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 Gaming machine, game control method and game system

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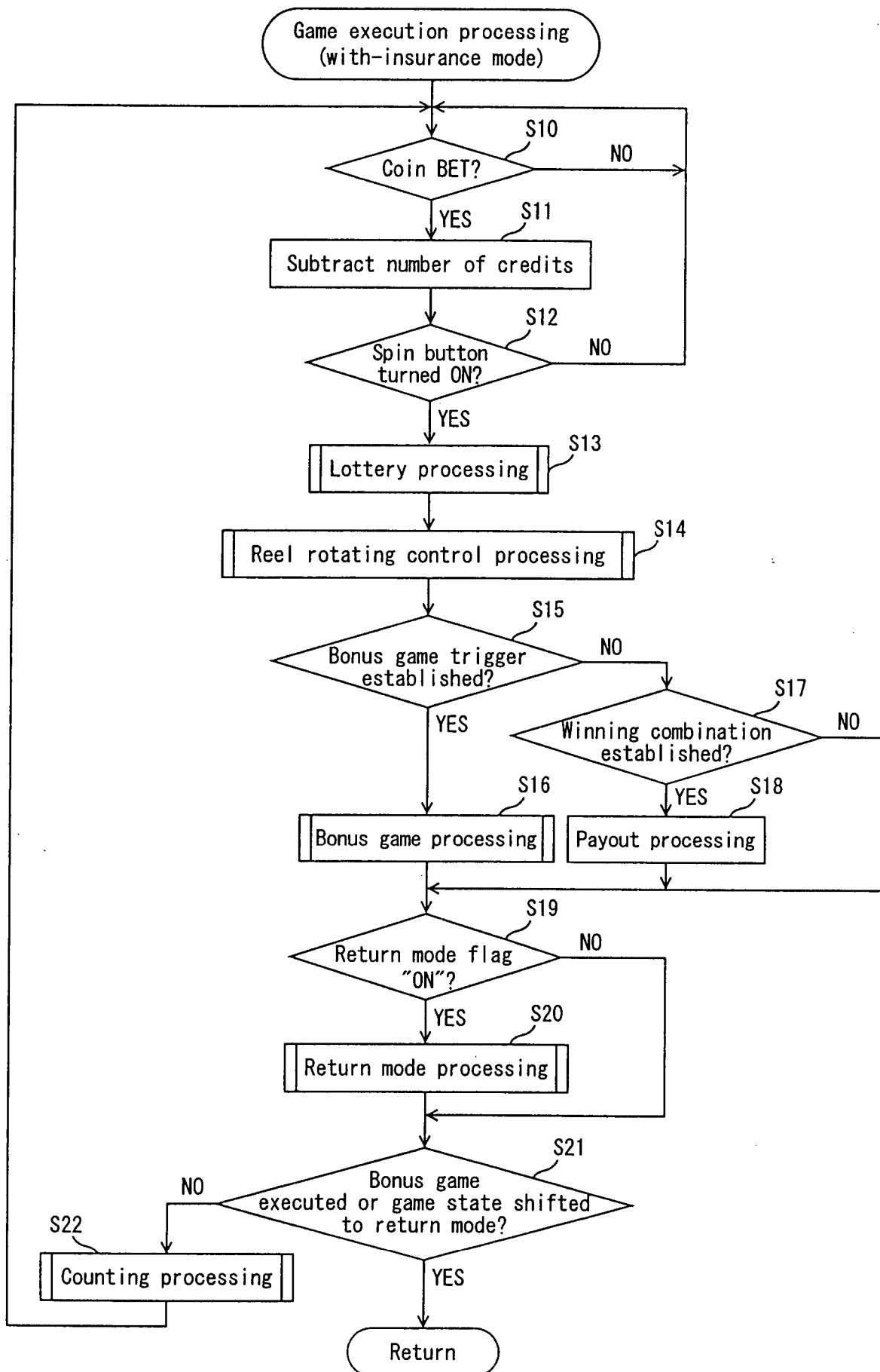
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ABSTRACT

An object of the present invention is to provide a gaming
5 machine which can prevent for a player who has spent many of
the game media from feeling unpleasant against the game, building
up distrust thereto, or losing interest in or a concern on the
game. The gaming machine of the present invention includes:
10 winning combination determining means for determining a winning
combination by a lottery; means for generating a first special
game state that is a game state advantageous to a player when
the determined winning combination is a special winning
combination; and means for, when a condition that the number
of games accumulatively counted each time a game is played reaches
15 a set value set as an object of comparison with the number of
games is established, generating a second special game state
that is a game state advantageous to a player and is generated
only when the condition is established.

Fig. 10



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COMPLETE SPECIFICATION
STANDARD PATENT

Applicant:

ARUZE CORPORATION

Invention Title:

GAMING MACHINE, GAME CONTROL METHOD AND GAME SYSTEM

The following statement is a full description of this invention, including the best method of performing it known to us:

DESCRIPTION

GAMING MACHINE, GAME CONTROL METHOD AND GAME SYSTEM

5 TECHNICAL FIELD

[0001]

The present invention relates to a gaming machine such as a slot machine in which a game is conducted using a game media (game valuable) such as a coin and the like, a game control
10 method for the gaming machine, and a game system comprising the gaming machine and a control device.

BACKGROUND ART

[0002]

15 Conventionally, in a facility in which gaming machines such as a slot machine are installed, a game is played by inserting various kinds of game media such as a coin, cash and the like into a gaming machine. Each gaming machine pays out a dividend to a player according to a prize winning state (a result of playing
20 the game) generated while the game is in progress.

[0003]

In a casino where plural slot machines are installed, a credit spent in each slot machine is partly reserved and in a case where the reservation reaches a predetermined amount,
25 one of the slot machines provides a so-called "jackpot" paying out a big amount, which is not paid out in an ordinary hit (for example, see Patent Document 1). In such slot machines, a hit in each machine usually occurs on a preset probability and a player advances a game with expectation of the hit to be
30 encountered. One of the slot machines has a chance to hit a jackpot at a timing in a lottery different from a common lottery in which a hit based on the above-mentioned probability is set in the slot machines. Generally, plural casinos are interconnected in a network in order to increase a payout amount
35 in a jackpot.

[0004]

Furthermore, a system has been available in which a host computer and plural gaming machines are interconnected on a network and the generating of a bonus in the gaming machines is controlled by the host computer (for example, see Patent Document 2). In this system, not only is the number of coins inserted into each gaming machine added up, but part of a total number of inserted coins in the plural gaming machines are separately added up as a bonus pool. The host computer gives a bonus qualification to a gaming machine in which the number of inserted coins reaches a predetermined number. The host computer transmits a command to one gaming machine selected from gaming machines having bonus qualification, when a value of the bonus pool reaches a predetermined threshold value. The gaming machine which received the command is enabled to play a bonus game high in gambling characteristic.

[0005]

Patent Document 1: JP-A 2003-117053

Patent Document 2: U.S. Patent No. 5,820,459

DISCLOSURE OF THE INVENTION

PROBLEMS TO BE SOLVED BY THE INVENTION

[0006]

In a slot machine described in Patent Document 1, however, it is a player who plays a game in a gaming machine selected in a lottery that enjoys a profit from a jackpot. Hence, there has arisen a case where a player having spent many coins cannot enjoy a jackpot at all, but another player who has just started the game acquires a jackpot profit.

[0007]

In the system described in Patent Document 2 as well, a chance to acquire the profit of a bonus game is given to one of gaming machines in which a total number of inserted coins reaches a predetermined number. A chance to acquire the profit of a bonus game is not always given to a player having spent

many coins. Therefore, in the system described in Patent Document 2, there has arisen a case where a player having spent many coins cannot secure the profit of a bonus game and another player who has just started the game acquires a bonus game profit, in a similar way to that in a slot machine described in Patent Document 1.

[0008]

In the system described in Patent Document 2, part of the number of inserted coins in each of plural gaming machines is added up as a bonus pool. Hence, in a case where an operation rate of the gaming machines in the system is low, a player, who has spent many of coins, has had a possibility not to be rewarded by the profit of a bonus game since the value of the bonus pool does not reaches a predetermined threshold value. Moreover, since the bonus game in the system described in Patent Document 2 is high in gambling characteristic, there has arisen a case where the profit of the bonus game cannot be acquired sufficiently by a player, even when he is given a chance capable of acquiring the profit.

[0009]

If such circumstances occur, a player who has spent many coins may feel unpleasant against the game, build up distrust thereto, or lose interest in or a concern on the game.

[0010]

The present invention has been made in light of the above-mentioned problems and it is an object of the present invention to provide: a gaming machine capable of preventing a player who has spent many of the game media such as coins from feeling unpleasant against a game, building up a distrust thereto, or losing interest in or a concern on the game; a game control method related to the gaming machine; and a gaming machine system equipped with the gaming machine and a control device.

MEANS FOR SOLVING THE PROBLEMS

[0011]

In order to solve the above-mentioned problems, the first aspect of the present invention provides the following configuration.

(1) A gaming machine comprising:

5 winning combination determining means for determining a winning combination by a lottery;

means for generating a first special game state that is a game state advantageous to a player when the determined winning combination is a special winning combination; and

10 means for, when a condition that the number of games accumulatively counted each time a game is played reaches a set value set as an object of comparison with the number of games is established, generating a second special game state that is a game state advantageous to a player and is generated
15 only when the condition is established.

[0012]

According to the configuration (1), when a condition that the number of games reaches a set value set as an object of comparison with the number of games is established, the second
20 special game state that is a game state advantageous to a player and is generated only in case of the establishment of said condition is generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of the game media, the second special
25 game state is generated as long as the game is played such that the number of games reaches the set value, thus a player can make profit for playing the game. In addition, since the second special game state is generated only when the above condition is established, an impression can be made on the player that
30 a return is carried out as a result of playing the game until the number of games reaches the set value, and the player take more interest in the game. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or
35 losing interest in or a concern on the game.

[0013]

(2) A gaming machine connected through a communication line to a control device which counts the number of games accumulatively for every gaming machine of plural gaming machines,

comprising:

winning combination determining means for determining a winning combination by a lottery;

means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination;

means for transmitting an identification information of a gaming machine to the control device through the communication line each time a game is played;

means for receiving a command signal transmitted from the control device when a condition that the number of games counted accumulatively by the control device based on the identification information of the gaming machine reaches a set value set as an object of comparison with the number of games is established; and

means for generating, based on the command signal, a second special game state that is a game state advantageous to a player and is generated only when the condition is established.

[0014]

According to the configuration (2), when a condition that the number of games counted by the control device based reaches a set value set as an object of comparison with the number of games is established, the second special game state that is a game state advantageous to the player and is generated only in case of the establishment of said condition is generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of the game media, the second special game state is generated as long as the game is played such that the number of games reaches the set value, thus a player can make profit for playing the

game. In addition, since the second special game state is generated only when the above condition is established, an impression can be made on the player that a return is carried out as a result of playing the game until the number of games reaches the set value, and the player take more interest in the game. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

10 [0015]

(3) A gaming machine comprising:

winning combination determining means for determining a winning combination by a lottery;

means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination;

means for counting accumulatively the number of games each time a game is played;

means for determining whether or not a condition that the number of games reaches a set value set as an object of comparison with the number of games has been established; and

means for generating, when the condition is determined to have been established, a second special game state that is a game state advantageous to a player and is generated only when the condition is established.

