

[0191] Hereinafter, the stopping control table selection process performed in ST28 will be described. As shown in FIG. 26, firstly, the CPU 41 determines whether the internally winning prize is the "Bell prize" or not (ST50). If the internally winning prize is the "Bell prize", the CPU 41 shifts to the process of ST51. On the other hand, if the internally winning prize is not the "Bell prize", the CPU 41 shifts to the process of ST52.

[0192] In the process of ST51, a random number is selected and one of the table number is selected based the stopping control table number selection table. Further, in ST52, the stopping control table is selected according to the internally winning prize.

[0193] Hereinafter, with reference to FIGS. 27 to 35, the processes regarding the sub controller 82 will be described.

[0194] Firstly, with reference to FIGS. 27 and 28, an outline of the processes performed in the sub controller 82 will be described. The sub CPU 84 checks whether a medal insertion command receives, i.e., a medal for a game is inserted, or not (ST101). Here, the medal insertion command includes information indicating the number of inserted medals, etc. If the sub CPU 84 receives the medal insertion command, the sub CPU 84 shifts to the process of ST102. In the process of ST102, the number of inserted medals is updated while the operation of the start lever 6 is accepted. The sub CPU 84 then returns to the process of ST101.

[0195] The sub CPU 84 checks reception of the start command, i.e., whether or not a game is started, if the sub CPU 84 has not received the medal insertion command (ST103). If the sub CPU 84 has received the start command, the sub CPU 84 determines the number of bet medals (the game media) for the game (ST104) and updates the total number of bet medals (ST105). Further, the process to indicate the level on the ceiling indicator is performed (ST106). The sub CPU 84 checks and determines whether or not to implement the ceiling-AT (ST107). The sub CPU 84 then performs execution of the ceiling-AT if it was determined in ST107 (ST108), and returns to the process of ST101.

[0196] The sub CPU 84 checks reception of the winning command, i.e., whether or not a prescribed winning prize is awarded, if the sub CPU 84 has not received the start command in ST103 (ST109). If the sub CPU 84 has received the winning command, the sub CPU 84 updates the total number of paid medals (ST110). The sub CPU 84 then returns to the process of ST101.

[0197] The sub CPU 84 checks reception of the BB completion command, i.e., whether or not BB is completed in the current game, if the sub CPU 84 has not received the winning command in ST109 (ST111). If the sub CPU 84 receives the BB completion command, the sub CPU 84 clears the total number of bet medals and the total number of paid medals stored in the RAM, and then the level "1" is indicated on the ceiling indicator (ST112). Since the total number of bet medals and the total number of paid medals stored in the RAM are cleared, determination to implement the ceiling-AT can be performed starting from completion of BB.

[0198] Then, the start-value for the next implementation of the ceiling-AT is determined by a ceiling start-value selection process (ST113). The sub CPU 84 skips the

processes of ST112 and ST113, and returns to the process of ST101 if the sub CPU 84 has not received the BB completion command in ST111.

[0199] FIGS. 29A through 29D are diagrams explaining the "inserted medals update process" in ST102, the "bet medals determination process" in ST104, the "total bet medals update process" in ST105 and the "total paid medals update process" in ST110, respectively.

[0200] In the inserted medals update process shown in FIG. 29A, information regarding the number of inserted medals is stored in the RAM temporarily (ST114). In the bet medals determination process shown in FIG. 29B, the number of inserted medals is stored in the RAM at ST114 as the number of bet medals for an upcoming game (ST115). As described above, the number of inserted medals is observed in the inserted medals update process, and the number of bet medals is determined after the reception of the start command. Because the number of inserted medals can be changed using the 1-BET switch 11, the 2-BET switch 12 or the MAX-BET switch 13 until the start lever 6 is operated, it is necessary to determine the number of bet medals when the start lever 6 is operated.

[0201] In the total bet medals update process in FIG. 29C, the number of bet medals determined in ST115 for the upcoming game being stored in the RAM is added to the total number of bet medals (ST116). For example, if three medals are bet in the game, "3" is added to the total number of bet medals accordingly. The total number of bet medals can be counted by performing the process every game. In the total paid medals update process in FIG. 29D, the number of paid medals is added to the total number of paid medals if the medals are paid out (ST117). For example, "6" is added if the "Plum prize" is awarded, and "0" is added if no prizes are awarded. The total number of paid medals can be counted by performing the process every game.

[0202] FIG. 30 shows the ceiling indicator indication process of ST106. In the process, firstly, the number of medals in the respective levels of the ceiling being set, and the current difference between the number of consumed medals and the number of paid medals are compared based on the table for transition to the ceiling (ST118). Then, whether the level currently indicated is transferred or not is determined (ST119). The level is transferred to the next upper level and the level is indicated on the ceiling indicator as the result of the process in ST119 (ST120). On the other hand, if the level is not transferred as the result of ST119, the process is returned to ST118.

[0203] FIG. 31 shows the ceiling-AT start check process of ST 107. The ceiling-AT means that the "stopping operation assist-time (AT)", which is implemented to relieve the player. The ceiling-AT is implemented if the difference between the number of consumed medals and the number of paid medals reaches a prescribed value, and it is so-called "ceiling". Incidentally, the prescribed value is determined in the ceiling start-value selection process performed after completion of BB, and the value is 1200, 1500 or 1800.

[0204] In the process, it is firstly checked that the internally winning of BB occurs or it has occurred (ST121). If that is the case, the total number of bet medals and the total number of paid medals are cleared (ST122). The ceiling-AT is not therefore implemented until BB is completed once the internally winning of BB occurs.