

re-game) is achieved. When the prize-winning is achieved, reserving of the medals or a disbursement is performed according to the mode (is it "on BB" or "on RB"?) and the prize-winning-combination (ST43).

[0202] Next, the CPU 41 judges whether the mode is "on BB" or "on RB" (ST44); when it is "on BB" or "on RB," the step moves to a process of ST45, and when it is not "on BB" or "on RB," the step moves to a process of ST48. In the process of ST45, a check process of the game number of BB or RB is performed, and whether the BE is terminated (ST46) is judged. When the BB is terminated, after transmitting a BB terminating command, the RAM when the BB is terminated is cleared (ST47), and the step moves to a process of ST49. In ST46, when the BB is not terminated, the step moves to a process of ST49. In ST44, when it is not "on BB" or "on RB," a BB or RB prize-winning check process (ST48) is performed, and the step moves to a process of ST49. In the process of ST49, a bonus 7 SEG control process is performed and the step moves to a process of ST15.

[0203] Next, a stop control table selection process performed by ST28 will be described. First, the CPU 41 judges whether the internal prize-winning-combination of this game is the bell (ST50). When the internal-win-combination of this game is the bell, the step moves to a process of ST51, and when the internal-win-combination of this game is not the bell, the step moves to a process of ST52. In the process of ST51, a random number value is extracted and the one stop control table is selected based on the stop control table selection table in the process of ST52, the stop control table defined in advance for each internal-win-combination is selected.

[0204] Next, referring to FIGS. 26 through 34, a control process of the subcontrol circuit 82 will be described.

[0205] First, referring to FIGS. 26 and 27, a process outline of the subcontrol circuit will be described. First, the sub CPU 84 determines whether a game medal loading command has been received, namely, whether the game medals used for one game have been loaded (ST101). Here, the game medal loading command includes information, such as how many game medals are loaded or the like. When the game medal loading command is received, the step moves to a process of ST102. In the process of ST102, the loaded number, which has been changed in the start lever reception state, is updated. The step returns to the process of ST101 again after this process.

[0206] If the game medal loading command has not been received, whether the start command has been received, namely, whether one game has started, is determined (ST103). When the start command is received, after determining the BET number (the number of game media used for the game) of this game (ST104), the total BET number is updated (ST105). Subsequently, a process on the display of the ceiling meter is performed (ST106), on whether the ceiling AT activates is checked (ST107), and the AT process execution, namely a process concerning a push order notice is performed (ST108). The step returns to the process of ST101 again after this process.

[0207] When the start command has not been received in ST103, it is determined whether the prize-winning command has been received, namely, whether a predetermined

prize-winning-combination has won the prize (ST109). When the prize-winning command is received, the total disbursed number is updated (ST109). The step returns to the process of ST101 again after this process.

[0208] When the prize-winning command has not been received in ST109, it is determined whether the BB terminating command has been received, namely, whether the BB has been terminated in this game (ST111). When the BB terminating command is received, the total BET number and the total disbursed number which are stored in the RAM are cleared, and the scale of the ceiling meter is displayed as 1 (ST112). Here, the judgment for activating the remedial action can be started after the BB by clearing the total BET number and the total disbursed number.

[0209] Then, the ceiling activating value selection process determines a next ceiling activating value (ST113). When the BB terminating command has not been received in ST111, ST112 and ST113 are not processed but the step returns to the process of ST101 again.

[0210] FIG. 28 describes a loaded number update process shown in ST102, a BET number determination process shown in ST104, a total BET number update process shown in ST105, and a total disbursed number update process shown in ST110.

[0211] The loaded number update process illustrated in FIG. 28 (a) stores the loaded number which is transmitted in a predetermined area of the RAM once (ST111). Then, the BET number determination process illustrated in FIG. 28 (b) determines the loaded number stored in the RAM in ST110 as the BET number of this game, and stores it in the RAM (ST111). Thus, the reason why the loaded number is monitored in the loaded number update process and the BET number is determined after receiving the start command is to determine the BET number at the time of the start lever operation when loading the game medals by operating the 1-BET switch 11, the 2-BET switch 12, and the max-BET switch 13, since it is configured so that the loaded number can be changed before the start lever operation.

[0212] In FIG. 28 (c), the BET number of this game determined by ST111 is added to the total BET number (used game media). For example, three is added when the BET number in this game is three. Performing this process for each game makes the calculation of the total BET number possible. Then, in FIG. 28 (d), the disbursed number is added to the total disbursed number when the disbursement is made. For example, when a prize of a plum is won, 6 is added, and 0 is added when there is no prize-winning. Performing this process for each game makes the calculation of the total disbursed number possible.

[0213] FIG. 29 illustrates the ceiling meter display shown in ST106. In this process, first, the number in each level of the ceiling number which is set based on the ceiling meter shift selection table, and the display level of the ceiling meter based on the present difference number are determined (ST118). Then, it is judged whether the level, which is currently displayed is made to shift (ST119). When shift is made, the meter level is displayed by incrementing the current level by +1 (ST120), when the shift is not made, the process is made to return.

[0214] FIG. 30 illustrates the ceiling AT activating check process shown in ST107. This ceiling AT means a stop