25 [0016]

According to the configuration (3), the number of games is accumulatively counted and it is determined whether or not a condition that the number of games reaches the set value set as an object of comparison with the number of games has been established. And, when it is determined that said condition is established, the second special game state that is a game state advantageous to a player and is generated only in case of the establishment of said condition is generated. Therefore, even if the first special game state is not generated for a

long period of time leading to the spending of many of the game media, the second special game state is generated as long as the game is played such that the number of games reaches the set value, thus a player can make profit for playing the game.

- 5 In addition, since the second special game state is generated only when the above condition is established, an impression can be made on the player that a return is carried out as a result of playing the game until the number of games reaches the set value, and the player take more interest in the game.
- 10 As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0017]

- 15 (4) The gaming machine according to any of the configurations (1) to (3), wherein
- the means for generating the second special game state pays out in the second special game state, the number of game media corresponding to the payment balance in terms of the game media accumulatively counted until the second special game state
- 20 is generated.

[0018]

- According to the configuration (4), for example, when the payment balance in terms of the game media accumulatively
- 25 counted until the second special game state is generated is "-10000", 5000 pieces of game media corresponding to 50% of the payment balance in terms of the game media are paid out. Thus, a profit according to the payment balance in terms of the game media of the player can be returned in the second special
- 30 game state. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0019]

- 35 (5) The gaming machine according to any of the

configurations (1) to (3), wherein

reception means that can accept for one game an insertion of game media up to a predetermined upper limit value is provided, and the means for generating the second special game state
5 generates a second special game state in a case when the number of inserted game media for the game played by the player is equal to the upper limit when a condition that the number of games reaches the set value is established.

[0020]

10 According to the configuration (5), a player can be urged to insert the game media up to the upper limit, thereby enabling a facility such as a casino to increase its profit.

[0021]

(6) A gaming machine comprising:

15 winning combination determining means for determining a winning combination by a lottery;

symbol display means for executing change display and stop display of plural symbols based on a result of the lottery;

20 means for generating a first special game state that is a game state advantageous to a player when combination of the plural symbols stop displayed on a winning line defined by the symbol display means is a special winning combination; and

means for generating a second special game state in which the number of winning lines defined by the symbol display means
25 is relatively increased when a condition that the number of games counted accumulatively every time a game is played reaches a set value set as an object of comparison with the number of games is established.

[0022]

30 According to the configuration (6), when a condition that the number of games reaches a set value set as an object of comparison with the number of games is established, the second special game state in which the number of winning lines is relatively increased is generated. Since establishment
35 possibility that the combination of the plural symbols stop

displayed on the winning line would is a special winning combination becomes high by increasing the number of winning lines, the first special game state is likely to be generated. Therefore, even if the first special game state is not generated
5 for a long period of time leading to the spending of many of the game media, the second special game state is generated as long as the game is played such that the number of games reaches the set value, thus a player can plays the game in advantageous state. As a result, it can be prevented for a player who has
10 spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0023]

In addition, it is preferable that the second special
15 game state in which the number of winning lines is relatively increased is generated only when the above condition is established. Because an impression can be made on the player that a return is carried out as a result of playing the game until the number of games reaches the set value, and the player
20 take more interest in the game.

[0024]

(7) A gaming machine connected through a communication line to a control device which counts the number of games accumulatively for every gaming machine of plural gaming
25 machines,

comprising:

winning combination determining means for determining a winning combination by a lottery;

symbol display means for executing change display and
30 stop display of plural symbols based on a result of the lottery;

means for generating a first special game state which is a game state advantageous to a player when combination of the plural symbols stop displayed on a winning line defined by the symbol display means is a special winning combination;

35 means for transmitting an identification information of

a gaming machine to the control device through the communication line each time a game is played;

means for receiving a command signal transmitted from the control device when a condition that the number of games counted accumulatively by the control device based on the identification information of the gaming machine reaches a set value set as an object of comparison with the number of games is established; and

means for generating, based on the command signal, a second special game state in which the number of winning lines defined by the symbol display means is relatively increased.

[0025]

According to the configuration (7), when a condition that the number of games counted accumulatively by the control device reaches a set value set as an object of comparison with the number of games is established, the second special game state in which the number of winning lines is relatively increased is generated. Since establishment possibility that the combination of the plural symbols stop displayed on the winning line is the special winning combination becomes high by increasing the number of winning lines, the first special game state is likely to be generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of the game media, the second special game state is generated as long as the game is played such that the number of games reaches the set value, thus a player can play the game in advantageous state. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0026]

(8) A gaming machine comprising:

winning combination determining means for determining a winning combination by a lottery;

symbol display means for executing change display and stop display of plural symbols based on a result of S lottery;

means for generating a first special game state which is a game state advantageous to a player when combination of
5 the plural symbols stop displayed on a winning line defined by the symbol display means is a special winning combination;

means for counting accumulatively the number of games each time a game is played;

means for determining whether or not a condition that
10 the number of games reaches a set value set as an object of comparison with the number of games has been established; and

means for generating a second special game state in which the number of winning lines defined by the symbol display means is relatively increased when the condition is determined to
15 have been established.

[0027]

According to the configuration (8), the number of games is accumulatively counted and whether or not a condition that the number of games reaches the set value set as an object of
20 comparison with the number of games has been established is determined. And when it is determined that said condition is established, the second special game state in which the number of winning lines is relatively increased is generated. Since establishment possibility that the combination of the plural
25 symbols stop displayed on the winning line is the special winning combination becomes high by increasing the number of winning lines, the first special game state is likely to be generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of
30 the game media, the second special game state is generated as long as the game is played such that the number of games reaches the set value, thus a player can play the game in advantageous state. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against
35 the game, building up distrust thereto, or losing interest in

or a concern on the game.

[0028]

(9) A gaming machine equipped with a processing device,
a storage device,

5 wherein

 the processing device executes:

 a processing determining one winning combination selected
from plural winning combinations determined in advance by
executing a lottery program stored in the storage device;

10 a processing reading from the storage device a program
for generating a first special game state that is a game state
advantageous to a player when the determined winning combination
is a special winning combination, and executing the program;

 a processing reading from the storage device a program
15 for generating a second special game state that is a game state
advantageous to a player and is generated only in a case where
said condition is established when a condition that the number
of games counted accumulatively every time a game is played
reaches a set value set as an object of comparison with the
20 number of games is established.

[0029]

 According to the configuration (9), when a condition that
the number of games reaches a set value set as an object of
comparison with the number of games is established, the second
25 special game state that is a game state advantageous to a player
and is generated only in case of the establishment of said
condition is generated. Therefore, even if the first special
game state is not generated for a long period of time leading
to the spending of many of the game media, the second special
30 game state is generated as long as the game is played such that
the number of games reaches the set value, thus a player can
make profit for playing the game. In addition, since the second
special game state is generated only when the above condition
is established, an impression can be made on the player that
35 a return is carried out as a result of playing the game until

the number of games reaches the set value, and the player take more interest in the game. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or
5 losing interest in or a concern on the game.

[0030]

(10) A gaming machine equipped with a processing device and a storage device, and connected through a communication line to a control device which counts the number of games
10 accumulatively for every gaming machine of plural gaming machines,

wherein

the processing device executes:

a processing determining one winning combination selected
15 from plural winning combinations determined in advance by executing a lottery program stored in the storage device;

a processing reading from the storage device a program for generating a first special game state that is a game state advantageous to a player when the determined winning combination
20 is a special winning combination, and executing the program;

a processing transmitting an identification information of a gaming machine stored in the storage device to the control device through the communication line each time a game is played;

a processing receiving a command signal transmitted from
25 the control device when a condition that the number of games counted accumulatively by the control device based on the identification information of the gaming machine reaches a set value set as an object of comparison with the number of games is established; and

30 a processing reading from the storage device a program for generating a second special game state that is a game state advantageous to a player and is generated only when said condition is established based on the command signal, and executing the program.

35 [0031]

According to the configuration (10), when a condition that the number of games counted by the control device reaches a set value set as an object of comparison with the number of games is established, the second special game state that is
5 a game state advantageous to the player and is generated only in case of the establishment of said condition is generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of the game media, the second special game state is generated as
10 long as the game is played such that the number of games reaches the set value, thus a player can make profit for playing the game. In addition, since the second special game state is generated only when the above condition is established, an impression can be made on the player that a return is carried
15 out as a result of playing the game until the number of games reaches the set value, and the player take more interest in the game. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in
20 or a concern on the game.

[0032]

(11) A gaming machine equipped with a processing device, a storage device,

wherein

25 the processing device executes:

a processing determining one winning combination selected from plural winning combinations determined in advance by executing a lottery program stored in the storage device;

a processing reading from the storage device a program
30 for generating a first special game state that is a game state advantageous to a player when the determined winning combination is a special winning combination, and executing the program;

a processing counting the number of games accumulatively each time a game is played;

35 a processing determining whether or not a condition that

the number of games reaches the set value set as an object of comparison with the number of games has been established; and

5 a processing reading from the storage device a program for generating a second special game state that is a game state advantageous to a player and is generated only when said condition is determined to have been established, and executing the program.

[0033]

10 According to the configuration (11), the number of games is accumulatively counted and it is determined whether or not a condition that the number of games reaches the set value set as an object of comparison with the number of games has been established. And, when it is determined that said condition is established, the second special game state that is a game state advantageous to a player and is generated only in case of establishment of said condition is generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of the game media, the second special game state is generated as long as the game is played such that the number of games reaches the set value, thus a player can make profit for playing the game. In addition, since the second special game state is generated only when the above condition is established, an impression can be made on the player that a return is carried out as a result of playing the game until the number of games reaches the set value, and the player take more interest in the game. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

30 [0034]

(12) The gaming machine according to any of the configurations (9) to (11), wherein the processing device executes a program for generating the second special game state in which the number of the game media corresponding to the payment

35

balance in terms of the game media counted accumulatively until the generation of second special game state is paid out.

[0035]

5 According to the configuration (12), a profit according to the payment balance in terms of the game media of the player can be returned in the second special game state. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

10 [0036]

(13) The gaming machine according to any of the configurations (9) to (11), wherein the processing device executes a program for generating the second special game state in a case when the number of inserted game media for the game played by the player is equal to the predetermined upper limit of the number of inserted game media for the game played by the player when a condition that the number of game media reaches the set value is established.

15 [0037]

According to the configuration (13), a player can be urged to insert the game media up to the upper limit, thereby enabling a facility such as a casino to increase its profit.

[0038]

25 (14) A gaming machine equipped with a processing device, a storage device, and a symbol display device which can execute change display and stop display of plural symbols, wherein

the processing device executes:

30 a processing determining one winning combination selected from plural winning combinations determined in advance by executing a lottery program stored in the storage device; a processing executing stop display after executing change display by operating the symbol display device based on a result of executing the lottery program;

a processing reading from the storage device a program for generating a first special game state that is a game state advantageous to a player when combination of the plural symbols stop displayed on winning line defined by the symbol display means is a special winning combination, and executing the program; and

a processing reading from the storage device a program for generating a second special game state in which the number of the winning lines is relatively increased when a condition that the number of games counted accumulatively every time a game is played reaches a set value set as an object of comparison with the number of games is established.

