

connected with 16 data signal lines and one signal line between the main control circuit 81 and the subcontrol circuit 82. Then, these commands are 2-byte, 4-byte, or 6-byte configuration, and in order to transmit with the 16 data signal lines, they are transmitted as one command using 1, 2, or 3 sequences.

[0190] When making a description of a start command among these commands, a selected stop control table number in the case where a type of the internal-win-combination of this game, a game mode, and an internal-win-combination are the bell is transmitted as one command. Other commands are also the same. In addition, the commands illustrated in FIG. 17 and FIG. 18 are one of the examples, and other commands also transmit information required for the control performed in the subcontrol circuit.

[0191] Next, referring to a main flowchart illustrated in FIGS. 19 through 25, the control operation of the CPU 41 of the main control circuit 81 will be described.

[0192] First, a power supply is turned on (step (hereinafter referred to as ST) 1), and the CPU 41 initializes all output ports (ST2). Then, it is judged whether there is a power-down error (ST3). Here, in a case of the power-down error, the step moves to a process of ST2, and when there is no power-down error, the step moves to a process of ST4. The CPU 41 is initialized during the process of ST4. Then, it is judged whether there is a RAM error (ST5). Here, in a case of the RAM error, the RAM error is displayed. Specifically, "rr" is displayed on a medal disbursement indicator configured by a 7-segment LED. The RAM error means a problem where a RAM 78 cannot properly be read and written.

[0193] Then, when there is no RAM error, it is judged whether a key type switch for setting is "ON" (ST6). When the key type switch for setting is "ON," the step moves to a process of ST12 after performing processes of six levels. Moreover, when the key type switch for setting is "OFF," the step moves to a process of ST8. In the process of ST8, it is judged whether a battery backup is normal. When the battery backup is normal, after clearing a return address and an unused area of the RAM 78, all registers are returned to the output state when the power supply is "OFF" (ST9), and an input port is updated in a state when the power supply is recovered, and is returned to a state when the power supply is "OFF" (ST10).

[0194] When the battery backup is not normal, an initial value of the setting value is set (ST11). Then, all areas of the RAM 78 are cleared (ST12). Here, processes after ST12 are also performed when the key type switch for setting is "ON" in the judgment of ST6, and the step proceeds via six levels of the setting processes. Then, each setting value is stored (ST13) and communications data is initialized (ST14). Then, the CPU 41 clears the RAM 78 when the game is terminated (ST15). Then, it is judged whether there is any automatic medal loading request (ST16). A case where there is a request for automatic loading indicates a case where the prize-winning of the re-game is achieved in the previous game. When there is an automatic medal loading request, after automatically loading the medals which meets the loading request (ST17) and transmitting a game medal loading command to the subcontrol circuit, the step moves to a process of ST20. When there is no automatic medal loading request, loading of the medals from the medal slot and the bet button is accepted (ST19), and the step moves to a process of ST20.

[0195] In the process of ST20, it is judged whether the start lever is "ON," and when the start lever is "ON," it is judged whether 4.1 seconds have passed since the previous game (ST21). Specifically, it is judged based on a value of a one game watch-dog timer set in the process of ST24 described later. When 4.1 seconds have not elapsed since the previous game, game start waiting time is consumed (ST22), and the step moves to a process of ST23.

[0196] In the process of ST23, the CPU 41 extracts a random number for the lottery. Specifically, the random number is extracted from the range of 0-16383. Then, the one game watch-dog timer is set (ST24), and a game mode monitor process for judging the present game mode is performed (ST25). Next, a probability lottery process is performed. In this probability lottery process, an internal-win-combination is determined based on a random number value extracted in the process of ST23 and a probability lottery table corresponding to the present game mode which is judged by the game mode monitor process. The random number value which is the internal-win for each prize-winning-combination is defined in advance, on the probability lottery table as mentioned above.

[0197] Next, the CPU 41 performs a winning indicator lamp lighting lottery process (ST27), and performs a stop control table selection process (a detailed discussion regarding this stop control table selection process will be mentioned later) (ST28). Then, a start command is transmitted to the subcontrol circuit as a transmission process at the time of game start (ST29), and an initialization is performed for the reel rotation start (ST30).

[0198] Next, the CPU 41 judges whether the stop button is "ON" (ST31) when the stop button is "ON," the step moves to a process of ST33, and when the stop button is "OFF," the step moves to a process of ST32. In the process of ST32, it is judged whether a value of an automatic-shutdown timer is "0," when the value of the automatic-shutdown timer is "0," the step moves to a process of ST33, and when the value of the automatic-shutdown timer is not "0," the step moves to a process of ST31. In the process of ST33, the number of slipping frames is determined from a winning request (internal-win-combination), a pattern position (rotation position of the reel at the time of the stop operation), the selected stop control table or the like.

[0199] Then, the reel is rotated by the amount corresponding to the number of slipping frames which is determined by the process of ST33 (ST34). Next, a stop request of the reel is set (ST35), and the reel stop command is transmitted to the subcontrol circuit (ST36).

[0200] Then, it is judged whether all reels have stopped (ST37) when all reels have stopped, the step moves to a process of ST38, and when all reels have not stopped, the step moves to a process of ST31. Then, after carrying out the performance process at the time of game end (ST38), a prize-winning search is performed (ST39). Then, it is judged whether a prize-winning flag is normal (ST40) when the prize-winning flag is normal, the step moves to a process of ST42, and an illegal error is displayed when the prize-winning flag is not normal (ST41).

[0201] Next, it is judged whether the number of prize-winning is 0 (ST42). Specifically, it is judged whether any winning-combination for the prize-winning (except for the