process of ST33, the number of slidable segments is determined based on the request of winnings (i.e., the internally winning prize), the position of the symbol (i.e., the position of the reel when the stopping operation is performed) and the selected stopping control table, etc.

[0187] Then, the reel may be additionally rotated according to the number of slidable segments determined in ST33 (ST34). The CPU 41 sets a request to stop the reel (ST35) and transmits a reel stop command to the sub controller 82 (ST36).

[0188] Further, the CPU 41 checks whether or not all the reels have stopped (ST37), and then shifts to the process of ST38 if all the reels have stopped. If all the reels have not stopped, the CPU 41 shifts to the process of ST31. Then, an entertaining process, which notifies the end of game using an image and sound, is performed at the end of a game (ST38) and the CPU 41 searches for the prize to be awarded (ST39). Moreover, the CPU 41 checks whether a prize flag is correct or not (ST40) and shifts to the process of ST42 if it is correct. On the other hand, if the prize flag is not correct, an "illegal error" is indicated (ST41).

[0189] The CPU 41 then checks whether the number of medals awarded is "0" or not (ST42). Specifically, the CPU 41 checks which prize is awarded (excluding the replay). If the prize is awarded, a certain number of medals are credited or paid out according to the game state (i.e., BB is in progress or RB is in progress) and the prize (ST43).

[0190] The CPU 41 then checks whether or not BB or RB is in progress (ST44) and shifts to the process of ST45 if BB or RB is in progress. If BB or RB is not in progress, the CPU 41 shifts to the process of ST48. In the process of ST45, the number of games in BB/RB is checked, and the completion of BB is determined (ST46). If BB is completed, the CPU 41 clears stored data in RAM after transmission of a BB completion command (ST47), and shifts to the process of ST49. In ST46, if BB is not yet completed, the CPU 41 shifts to the process of ST49. Further, in ST44, if BB or RB is not in progress, a BB/RB winning check process is performed (ST48) and then the CPU 41 shifts to the process of ST49. In the process of ST49, the seven segment LED is controlled to indicate the numbers appropriately and then the CPU 41 returns to the process of ST15.