[0039]

According to the configuration (14), when a condition that the number of games counted accumulatively every time a game is played reaches a set value set as an object of comparison with the number of games is established, the second special game state in which the number of winning lines is relatively increased is generated. Since establishment possibility that the combination of the plural symbols stop displayed on the winning line is the special winning combination becomes high by increasing the number of winning lines, the first special game state is likely to be generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of the game media, the second special game state is generated as long as the game is played such that the number of games reaches the set value, thus a player can plays the game in advantageous state. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0040]

(15) A gaming machine equipped with a processing device, a storage device and a symbol display device which can execute

change display and stop display of plural symbols, and connected through a communication line to a control device which counts the number of games accumulatively for every gaming machine of plural gaming machines,

5 wherein

 the processing device executes:

 a processing determining one winning combination selected from plural winning combinations determined in advance by executing a lottery program stored in the storage device;

10 a processing executing stop display after executing change display by operating the symbol display device based on a result of executing the lottery program;

 a processing reading from the storage device a program for generating a first special game state that is a game state
15 advantageous to a player when combination of the plural symbols stop displayed on winning line defined by the symbol display means is a special winning combination, and executing the program;

 a processing transmitting an identification information
20 of the gaming machine stored in the storage device to a control device through the communication line every time a game is played;

 a processing receiving a command signal transmitted from the control device when a condition that the number of games counted accumulatively by the control device based on the
25 identification information of the gaming machine reaches a set value set as an object of comparison with the number of games is established; and

 a processing reading from the storage device a program for generating a second special game state in which the number
30 of winning lines is relatively increased based on the command signal, and executing the program.

[0041]

 According to the configuration (15), when a condition that the number of games counted accumulatively by the control
35 device reaches a set value set as an object of comparison with

the number of games is established, the second special game state in which the number of winning lines is relatively increased is generated. Since establishment possibility that the combination of the plural symbols stop displayed on the winning
5 line is the special winning combination becomes high by increasing the number of winning lines, the first special game state is likely to be generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of the game media, the second
10 special game state is generated as long as the game is played such that the number of games reaches the set value, thus a player can play the game in advantageous state. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up
15 distrust thereto, or losing interest in or a concern on the game.

[0042]

(16) A gaming machine equipped with a processing device, a storage device, and a symbol display device which can execute
20 change display and stop display of plural symbols,
wherein
the processing device executes:
a processing determining one winning combination selected from plural winning combinations determined in advance by
25 executing a lottery program stored in the storage device;
a processing executing stop display after executing change display by operating the symbol display device based on a result of executing the lottery program;
a processing reading from the storage device a program
30 for generating a first special game state that is a game state advantageous to a player when combination of the plural symbols stop displayed on winning line defined by the symbol display means is a special winning combination, and executing the program;
35 a processing counting accumulatively the number of games

each time a game is played;

a processing determining whether or not a condition that the number of games reaches the set value set as an object of comparison with the number of games has been established; and

5 a processing reading from the storage device a program for generating a second special game state in which the number of winning lines is relatively increased when said condition is determined to have been established, and executing the program.

10 [0043]

According to the configuration (16), the number of games is accumulatively counted and whether or not a condition that the number of games reaches the set value set as an object of comparison with the number of games has been established is
15 determined. And when it is determined that said condition is established, the second special game state in which the number of winning lines is relatively increased is generated. Since establishment possibility that the combination of the plural symbols stop displayed on the winning line is the special winning
20 combination becomes high by increasing the number of winning lines, the first special game state is likely to be generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of the game media, the second special game state is generated as
25 long as the game is played such that the number of games reaches the set value, thus a player can play the game in advantageous state. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in
30 or a concern on the game.

[0044]

(17) A gaming machine comprising:

winning combination determining means for determining a winning combination by a lottery;

35 means for generating a first special game state which

is a game state advantageous to a player when the determined winning combination is a special winning combination; and

means for generating, when a condition that a payment balance in terms of the game media which is accumulatively counted every time a game is played becomes equal to or less than a set value set as an object of comparison with the payment balance in terms of the game media is established, a second special game state which is a game state advantageous to a player and is generated only when the condition is established.

10 [0045]

According to the configuration (17), when a condition that a payment balance in terms of the game media becomes equal to or below a set value set as an object of comparison with the payment balance in terms of the game media is established, the second special game state that is a game state advantageous to a player and is generated only in case of the establishment of said condition is generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of the game media, the second special game state is generated as long as the game is played such that the payment balance in terms of the game media becomes equal to or below the set value, thus a player can make profit for playing the game. In addition, since the second special game state is generated only when the above condition is established, an impression can be made on the player that a return is carried out as a result of playing the game until the payment balance in terms of the game media becomes equal to or below the set value, and the player take more interest in the game. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

30 [0046]

(18) A gaming machine connected through a communication line to a control device which counts a payment balance in terms

of the game media accumulatively for every gaming machine of plural gaming machines,

comprising:

winning combination determining means for determining
5 a winning combination by a lottery;

means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination;

means for transmitting a payment balance in terms of the
10 game media in a game played by a player together with an identification information of the gaming machine to the control device through the communication line, each time a game is played;

means for receiving a command signal transmitted from the control device when a condition that a payment balance in
15 terms of the game media which is counted accumulatively by the control device based on the identification information of the gaming machine and the payment balance in terms of the game media in a game played by a player becomes equal to or less than a set value set as an object of comparison with the number
20 of games is established; and

means for generating, based on the command signal, a second special game state that is a game state advantageous to a player and is generated only when the condition is established.

[0047]

25 According to the configuration (18), when a condition that the payment balance in terms of the game media counted accumulatively by the control device becomes equal to or below a set value set as an object of comparison with the payment balance in terms of the game media is established, the second
30 special game state that is a game state advantageous to the player and is generated only in case of the establishment of said condition is generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of the game media, the second
35 special game state is generated as long as the game is played

such that the payment balance in terms of the game media becomes equal to or below the set value, thus a player can make profit for playing the game. In addition, since the second special game state is generated only when the above condition is established, an impression can be made on the player that a return is carried out as a result of playing the game until the payment balance in terms of the game media becomes equal to or below the set value, and the player take more interest in the game. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0048]

(19) A gaming machine comprising:
winning combination determining means for determining a winning combination by a lottery;

means for generating a first special game state that is a game state advantageous to a player when the determined winning combination is a special winning combination;

means for counting accumulatively a payment balance in terms of the game media each time a game is played;

means for determining whether or not a condition that the payment balance in terms of the game media becomes equal to or less than a set value set as an object of comparison with the payment balance in terms of the game media has been established; and

means for generating, when the condition is determined to have been established, a second special game state that is a game state advantageous to a player and is generated only when the condition is established.

[0049]

According to the configuration (19), the payment balance in terms of the game media is accumulatively counted and it is determined whether or not a condition that the payment balance in terms of the game media becomes equal to or below the set

value set as an object of comparison with the payment balance in terms of the game media has been established. And, when it is determined that said condition is established, the second special game state that is a game state advantageous to a player and is generated only in case of establishment of said condition is generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of the game media, the second special game state is generated as long as the game is played such that the payment balance in terms of the game media becomes equal to or below the set value, thus a player can make profit for playing the game. In addition, since the second special game state is generated only when the above condition is established, an impression can be made on the player that a return is carried out as a result of playing the game until the payment balance in terms of the game media becomes equal to or below the set value, and the player takes more interest in the game. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0050]

(20) The gaming machine according to any of the configurations (17) to (19), wherein the means for generating the second special game state pays out in the second special game state the number of game media corresponding to the number of games counted accumulatively until the second special game state is generated.

[0051]

According to the configuration (20), for example, when the number of games accumulatively counted until the second special game state is generated is "600", 6000 pieces of game media corresponding to ten times the number of the game media are paid out. Thus, a profit according to the number of games played by the player can be returned in the second special game

state. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

5 [0052]

(21) The gaming machine according to any of the configurations (17) to (19), comprising

reception means that can accept for one game an insertion of game media up to a predetermined upper limit value, wherein
10 the means for generating the second special game state generates a second special game state in a case when the number of inserted game media for the game played by the player is equal to the upper limit when a condition that the payment balance in terms of the game media is equal to or less than the set value is
15 established.

[0053]

According to the configuration (21), a player can be urged to insert the game media up to the upper limit, thereby enabling a facility such as a casino to increase its profit.

20 [0054]

(22) A gaming machine comprising:

winning combination determining means for determining a winning combination by a lottery;

symbol display means for executing change display and
25 stop display of plural symbols based on a result of the lottery;

means for generating a first special game state that is a game state advantageous to a player when combination of the plural symbols stop displayed on a winning line defined by the symbol display means is a special winning combination; and

30 means for generating a second special game state in which the number of winning lines defined by the symbol display means is relatively increased when a condition that a payment balance in terms of the game media counted accumulatively every time a game is played becomes equal to or less than a set value set
35 as an object of comparison with the payment balance in terms

of the game media is established.

[0055]

According to the configuration (22), when a condition that the payment balance in terms of the game media becomes equal to or below a set value set as an object of comparison with the payment balance in terms of the game media is established, the second special game state in which the number of winning lines is relatively increased is generated. Since establishment possibility that the combination of the plural symbols stop displayed on the winning line is the special winning combination becomes high by increasing the number of winning lines, the first special game state is likely to be generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of the game media, the second special game state is generated as long as the game is played such that the payment balance in terms of the game media becomes equal to or below the set value, thus a player can play the game in advantageous state. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0056]

(23) A gaming machine connected through a communication line to a control device which counts a payment balance in terms of the game media accumulatively for every gaming machine of plural gaming machines,

comprising:

winning combination determining means for determining a winning combination by a lottery;

symbol display means for executing change display and stop display of plural symbols based on a result of the lottery;

means for generating a first special game state that is a game state advantageous to a player when combination of the plural symbols stop displayed on a winning line defined by the

symbol display means is a special winning combination;
means for transmitting the payment balance in terms of the game
media in a game played by a player together with an identification
information of the gaming machine to the control device through
5 the communication line, each time a game is played;

means for receiving a command signal transmitted from
the control device when a condition that the payment balance
in terms of the game media which is counted accumulatively by
the control device based on an identification information of
10 the gaming machine and the payment balance in terms of the game
media in a game played by a player becomes equal to or less
than a set value set as an object of comparison with the payment
balance in terms of the game media is established; and

means for generating, based on the command signal, a second
15 special game state in which the number of winning lines defined
by the symbol display means is relatively increased.

[0057]

According to the configuration (23), when a condition
that the payment balance in terms of the game media counted
20 accumulatively by the control device becomes equal to or below
a set value set as an object of comparison with the payment
balance in terms of the game media is established, the second
special game state in which the number of winning lines is
relatively increased is generated. Since establishment
25 possibility that the combination of the plural symbols stop
displayed on the winning line is the special winning combination
becomes high by increasing the number of winning lines, the
first special game state is likely to be generated. Therefore,
even if the first special game state is not generated for a
30 long period of time leading to the spending of many of the game
media, the second special game state is generated as long as
the game is played such that the payment balance in terms of
the game media becomes equal to or below the set value, thus
a player can play the game in advantageous state. As a result,
35 it can be prevented for a player who has spent many of the game

media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0058]

5 (24) A gaming machine comprising:

winning combination determining means for determining a winning combination by a lottery;

symbol display means for executing change display and stop display of plural symbols based on a result of the lottery;

10 means for generating a first special game state that is a game state advantageous to a player when combination of the plural symbols stop displayed on a winning line defined by the symbol display means is a special winning combination;

means for counting accumulatively a payment balance in
15 terms of the game media each time a game is played;

means for determining whether or not a condition that the payment balance in terms of the game media becomes equal to or less than a set value set as an object of comparison with the payment balance in terms of the game media has been
20 established; and

means for generating a second special game state in which the number of winning lines defined by the symbol display means is relatively increased when the condition is determined to have been established.

25 [0059]

According to the configuration (24), the payment balance in terms of the game media is accumulatively counted, and whether or not a condition that the payment balance in terms of the game media becomes equal to or below the set value set as an
30 object of comparison with the payment balance in terms of the game media has been established is determined. And when it is determined that said condition has been established, the second special game state in which the number of winning lines is relatively increased is generated. Since establishment
35 possibility that the combination of the plural symbols stop

displayed on the winning line is the special winning combination becomes high by increasing the number of winning lines, the first special game state is likely to be generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of the game media, the second special game state is generated as long as the game is played such that the payment balance in terms of the game media becomes equal to or below the set value, thus a player can play the game in advantageous state. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0060]

(25) A gaming machine equipped with a processing device, a storage device,

wherein

the processing device executes:

a processing determining one winning combination selected from plural winning combinations determined in advance by executing a lottery program stored in the storage device;

a processing reading from the storage device a program for generating a first special game state that is a game state advantageous to a player when the determined winning combination is a special winning combination, and executing the program; and

a processing reading from the storage device a program for generating a second special game state which is a game state advantageous to a player and is generated only in a case where a condition given below is established, when said condition that a payment balance in terms of the game media which is accumulatively counted every time a game is played becomes equal to or below a set value set as an object of comparison with the payment balance in terms of the game media is established, and executing the program.

[0061]

According to the configuration (25), when a condition that a payment balance in terms of the game media becomes equal to or below a set value set as an object of comparison with the payment balance in terms of the game media is established, the second special game state that is a game state advantageous to a player and is generated only in case of the establishment of said condition is generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of the game media, the second special game state is generated as long as the game is played such that the payment balance in terms of the game media becomes equal to or below the set value, thus a player can make profit for playing the game. In addition, since the second special game state is generated only when the above condition is established, an impression can be made on the player that a return is carried out as a result of playing the game until the payment balance in terms of the game media becomes equal to or below the set value, and the player take more interest in the game. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0062]

(26) A gaming machine equipped with a processing device and a storage device, and connected through a communication line to a control device which counts the payment balance in terms of the game media accumulatively for every gaming machine of plural gaming machines,

wherein

the processing device executes:

a processing determining one winning combination selected from plural winning combinations determined in advance by executing a lottery program stored in the storage device;

a processing reading from the storage device a program

for generating a first special game state that is a game state advantageous to a player when the determined winning combination is a special winning combination, and executing the program;

5 a processing transmitting the payment balance in terms of the game media of the game played by the player stored in the storage device together with the identification information of a gaming machine to the control device through the communication line every time a game is played;

10 a processing receiving a command signal transmitted from the control device when a condition that the payment balance in terms of the game which is counted accumulatively by the control device based on an identification information of the gaming machine and the payment balance in terms of the game media in a game played by a player becomes equal to or below
15 the set value set as an object of comparison with the payment balance in terms of the game media is established; and

a processing reading from the storage device a program for generating a second special game state which is a game state advantageous to a player and is generated only when said condition
20 is established, and executing the program.

[0063]

According to the configuration (26), when a condition that the payment balance in terms of the game media counted accumulatively by the control device becomes equal to or below
25 a set value set as an object of comparison with the payment balance in terms of the game media is established, the second special game state that is a game state advantageous to the player and is generated only in case of the establishment of said condition is generated. Therefore, even if the first
30 special game state is not generated for a long period of time leading to the spending of many of the game media, the second special game state is generated as long as the game is played such that the payment balance in terms of the game media becomes equal to or below the set value, thus a player can make profit
35 for playing the game. In addition, since the second special

game state is generated only when the above condition is established, an impression can be made on the player that a return is carried out as a result of playing the game until the payment balance in terms of the game media becomes equal
5 to or below the set value, and the player take more interest in the game. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

10 [0064]

(27) A gaming machine equipped with a processing device and a storage device,

wherein

the processing device executes:

15 a processing determining one winning combination selected from plural winning combinations determined in advance by executing a lottery program stored in the storage device;

a processing reading from the storage device a program for generating a first special game state that is a game state
20 advantageous to a player when the determined winning combination is a special winning combination, and executing the program;

a processing counting accumulatively the payment balance in terms of the game media each time a game is played;

a processing determining whether or not a condition that
25 the payment balance in terms of the game media equal to or below the set value set as an object of comparison with the payment balance in terms of the game media has been established; and

a processing reading from the storage device a program for generating a second special game state which is a game state
30 advantageous to a player and is generated only in a case where said condition is established, when said condition is determined to have been established, and executing the program.

[0065]

According to the configuration (27), the payment balance
35 in terms of the game media is accumulatively counted and it

is determined whether or not a condition that the payment balance in terms of the game media becomes equal to or below the set value set as an object of comparison with the payment balance in terms of the game media has been established. And, when it is determined that said condition has been established, the second special game state that is a game state advantageous to a player and is generated only in case of establishment of said condition is generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of the game media, the second special game state is generated as long as the game is played such that the payment balance in terms of the game media becomes equal to or below the set value, thus a player can make profit for playing the game. In addition, since the second special game state is generated only when the above condition is established, an impression can be made on the player that a return is carried out as a result of playing the game until the payment balance in terms of the game media becomes equal to or below the set value, and the player take more interest in the game. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0066]

(28) The gaming machine according to any of the configurations (25) to (27), wherein the processing device executes a program for generating the second special game state in which the number of the game media corresponding to the number of games counted accumulatively until the generation of the second special game state is paid out.

[0067]

According to the configuration (28), a profit according to the number of games played by the player can be returned in the second special game state. As a result, it can be prevented for a player who has spent many of the game media from feeling

unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0068]

(29) The gaming machine according to any of the
5 configurations (25) to (27), wherein the processing device
executes a program for generating the second special game state
in a case where the number of inserted game media for the game
played by the player is equal to the predetermined upper limit
value of the number of game media to be inserted for one game
10 when a condition that the payment balance in terms of the game
media becomes equal to or below the set value.

[0069]

According to the configuration (29), a player can be urged
to insert the game media up to the upper limit, thereby enabling
15 a facility such as a casino to increase its profit.

[0070]

(30) A gaming machine equipped with a processing device,
a storage device, and a symbol display device which can execute
change display and stop display of plural symbols,
20 wherein

the processing device executes:

a processing determining one winning combination selected
from plural winning combinations determined in advance by
executing a lottery program stored in the storage device;

25 a processing executing stop display after executing change
display by operating the symbol display device based on a result
of executing the lottery program;

a processing reading from the storage device a program
for generating a first special game state that is a game state
30 advantageous to a player when combination of the plural symbols
stop displayed on winning line defined by the symbol display
means is a special winning combination, and executing the
program; and

a processing reading from the storage device a program for
35 generating a second special game state in which the number of

winning lines is relatively increased when a condition that the a payment balance in terms of the game media counted accumulatively every time a game is played becomes equal to or below a set value set as an object of comparison with the
5 payment balance in terms of the game media is established, and executing the program.

[0071]

According to the configuration (30), when a condition that the payment balance in terms of the game media becomes
10 equal to or below a set value set as an object of comparison with the payment balance in terms of the game media is established, the second special game state in which the number of winning lines is relatively increased is generated. Since establishment possibility that the combination of the plural
15 symbols stop displayed on the winning line is the special winning combination becomes high by increasing the number of winning lines, the first special game state is likely to be generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of
20 the game media, the second special game state is generated as long as the game is played such that the payment balance in terms of the game media becomes equal to or below the set value, thus a player can plays the game in advantageous state. As a result, it can be prevented for a player who has spent many
25 of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0072]

(31) A gaming machine equipped with a processing device,
30 a storage device and a symbol display device which can execute change display and stop display of plural symbols, and connected through a communication line to a control device which counts the number of games accumulatively for every gaming machine of plural gaming machines,

35 wherein

the processing device executes:

a processing determining one winning combination selected from plural winning combinations determined in advance by executing a lottery program stored in the storage device;

5 a processing executing stop display after executing change display by operating the symbol display device based on a result of executing the lottery program;

a processing reading from the storage device a program for generating a first special game state that is a game state advantageous to a player when combination of the plural symbols stop displayed on winning line defined by the symbol display means is a special winning combination, and executing the program;

15 a processing transmitting an identification information of a gaming machine stored in the storage device together with the identification information to the control device through the communication line every time a game is played;

a processing receiving a command signal transmitted from the control device when a condition that the payment balance in terms of the game media which is counted accumulatively by the control device based on an identification information of the gaming machine and the payment balance in terms of the game media in a game played by a player becomes equal to or below the set value set as an object of comparison with the payment balance in terms of the game media is established; and

20 a processing reading from the storage device a program for generating a second special game state in which the number of winning lines is relatively increased based on the command signal, and executing the program.

30 [0073]

According to the configuration (31), when a condition that the payment balance in terms of the game media counted accumulatively by the control device becomes equal to or below a set value set as an object of comparison with the payment balance in terms of the game media is established, the second

special game state in which the number of winning lines is relatively increased is generated. Since establishment possibility that the combination of the plural symbols stop displayed on the winning line is the special winning combination becomes high by increasing the number of winning lines, the first special game state is likely to be generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of the game media, the second special game state is generated as long as the game is played such that the payment balance in terms of the game media becomes equal to or below the set value, thus a player can play the game in advantageous state. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0074]

(32) A gaming machine equipped with a processing device, a storage device, and a symbol display device which can execute change display and stop display of plural symbols, wherein the processing device executes:

- a processing determining one winning combination selected from plural winning combinations determined in advance by executing a lottery program stored in the storage device;
- a processing executing stop display after executing change display by operating the symbol display device based on a result of executing the lottery program;
- a processing reading from the storage device a program for generating a first special game state that is a game state advantageous to a player when combination of the plural symbols stop displayed on winning line defined by the symbol display means is a special winning combination, and executing the program;
- a processing counting accumulatively the payment balance

in terms of the game media each time a game is played;

a processing determining whether or not a condition that the payment balance in terms of the game media becomes equal to or below the set value set as an object of comparison with
5 the payment balance in terms of the game media has been established; and

a processing reading from the storage device a program for generating a second special game state in which the number of winning lines is relatively increased when said condition
10 is determined to have been established, and executing the program.

[0075]

According to the configuration (32), the payment balance in terms of the game media is accumulatively counted, and whether
15 or not a condition that the payment balance in terms of the game media becomes equal to or below the set value set as an object of comparison with the payment balance in terms of the game media has been established is determined. And when it is determined that said condition is established, the second
20 special game state in which the number of winning lines is relatively increased is generated. Since establishment possibility that the combination of the plural symbols stop displayed on the winning line is the special winning combination becomes high by increasing the number of winning lines, the
25 first special game state is likely to be generated. Therefore, even if the first special game state is not generated for a long period of time leading to the spending of many of the game media, the second special game state is generated as long as the game is played such that the payment balance in terms of
30 the game media becomes equal to or below the set value, thus a player can play the game in advantageous state. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the
35 game.

[0076]

(33) A gaming machine comprising:

means for giving a profit to a player based on a result of a lottery; and

5 means for giving to the player, when the number of games played by the player satisfies a predetermined condition, a profit given only when the predetermined condition is satisfied.

[0077]

10 According to the configuration (33), when the number of games played by the player satisfies a predetermined condition, the profit given to the player only when the above condition is satisfied is given. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or

15 losing interest in or a concern on the game.

[0078]

(34) A gaming machine comprising:

20 means for giving a profit to a player according to combination of symbols stop displayed on a winning line based on a result of a lottery; and

means for increasing the number of the winning lines when the number of games played by the player satisfies a predetermined condition.

[0079]

25 According to the configuration (34), when the number of games played by the player satisfies a predetermined condition, the number of the winning lines is increased. Thus, the player can play the game in the advantageous state until the number of games satisfies a predetermined condition. As a result, it

30 can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0080]

35 (35) A gaming machine comprising:

means for giving a profit to a player based on a result of a lottery; and

means for giving to the player, when the payment balance in terms of the game media of the player satisfies a predetermined condition, a profit given only when the predetermined condition is satisfied.

[0081]

According to the configuration (35), when the payment balance in terms of the game media of the player satisfies a predetermined condition, the profit given to the player only when the above condition is satisfied is given. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0082]

(36) A gaming machine comprising:

means for giving a profit to a player according to combination of symbols stop displayed on a winning line based on a result of a lottery; and

means for increasing the number of the winning lines when a payment balance in terms of the game media of the player satisfies a predetermined condition.

[0083]

According to the configuration (36), when the payment balance in terms of the game media of the player satisfies a predetermined condition, the number of winning lines is increased. Thus, the player can play the game in the advantageous state until the predetermined condition is satisfied. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0084]

(37) A game control method comprising:

a step for giving a profit to a player based on a result of a lottery; and

a step for giving to a player, when the number of games played by the player satisfies a predetermined condition, a profit given only when the predetermined condition is satisfied.
5 [0085]

According to the configuration (37), when the number of games played by the player satisfies a predetermined condition, the profit given only in a case where above condition is satisfied
10 to the player is given. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.
[0086]

15 (38) A game control method comprising:

a step for giving a profit to a player according to combination of symbols stop displayed on a winning line based on a result of a lottery; and

a step for increasing the number of the winning lines
20 when the number of games played by the player satisfies a predetermined condition.
[0087]

According to the configuration (38), when the number of games played by the player satisfies a predetermined condition,
25 the number of winning lines is increased. Thus, the player can play the game in the advantageous state until the number of games satisfies the predetermined condition. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up
30 distrust thereto, or losing interest in or a concern on the game.
[0088]

(39) A game control method comprising:

a step for giving a profit to a player based on a result
35 of a lottery; and

a step for giving to the player, when a payment balance in terms of the game media of the player satisfies a predetermined condition, a profit given only when the predetermined condition is satisfied.

5 [0089]

According to the configuration (39), when the payment balance in terms of the game media of the player satisfies a predetermined condition, the profit given only in a case where above condition is satisfied to the player is given. As a result,
10 it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0090]

15 (40) A game control method comprising:

a step for giving a profit to a player according to combination of symbols stop displayed on a winning line based on a result of a lottery; and

a step for increasing the number of the winning lines
20 when a payment balance in terms of the game media of the player satisfies a predetermined condition.

[0091]

According to the configuration (40), when the payment balance in terms of the game media of the player satisfies a
25 predetermined condition, the number of winning lines is increased. Thus, the player can play the game in the advantageous state until the predetermined condition is satisfied. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against
30 the game, building up distrust thereto, or losing interest in or a concern on the game.

[0092]

(41) A game system equipped with a gaming machine and a control device, wherein
35 the control device includes:

means for transmitting a signal to the gaming machine when the number of games played by a player in the gaming machine satisfies a predetermined condition; and

the gaming machine includes:

5 means for giving a profit to the player based on a result of a lottery; and

means for giving a profit to the player, based on the signal received from the control device, only when the condition is satisfied.

10 [0093]

According to the configuration (41), when the number of games played by the player satisfies a predetermined condition, the profit given to the player only when the above condition is satisfied is given. As a result, it can be prevented for
15 a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0094]

(42) A game system equipped with a gaming machine and
20 a control device, wherein

the control device includes:

means for transmitting a signal to the gaming machine when the number of games played by a player in the gaming machine satisfies a predetermined condition,

25 and the gaming machine includes:

means for giving a profit to the player according to the combination of symbols stop displayed on a winning line based on the result of a lottery, and

means for increasing the number of the winning lines based
30 on the signal received from the control device.

[0095]

According to the configuration (42), when the number of games played by the player satisfies a predetermined condition, the number of winning lines is increased. Thus, the player can
35 play the game in the advantageous state until the number of

games satisfies the predetermined condition. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0096]

(43) A game system equipped with a gaming machine and a control device, wherein

the control device includes:

means for transmitting a signal to the gaming machine when a payment balance in terms of the game media of a player in the gaming machine satisfies a predetermined condition; and

the gaming machine includes:

means for giving a profit to the player based on a result of a lottery, and

means for giving a profit to the player, based on the signal received from the control device, only when the above condition is satisfied.

[0097]

According to the configuration (43), when the payment balance in terms of the game media of the player satisfies a predetermined condition, the profit given to the player only when the above condition is satisfied is given. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0098]

(44) A game system equipped with a gaming machine and a control device, wherein

the control device includes:

means for transmitting a signal to the gaming machine when a payment balance in terms of the game media of a player in the gaming machine satisfies a predetermined condition;

and the gaming machine includes:

means for giving a profit to the player according to the combination of symbols stop displayed on a winning line based on a result of a lottery, and

means for increasing the number of winning lines based
5 on the signal received from the control device.
[0099]

According to the configuration (44), when the payment balance in terms of the game media of the player satisfies a predetermined condition, the number of winning lines is
10 increased. Thus, the player can play the game in the advantageous state until the predetermined condition is satisfied. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in
15 or a concern on the game.

[0100]

Moreover, the second aspect of the present invention provides the following configuration.

(45) A gaming machine comprising:

20 winning combination determination means for determining a winning combination by a lottery;

means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination;

25 means for generating a second special game state in which the predetermined number of game media is paid out when the number of games accumulatively counted each time a game is played reaches a set value that is an object of comparison with the number of games; and

30 means for selecting a payout mode of the game media in the second special game state from plural kinds of predetermined payout modes.

[0101]

According to the configuration (45), the second special
35 game state in which the predetermined number of game media is

paid out is generated when the number of games reaches the set value. Therefore, even when the first special game state is not generated for a long period of time and the player used many game media, since the second special game state is generated
5 when the number of games reaches the set value, the player can obtain the predetermined number of game media.

[0102]

In addition, the payout mode of the game media in the second special game state is selected from plural kinds of
10 predetermined payout modes. Even when either mode is selected, although the number of game media to be paid out in the second special game state is the same, the second special game states can be provided with the diversity by changing the payout mode of the game media in the second special game state.

15 [0103]

Therefore, the player who has spent many game media can receive the return in various modes for playing a game until the number of games reaches the set value. As a result, it can be prevented for a player who has spent many of the game media
20 from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0104]

(46) A gaming machine comprising:

winning combination determination means for determining
25 a winning combination by a lottery;

means for generating a first special game state that is a game state advantageous to a player when the determined winning combination is a special winning combination; and

means for generating a second special game state in which
30 the predetermined number of game media is paid out in a case where the predetermined number of the first special game state is not generated until the number of games accumulatively counted each time a game is played reaches a set value that is an object of comparison with the number of games.

35 [0105]

According to the configuration (46), when the second special game state in which the predetermined number of game media is paid out is generated in the case where the predetermined number (three times, for example) of the first special game state is not generated until the number of games reaches the set value. Therefore, even in a case where the first special game state is generated infrequently and the player spends many game media, when the number of games reaches the set value, the second special game state is generated and the player can receive the predetermined number of the game media. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

15 [0106]

(47) A gaming machine comprising:

winning combination determination means for determining a winning combination by a lottery;

means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination;

means for generating a second special game state in which the predetermined number of game media is paid out in a case where the predetermined number of the first special game state is not generated until the number of games accumulatively counted each time a game is played reaches a set value that is an object of comparison with the number of games; and

means for selecting a payout mode of the game media in the second special game state from plural kinds of predetermined payout modes.

30 [0107]

According to the configuration (47), when the second special game state in which the predetermined number of game media is paid out is generated in the case where the predetermined number (three times, for example) of the first special game

state is not generated until the number of games reaches the set value. Therefore, even in a case where the first special game state is generated infrequently and the player spends many game media, when the number of games reaches the set value, the second special game state is generated and the player can receive the predetermined number of the game media.

[0108]

In addition, since the payout mode of the game media in the second special game state is selected from plural kinds of the predetermined payout modes, there can be provided a variety of the second special game states.

Therefore, the player who has spent many game media can receive the return in various modes for playing the game until the number of games reaches the set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0109]

(48) A gaming machine connected to a control device which accumulatively counts the number of games for every gaming machine of a plurality of gaming machines through a communication line, comprising:

winning combination determination means for determining a winning combination by a lottery;

means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination;

means for transmitting an identification information of the gaming machine to the control device through the communication line each time a game is played;

means for receiving a command signal transmitted from the control device when the number of games accumulatively counted by the control device based on the identification information of the gaming machine reaches a set value that is an object of comparison with the number of games;

means for generating a second special game state in which the predetermined number of game media is paid out based on the command signal; and

5 means for selecting a payout mode of the game media in the second special game state from plural kinds of predetermined payout modes.

[0110]

According to the configuration (48), the command signal transmitted from the control device is received when the number
10 of games counted by the control device reaches the set value, and the second special game state in which the predetermined number of game media is paid out is generated. In addition, the payout mode of the game media in the second special game state is selected from plural kinds of the predetermined payout
15 modes. Therefore, the player who has spent many game media can receive the return in various modes for playing a game until the number of games reaches the set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust
20 thereto, or losing interest in or a concern on the game.

[0111]

(49) A gaming machine comprising:

winning combination determination means for determining a winning combination by a lottery;

25 means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination;

means for accumulatively counting the number of games each time a game is played;

30 means for determining whether or not the number of games has reached a set value that is an object of comparison with the number of games;

means for generating a second special game state in which the predetermined number of game media is paid out when the
35 number of games is determined to have reached the set value;

and

means for selecting a payout mode of the game media in the second special game state from plural kinds of predetermined payout modes.

5 [0112]

According to the configuration (49), the number of games is accumulatively counted each time the game is played. In addition, whether or not the number of games reaches a set value is determined, the second special game state in which the
10 predetermined number of game media is paid out is generated when it is determined that the number of games reaches the set value. In addition, the payout mode of the game media in the second special game state is selected from plural kinds of the predetermined payout modes. Therefore, the player who has spent
15 many game media can receive the return in various modes for playing a game until the number of games reaches the set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern
20 on the game.

[0113]

(50) The gaming machine according to any one of the above (45) to (49), wherein

reception means that can accept for one game an insertion
25 of game media up to a predetermined upper limit value is provided, and the means for generating the second special game state generates a second special game state in a case where the number of inserted game media for the game played by the player is equal to the upper limit when the number of games reaches the
30 set value.

[0114]

According to the configuration (50), since the player is urged to insert the game media until the upper limit value, a facility such as a casino can make more profit.

35 [0115]

(51) A gaming machine equipped with a processing device and a storage device,

wherein

said processing device executes:

5 a processing determining one winning combination selected from plural kinds of winning combinations determined in advance by executing a lottery program stored in said storage device;

a processing reading from said storage device a first program for generating a first special game state that is a
10 game state advantageous to a player when the determined winning combination is a special winning combination, and executing said first program;

a processing reading a second program for generating a second special game state in which the predetermined number
15 of game media is paid out from the storage device when the number of games accumulatively counted each time a game is played reaches a set value that is an object of comparison with said number of games, and executing said second program; and

a processing selecting the second program for reading
20 from the storage device and executing, from a plurality of second programs in which the payout modes of the game media is different.
[0116]

According to the configuration (51), when the number of games reaches the set value, the second special game state is
25 generated. In addition, the payout mode of the game media in the second special game state is selected from plural kinds of the predetermined payout modes. Therefore, the player who has spent many game media can receive the return in various modes for playing a game until the number of games reaches the
30 set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0117]

35 (52) A gaming machine equipped with a processing device

and a storage device,

wherein

said processing device executes:

5 a processing determining one winning combination selected
from plural kinds of winning combinations determined in advance
by executing a lottery program stored in said storage device;

10 a processing reading from said storage device a first
program for generating a first special game state that is a
game state advantageous to a player when the determined winning
combination is a special winning combination, and executing
said first program;

15 a processing reading from said storage device a second
program for generating a second special game state in which
the predetermined number of game media is paid out in a case
the predetermined number of the first special game state is
not generated until the number of games accumulatively counted
each time a game is played reaches a set value that is an object
of comparison with the number of games, and executing said second
program; and

20 a processing selecting the second program for reading
from said storage device and executing, from a plurality of
second programs in which the payout modes of the game media
is different.

[0118]

25 According to the configuration (52), the second special
game state is generated in a case where the predetermined number
of the first special game state is not generated until the number
of the games reaches the set value. In addition, the payout
mode of the game media in the second special game state is selected
30 from plural kinds of the predetermined payout modes. Therefore,
the player who has spent many game media can receive the return
in various modes for playing a game until the number of games
reaches the set value. As a result, it can be prevented for
a player who has spent many of the game media from feeling
35 unpleasant against the game, building up distrust thereto, or

losing interest in or a concern on the game.

[0119]

(53) A gaming machine equipped with a processing device and a storage device, and connected through a communication
5 line to a control device which counts the number of games accumulatively for every gaming machine of plural gaming machines,

wherein

said processing device executes:

10 a processing determining one winning combination selected from plural kinds of winning combinations determined in advance by executing a lottery program stored in said storage device;

a processing reading from said storage device a first program for generating a first special game state that is a
15 game state advantageous to a player when the determined winning combination is a special winning combination, and executing said first program;

a processing transmitting an identification information on a gaming machine stored in said storage device to said control
20 device through said communication line each time a game is played;

a processing receiving a command signal transmitted from said control device when said number of games counted accumulatively by said control device based on said
25 identification information on the gaming machine reaches a set value that is an object of comparison with said number of games;

a processing reading from the storage device based on said command signal a second program for generating a second special game state in which the predetermined number of game
media is paid out, and executing said second program; and

30 a processing selecting the second program for reading from said storage device and executing, from plural kinds of second programs in which the payout modes of the game media is different.

[0120]

35 According to the configuration (53), the command signal

transmitted from the control device is received when the number of games counted by the control device reaches the set value, and the second special game state is generated. In addition, the payout mode of the game media in the second special game state is selected from plural kinds of the predetermined payout modes. Therefore, the player who has spent many game media can receive the return in various modes for playing a game until the number of games reaches the set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

10 [0121]

(54) A gaming machine equipped with a processing device and a storage device,

15 wherein

said processing device executes:

a processing determining one winning combination selected from plural kinds of winning combinations determined in advance by executing a lottery program stored in said storage device;

20 a processing reading from said storage device a first program for generating a first special game state that is a game state advantageous to a player when the determined winning combination is a special winning combination, and executing said first program;

25 a processing counting the number of games accumulatively each time a game is played;

a processing determining whether or not said number of games has reached said set value that is an object of comparison with said number of games;

30 a processing reading from the storage device a second program for generating a second special game state in which the predetermined number of game media is paid out when said number of games is determined to have reached said set value, and executing said second program; and

35 a processing selecting the second program for reading

from said storage device and executing, from plural kinds of second programs in which the payout modes of the game media is different.

[0122]

5 According to the configuration (54), each time the game is played, the number of games is accumulatively counted. In addition, it is determined whether the number of games reaches the set value or not and when it is determined that the number of games reaches the set value, the second special game state
10 is generated. In addition, the payout mode of the game media in the second special game state is selected from plural kinds of the predetermined payout modes. Therefore, the player who has spent many game media can receive the return in various modes for playing a game until the number of games reaches the
15 set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0123]

20 (55) The gaming machine according to any one of the above (51) to (54),
 wherein

 said processing device executes a second program for generating said second special game state in a case where the
25 number of inserted game media for the game played a player is predetermined upper limit value of the number of game media to be inserted for one game when said number of games reaches said set value.

[0124]

30 According to the configuration (55), since the player is urged to insert the game media until the upper limit value, a facility such as a casino can make more profit.

[0125]

 (56) A gaming machine comprising:
35 winning combination determination means for determining

a winning combination by a lottery;

means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination;

5 means for generating a second special game state in which the predetermined number of game media is paid out when a payment balance in terms of the game media accumulatively counted each time a game is played becomes equal to or below a set value that is an object of comparison with the payment balance in
10 terms of the game media; and

means for selecting a payout mode of the game media in the second special game state from plural kinds of predetermined payout modes.

[0126]

15 According to the configuration (56), the second special game state in which the predetermined number of game media is paid out is generated when the payment balance in terms of the game media becomes equal to or below the set value. Therefore, when many game media is used and the payment balance in terms
20 of the game media becomes equal to or below the set value, the second special game state is generated and the player can get the predetermined number of the game media.

[0127]

In addition, the payout mode of the game media in the
25 second special game state is selected from plural kinds of the predetermined payout modes. Even when any mode is selected, although the number of the game media paid out is the same, a variety of second special game states can be provided by changing the payout mode of the game media.

30 [0128]

Therefore, the player who has spent many game media can receive the return in various modes for playing a game until the payment balance in terms of the game media becomes equal to or below the set value. As a result, it can be prevented
35 for a player who has spent many of the game media from feeling

unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0129]

(57) A gaming machine comprising:

5 winning combination determination means for determining a winning combination by a lottery;

means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination; and

10 means for generating a second special game state in which the predetermined number of game media is paid out in a case where the predetermined number of the first special game state is not generated until a payment balance in terms of the game media accumulatively counted each time a game is played becomes
15 equal to or below a set value that is an object of comparison with the payment balance in terms of the game media.

[0130]

According to the configuration (57), the second special game state in which the predetermined number of game media is
20 paid out is generated in a case where the predetermined number (three times, for example) of the first special game state is not generated until the payment balance in terms of the game media becomes equal to or below the set value. Therefore, even in a case where the first special game state is generated
25 infrequently and the player has spent many game media, until the payment balance in terms of the game media becomes equal to or below the set value, the second special game state is generated and the player can receive the predetermined number of the game media. As a result, it can be prevented for a player
30 who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0131]

(58) A gaming machine comprising

35 winning combination determination means for determining

a winning combination by a lottery;

means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination;

5 means for generating a second special game state in which the predetermined number of game media is paid out in a case where the predetermined number of the first special game state is not generated until a payment balance in terms of the game media accumulatively counted each time a game is played becomes
10 equal to or below a set value that is an object of comparison with the payment balance in terms of the game media; and

means for selecting a payout mode of the game media in the second special game state from plural kinds of predetermined payout modes.

15 [0132]

According to the configuration (58), the second special game state is generated in a case where the predetermined number of the first special game state is not generated until the payment balance in terms of the game media reaches the set value. In
20 addition, the payout mode of the game media in the second special game state is selected from plural kinds of the predetermined payout modes. Therefore, the player who has spent many game media can receive the return in various modes until the payment balance in terms of the game media becomes equal to or below
25 the set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0133]

30 (59) A gaming machine connected to a control device which accumulatively counts a payment balance in terms of the game media for every gaming machine of a plurality of gaming machines through a communication line, comprising:

winning combination determination means for determining
35 a winning combination by a lottery;

means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination;

5 means for transmitting the payment balance in terms of the game media at that game with an identification information of the gaming machine to the control device through the communication line each time a game is played;

10 means for receiving a command signal transmitted from the control device when the payment balance in terms of the game media accumulatively counted by the control device based on the payment balance in terms of the game media at that game and the identification information of the gaming machine reaches a set value that is an object of comparison with the payment balance in terms of the game media;

15 means for generating a second special game state in which the predetermined number of game media is paid out based on the command signal; and

20 means for selecting a payout mode of the game media in the second special game state from plural kinds of predetermined payout modes.

[0134]

According to the configuration (59), the command signal transmitted from the control device is received when the payment balance in terms of the game media counted by the control device becomes equal to or below the set value, and the second special game state is generated. In addition, the payout mode of the game media in the second special game state is selected from plural kinds of the predetermined payout modes. Therefore, the player who has spent many game media can receive the return in various modes until the payment balance in terms of the game media becomes equal to or below the set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

35

[0135]

(60) A gaming machine comprising:

winning combination determination means for determining a winning combination by a lottery;

5 means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination;

means for accumulatively counting a payment balance in terms of game media each time a game is played;

10 means for determining whether or not the payment balance in terms of the game media becomes equal to or below a set value that is an object of comparison with the payment balance in terms of the game media;

means for generating a second special game state in which a predetermined number of game media is paid out when it is determined that the payment balance in terms of the game media becomes equal to or below the set value; and

15 means for selecting a payout mode of the game media in the second special game state from plural kinds of predetermined payout modes.

[0136]

According to the configuration (60), the payment balance in terms of the game media is accumulatively counted each time the game is played. In addition, it is determined whether or not the payment balance in terms of the game media becomes equal to or below the set value, and the second special game state is generated when it is determined that the payment balance in terms of the game media becomes equal to or below the set value. In addition, the payout mode of the game media in the second special game state is selected from plural kinds of the predetermined payout modes. Therefore, the player who has spent many game media can receive the return in various modes until the game media reaches the set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust

20 25 30 35

thereto, or losing interest in or a concern on the game.
[0137]

(61) The gaming machine according to any one of the above
(56) to (60) comprising reception means which can accept an
5 insertion of the game media up to a predetermined upper limit
value for one game, and the means for generating the second
special game state generates a second special game state when
the payment balance in terms of the game media becomes equal
to or below the set value in a case where the number of inserted
10 game media for that game is equal to the upper limit value.
[0138]

According to the configuration (61), since the player
is urged to insert the game media until the upper limit value,
a facility such as a casino can make more profit.
15 [0139]

(62) A gaming machine comprising a processing device and
a storage device, wherein the processing device executes:
a processing determining one winning combination selected
from plural kinds of winning combinations by executing a lottery
20 program stored in the storage device;

a processing reading from the storage device a first
program for generating a first special game state which is a
game state advantageous to a player when the determined winning
combination is a special winning combination, and executing
25 the first program;

a processing reading from the storage device a second
program for generating a second special game state in which
the predetermined number of game media is paid out when the
payment balance in terms of the game media accumulatively counted
30 each time a game is played becomes equal to or below a set value
that is an object of comparison with the payment balance in
terms of the game media, and executing the second program; and

a processing selecting the second program for reading
from the storage device and executing, from a plurality of second
35 programs in which the payout modes of the game media is different.

[0140]

According to the configuration (62), when the payment balance in terms of the game media becomes equal to or below the set value, the second special game state is generated. In addition, the payout mode of the game media in the second special game state is selected from plural kinds of the predetermined payout modes. Therefore, the player who has spent many game media can receive the return in various modes until the payment balance in terms of the game media becomes equal to or below the set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0141]

(63) A gaming machine comprising a processing device and a storage device, wherein the processing device executes:

a processing determining one winning combination selected from plural kinds of the predetermined winning combinations by executing a lottery program stored in the storage device;

a processing reading from the storage device a first program for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination, and executing the first program;

a processing reading and executing a second program to generate a second special game state in which the predetermined number of game media is paid out from the storage device in a case where the predetermined number of the first special game state is not generated until the payment balance in terms of the game media accumulatively counted each time a game is played becomes equal to or below a set value that is an object of comparison with the payment balance in terms of the game media, and

a processing selecting the second program for reading from the storage device and executing, from a plurality of second

programs in which the payout modes of the game media is different.
[0142]

According to the configuration (63), the second special
game state is generated in a case where the predetermined number
5 of the first special game state is not generated until the payment
balance in terms of the game media reaches the set value. In
addition, the payout mode of the game media in the second special
game state is selected from plural kinds of the predetermined
payout modes. Therefore, the player who has spent many game
10 media can receive the return in various modes until payment
balance in terms of the game media becomes equal to or below
the set value. As a result, it can be prevented for a player
who has spent many of the game media from feeling unpleasant
against the game, building up distrust thereto, or losing
15 interest in or a concern on the game.
[0143]

(64) A gaming machine comprising a processing device and
a storage device and connected to a control device which
accumulatively counts the payment balance in terms of the game
20 media in for every gaming machine of a plurality of gaming machines
through a communication line, wherein the processing device
executes:

a processing determining one winning combination selected
from plural kinds of predetermined winning combinations by
25 executing a lottery program stored in the storage device;

a processing reading from the storage device a first
program for generating a first special game state which is a
game state advantageous to a player when the determined winning
combination is a special winning combination, and executing
30 the first program;

a processing transmitting the numbers of insertion and
payout of game media which are stored in the storage device
with an identification information of the gaming machine to
the control device through the communication line each time
35 a game is played;

a processing receiving a command signal transmitted from the control device when the payment balance in terms of the game media accumulatively counted by the control device based on the numbers of insertion and payout of the game media in the game and the identification information of the gaming machine becomes equal to or below a set value that is an object of comparison with payment balance in terms of the game media;

a processing reading from the storage device a second program for generating a second special game state in which the predetermined number of game media is paid out based on the command signal, and executing the second program; and

a processing selecting the second program for reading from the storage device and executing, from a plurality of second programs in which the payout modes of the game media is different.

[0144]

According to the configuration (64), the command signal transmitted from the control device is received when the payment balance in terms of the game media counted by the control device becomes equal to or below the set value, and the second special game state is generated. In addition, the payout mode of the game media in the second special game state is selected from plural kinds of the predetermined payout modes. Therefore, the player who has spent many game media can receive the return in various modes for playing a game until the payment balance in terms of the game media becomes equal to or below the set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0145]

(65) A gaming machine comprising a processing device and a storage device, wherein the processing device executes:

a processing determining one winning combination selected from plural kinds of the predetermined winning combinations by executing a lottery program stored in the storage device;

a processing reading from the storage device a first program for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination, and executing
5 the first program;

a processing accumulatively counting the payment balance in terms of the game media each time a game is played;

a processing determining whether or not the payment balance in terms of the game media becomes equal to or below
10 a set value that is an object of comparison with the payment balance in terms of the game media;

a processing reading from the storage device a second program for generating a second special game state in which the predetermined number of game media is paid out when it is
15 determined that the payment balance in terms of the game media becomes equal to or below the set value, and executing; and

a processing selecting the second program for reading from the storage device and executing, from a plurality of second programs in which the payout modes of the game media is different.
20 [0146]

According to the configuration (65), each time the game is played, the payment balance in terms of the game media is accumulatively counted. In addition, it is determined whether or not the payment balance in terms of the game media becomes
25 equal to or below the set value, and when it is determined that the payment balance in terms of the game media becomes equal to or below the set value, the second special game state is generated. In addition, the payout mode of the game media in the second special game state is selected from plural kinds
30 of the predetermined payout modes. Therefore, the player who has spent many game media can receive the return in various modes for playing a game until the payment balance in terms of the game media becomes equal to or below the set value. As a result, it can be prevented for a player who has spent many
35 of the game media from feeling unpleasant against the game,

building up distrust thereto, or losing interest in or a concern on the game.

[0147]

5 (66) The gaming machine according to any one of the above
(62) to (65), the processing device executes the second program
for generating the second special game state when the payment
balance in terms of the game media becomes equal to or below
the set value in a case where the number of inserted game media
for that game is a predetermined upper limit value of the number
10 of inserted game media for one game.

[0148]

According to the configuration (66), since the player
is urged to insert the game media until the upper limit value,
a facility such as a casino can make more profit.

15 [0149]

(67) A gaming machine comprising:

means for paying out to a player the number of game media
corresponding to the number of games played by the player; and

20 means for selecting a payout mode of the number of game
media corresponding to the number of games from plural kinds
of predetermined payout modes.

[0150]

According to the configuration (67), the number of game
media corresponding to the number of games played by the player
25 is paid out to the player. In addition, the payout mode in that
time is selected from plural kinds of payout modes. Therefore,
the player who has spent many game media can receive the return
in various modes until the payment balance in terms of the game
media becomes equal to or below the set value. As a result,
30 it can be prevented for a player who has spent many of the game
media from feeling unpleasant against the game, building up
distrust thereto, or losing interest in or a concern on the
game.

[0151]

35 (68) A gaming machine comprising:

means for paying out a number of game media corresponding to a payment balance in terms of the game media of a player to the player; and

5 means for selecting a payout mode of the number of game media corresponding to the payment balance in terms of the game media from plural kinds of predetermined payout modes.
[0152]

According to the configuration (68), the number of game media corresponding to the payment balance in terms of the game media of the player is paid out to the player. In addition, 10 the payout mode in that time is selected from plural kinds of the predetermined payout modes. Therefore, the player who has spent many game media can receive the return in various modes until the payment balance in terms of the game media becomes 15 equal to or below the set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.
[0153]

20 Furthermore, the present invention provides the following configuration.

(69) A game control method comprising:

a step of paying out to a player the number of game media corresponding to the number of games played by the player; and
25 a step of selecting a payout mode of the number of game media corresponding to the number of games from plural kinds of predetermined payout modes.
[0154]

According to the configuration (69), the number of game media corresponding to the number of games played by the player 30 is paid out to the player. In addition, the payout mode of the number of game media is selected from plural kinds of the predetermined payout modes. Therefore, the player who has spent many game media can receive the return in various modes until 35 the payment balance in terms of the game media becomes equal

to or below the set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

5 [0155]

(70) A game control method comprising:

a step of paying to a player the number of game media corresponding to a payment balance in terms of the game media of the player; and

10 a step of selecting a payout mode of the number of game media corresponding to the payment balance in terms of the game media from plural kinds of predetermined payout modes.

[0156]

According to the configuration (70), the number of game media corresponding to the payment balance in terms of the game media of a player is paid out to the player. In addition, the payout mode at that time is selected from plural kinds of the predetermined payout modes. Therefore, the player who has spent many game media can receive the return in various modes until the payment balance in terms of the game media becomes equal to or below the set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

25 [0157]

(71) A game system equipped with a gaming machine and a control device,

wherein

the control device includes:

30 means for transmitting a signal to the gaming machine according to a number of games played by a player in the gaming machine, and

the gaming machine includes:

means for paying out the number of game media corresponding to the number of games to the player based on the signal received

35

from the control device; and

means for selecting a payout mode of the number of game media corresponding to the number of games from plural kinds of predetermined payout modes.

5 [0158]

According to the configuration (71), the number of game media corresponding to the number of games played by the player is paid out to the player. In addition, the payout mode in that time is selected from plural kinds of the predetermined payout
10 modes. Therefore, the player who has spent many game media can receive the return in various modes until the payment balance in terms of the game media becomes equal to or below the set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against
15 the game, building up distrust thereto, or losing interest in or a concern on the game.

[0159]

Furthermore, the present invention provides the following configuration.

20 (72) A game system comprising a gaming machine and a control device,

wherein

the control device comprises:

means for transmitting a signal to the gaming machine
25 according to a payment balance in terms of the game media of a player in the gaming machine, and

the gaming machine includes:

means for paying out the number of game media corresponding to the payment balance in terms of the game media of a player
30 to the player based on the signal received from the control device; and

means for selecting a payout mode of the number of game media corresponding to the payment balance in terms of the game media from plural kinds of predetermined payout modes.

35 [0160]

According to the configuration (72), the number of game media corresponding to the payment balance in terms of the game media of the player is paid out to the player. In addition, the payout mode of the number of game media is selected from plural kinds of payout modes. Therefore, the player who has spent many game media can receive the return in various modes until the payment balance in terms of the game media becomes equal to or below the set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

EFFECTS OF THE INVENTION

[0161]

According to the present invention, it can be prevented that the player who used many coins feels frustrated, raises distrust, or loses interest in the game.

BEST MODE FOR CARRYING OUT THE INVENTION

[0162]

Detailed description of the embodiments of the present invention will be given. The description of the first aspect of the present invention will be given in the first embodiment and the second embodiment. The description of the second aspect of the present invention will be given in the third embodiment. Note that, hereinafter, in a case where only the phrase "the present invention" is used, it includes both the first aspect and the second aspect of the present invention.

[0163]

[First Embodiment]

Fig. 1 is a schematic diagram showing the entire construction of a game system according to the first embodiment.

A game system 100 includes: plural gaming machines 10; and a control device 200 connected to the gaming machines 10

through a predetermined communication line 101. Such a game system 100 may be constructed in one recreation facility capable of playing various kinds of games such as a bar, a casino and the like, or between plural recreation facilities. When the
5 game system is constructed in one recreation facility, the game system 100 may be constructed on each floor or section of the recreation facility. The communication line 101 is not particularly limited, and may be wired or wireless, and either a dedicated line or a switched line can be used.

10 [0164]

In the first embodiment, the gaming machine 10 is a slot machine. In the present invention, however, a gaming machine is not limited to a slot machine, and for example, a so-called single gaming machine such as a video slot machine, a video
15 card gaming machine and the like may be adopted, and a so-called mass game (multi-terminal gaming machine) such as a racing game, a bingo game, a public lottery and the like, which is a game that takes a predetermined time for a result to be displayed, may also be adopted.

20 [0165]

In the gaming machine 10, a coin, a note or an electronic valuable information corresponding thereto is used as a game media. In the present invention, however, the game media is not particularly limited, and for example, a medal, a token,
25 an electronic money and a ticket can be used. The ticket is not particularly limited and may include, for example, a ticket with a bar code as described later, and of the like tickets.

[0166]

The control device 200 controls plural gaming machines
30 10. Especially, in the first embodiment, the control device 200 controls a transition to a return mode in each of the gaming machines 10. The return mode corresponds to the second special game state in the present invention and many coins are paid out in the return mode. The control device 200 may be a device
35 which controls the return rate by controlling the transition

to the return mode. In such a construction, the control device 200 may be a device which controls the return rates of each of the gaming machines 10 individually, or a device which controls the return rate across all gaming machines 10 collectively.

5 [0167]

The control device 200 may further function as a so-called hole server which is installed in a recreation facility having plural gaming machines 10, or as a server which collectively controls plural recreation facilities. Moreover, every gaming machine 10 has its own identification number, and the source of data transmitted to the control device 200 from each of the gaming machines 10 is distinguished therein by their identification numbers. The identification number is also used to designate a transmission destination of data transmitted to the gaming machine 10 from the control device 200.

15 [0168]

The identification number of a gaming machine corresponds to the identification information on a gaming machine of the present invention. The identification information on a gaming machine of the present invention is not particularly limited, and examples thereof may include: a letter, a symbol, a figure, a combination thereof, and the like.

20 [0169]

Fig. 2 is a perspective view schematically showing a gaming machine according to the first embodiment.

The gaming machine 10 includes: a cabinet 11; a top box 12 placed on the upper side of the cabinet 11; and a main door 13 provided at the front face of the cabinet 11. Inside the cabinet 11, three reels 14 (14L, 14C and 14R) are rotatably installed. Twenty two designs (hereinafter, also referred to as symbols) are depicted as symbol sequences on the outer circumferential surface of each of the reels 14. Reels 14 (14L, 14C and 14R) constitute symbol display device and symbol display means in the first aspect of the present invention.

35 [0170]

A lower image display panel 16 is provided over the reels 14 in the main door 13. The lower image display panel 16 is provided with a transparent liquid crystal panel, and various kinds of information, representation image and the like

5 associated with the game are displayed while the game is played. The lower image display panel 16 is an output device for an image and functions also as output means capable of outputting an image.

A number-of-credits display section 31 and a
10 number-of-payouts display section 32 are formed on the lower image display panel 16. The number of credited coins is displayed as an image on the number-of-credits display section 31. The number of coins to be paid out is shown as an image on the number-of-payouts display section 32, when a combination
15 of symbols stop displayed on a winning line L is a predetermined combination.

[0171]

Three display windows 15 (15L, 15C and 15R), the back faces of which are visually recognizable, are formed on the
20 lower image display panel 16, and through each of the display windows 15, three of the symbols depicted on the outer circumferential surface of each of the reels 14 are displayed. One winning line L traversing horizontally the three display windows 15 is formed on the lower image display panel 16. The
25 winning line L defines a combination of symbols. When a combination of symbols stop displayed on the winning line L is a predetermined combination, the number of coins corresponding to the combination and the number of inserted coins (the number of BETs) is paid out. Display windows 15 and
30 lower image display panel (16L, 16C and 16R) constitute symbol display device and symbol display means in the first aspect of the present invention.

[0172]

Moreover, in the first aspect of the present invention,
35 for example, when: plural winning lines L which traverse

horizontally or obliquely the three display windows 15 are formed; the winning lines L, the number thereof which becomes effective set to be dependent on the number of coin-in, become effective; and a combination of symbols stop displayed on the winning line L which became effective is a predetermined combination, the number of coins corresponding to the stop-displayed combination may be paid out.

[0173]

A touch panel 69, which is not shown in the figure, is provided on the front face of the lower image display panel 16 and the player can input various kinds of commands by operating the touch panel 69.

[0174]

Provided below the lower image display panel 16 are: a control panel 20 constituting of plural buttons 23 to 27 which are inputted by the player, commands associated with progress of the game; a coin receiving slot 21 accepting coins into the cabinet 11; and a note identifier 22.

[0175]

The control panel 20 is provided with: a spin button 23; a change button 24; a CASHOUT button 25; a 1-BET button 26; and a maximum BET button 27. The spin button 23 is used for inputting a command to start the rotating of the reels 14. The change button 24 is used in a case where a player requests an attendant of a recreation facility to exchange money. The CASHOUT button 25 is used for inputting a command to pay out credited coins to a coin tray 18.

[0176]

The 1-BET button 26 is used for inputting a command to bet one coin of the credited coins. The maximum BET button 27 is used for inputting a command to bet the maximum number of coins that can be bet on one game (50 coins in the first embodiment) of the credited coins.

[0177]

In the present invention, insertion of a game media means

that a game media is bet on a game. For example, when coins inserted into the coin receiving slot 21 are directly bet on a game, insertion of coins into the coin receiving slot 21 corresponds to insertion of a game media. However, when coins
5 inserted into the coin receiving slot 21 are temporarily credited, and the credited coins are bet on a game by operating the 1-BET button 26 or the maximum BET button 27, as in the first embodiment, the bet of the credited coins on the game corresponds to insertion of a game media.

10 [0178]

The note identifier 22 is used not only for discriminating a false note from a true note but also for accepting the true note into the cabinet 11. The note identifier 22 may be configured such that a ticket 39 with a bar code which will
15 be described later can be read. A belly glass 34 on which characters and the like of the gaming machine 10 are depicted is provided on the front face of the lower portion of the main door 13, that is, below the control panel 20.
[0179]

20 An upper image display panel 33 is provided at the front face of a top box 12. The upper image display panel 33 is provided with a liquid crystal panel and, for example, an image to introduce the contents of the game or explain a game rule is displayed thereto.

25 [0180]

A speaker 29 is provided in the top box 12. The speaker 29 is a sound output device and functions as output means capable of outputting a sound. A ticket printer 35, a card reader 36, a data display 37 and a key pad 38 are provided beneath the
30 upper image display panel 33. The ticket printer 35 prints on a ticket a bar code in which data such as the number of credits, date, time, identification number of the gaming machine 10 and of the like data are encoded, and outputs the ticket 39 with a bar code. A player can make the ticket 39 with a bar code
35 to be read by a second gaming machine and play a game in the

second gaming machine, or exchange in a predetermined place (for example, at a cashier in the casino) of a recreation facility the ticket 39 with a bar code to notes.

[0181]

5 The card reader 36 is used for reading data from a smart card and writing data onto a smart card. The smart card is a card to be carried by a player, and for example, data to identify a player and data concerning a history of a game played by a player are stored thereon. Data corresponding to a coin, a note
10 or a credit may also be stored on the smart card. As an alternative of a smart card, a magnetic stripe card may be adopted. The data display 37 is a fluorescent display and the like, and it is used, for example, to display data read by the card reader 36 and data inputted by a player from the key pad 38. The key
15 pad 38 is used for inputting a command or data to issue a ticket and the like.

[0182]

Fig. 3 is a schematic view showing the symbol sequence depicted on the outer circumferential surface of each reel.

20 Twenty two symbols each are depicted on the outer circumferential surface of the left reel 14L, the middle reel 14 C and the right reel 14 R. A sequence of the symbols depicted on the outer circumferential surface of each of the reels 14 is different from one another. The sequences of the symbols
25 are combinations of the following symbols: "JACKPOT 7", "BLUE 7", "BELL", "CHERRY", "STRAWBERRY", "PLUM", "ORANGE" and "APPLE".

[0183]

When the same three symbols of one of the symbols of "JACKPOT
30 7", "BLUE 7", "BELL", "CHERRY", "STRAWBERRY", "PLUM" and "ORANGE" are stop displayed on the winning line L, a predetermined number of credits is added to the account of the player as a credit owned by the player (see Fig. 12). As for "CHERRY" and "ORANGE", even if one or two of one of the symbols are stop
35 displayed, a predetermined number of credits are added to the

account of the player as credits owned by the player according to the number of the symbols stop displayed (see Fig. 12).

[0184]

5 The symbol sequence "APPLE" is a bonus game trigger (a symbol to transit to a bonus game). When three of the "APPLE" are stop displayed on the winning line L, a game state shifts to a bonus game. The bonus game corresponds to the first special game state. In the present embodiment, a bonus game is a free game (a game in which a predetermined number thereof can be
10 played without inserting coins for BET).

[0185]

In the present invention, the first special game state is not particularly limited as far as it is a game state advantageous to the player. A game state that is advantageous
15 to the player is not particularly limited as far as it is more advantageous than an ordinary game state (a game state other than the first special game state or the second special game state) and examples thereof include: a state where more of the game media can be earned than in an ordinary game state, a state
20 where the game media can be earned on a probability higher than in an ordinary game state, a state where the number of the game media spent by a player is less than in an ordinary game state and of the like state. More specifically, examples of the first special game state include a free game, a second game, a mystery
25 bonus and the like.

[0186]

The sequence of symbols depicted on each of the reels 14 are, when the spin button 23 is pressed after the 1-BET button or the maximum BET button 27 is pressed to start a game, scroll
30 displayed by scrolling downwards in the display windows 15 during the rotating of the reels 14, and after a predetermined time elapses, the rotating of the reels 14 comes to a stop, and thus the sequence of symbols are stop displayed in the display windows 15. Various kinds of winning combinations (see Fig. 12) are
35 predetermined based on combinations of symbols and when a

combination of symbols corresponding to a winning combination stops on the winning line L, the number of payout coins corresponding to the winning combination is added to credits owned by the player. When a bonus game trigger has been
5 established, a bonus game is generated.
[0187]

When a return mode flag which will be described later has been set to the state "ON", a game state shifts to a return mode after the symbols are stop displayed as described above.
10 When a bonus game has been generated, the game state shifts to the return mode after the bonus game is over. The return mode corresponds to the second special game state.

In the first embodiment, if a game state shifts to the return mode, the number of winning lines is increased and five
15 winning lines are adopted. Therefore, in the return mode, a possibility of winning the bonus game trigger or the other winning combination becomes high. In addition, in the first embodiment, the number of coins corresponding to the payment balance in terms of the coins counted accumulatively until the transition
20 to the return mode is paid out or the return mode is continued until the bonus game trigger is won.
[0188]

Fig. 4 is a block diagram showing the internal construction of the gaming machine shown in Fig. 2.

25 A gaming board 50 includes: CPU (Central Processing Unit) 51, ROM 55 and boot ROM 52 which are interconnected to one another by an internal bus; a card slot 53S which accepts a memory card 53; an IC socket 54S which accepts GAL (Generic Array Logic) 54.
30 [0189]

The memory card 53 is constituted of non-volatile memories such as CompactFlash (registered trademark) and stores a game program and a game system program. The game program contains a lottery program. The lottery program is a program for
35 determining symbols (code Nos. corresponding to the symbols)

on each of the reels 14 which are to be stop displayed on the winning line L. The lottery program contains one or more of symbol weighting determination data, each corresponding to respective plural kinds of payout rates (for example, 80%, 84% and 88%). The symbol weighting determination data is data showing a correspondence relationship between a code No. (see Fig. 3) of each symbol and one or plural random number values from a predetermined numerical value range (0 to 255), for each of the three reels 14. A payout rate is determined based on data for setting a payout rate outputted from the GAL 54, and the lottery is executed based on symbol weighting determination data corresponding to the payout rate. In the first embodiment, the lottery is executed based on the same symbol weighting determination data during the transition to the return mode. The present invention is not limited to this example and when a game state shifts to the return mode, the lottery may be executed based on different symbol weighting determination data. [0190]

The card slot 53S is configured so that the memory card 53 can be inserted therein or drawn out therefrom, and connected to a mother board 40 through IDE bus. Therefore, a kind or contents of a game played in the gaming machine 10 can be changed by drawing out the memory card 53 from the card slot 53S, writing a different game program and game system program thereon, and inserting the memory card 53 into the card slot 53S thereafter. Moreover, a kind or contents of a game played in the gaming machine 10 can also be changed by changing a memory card 53 on which a game program and a game system program are stored to a different memory card 53 on which a different game program and game system program are stored. The game program includes a program related to progress in a game; a program for generating the first special game state; and a program for generating the second special game state. The game program further includes: image data and sound data outputted while a game is played and image data and sound data used as notification data.

[0191]

GAL 54 is one kind of PLD having an OR fixed array structure. GAL 54 is equipped with a plurality of an input port and an output port and when a predetermined data is inputted to the input port, data corresponding to the input data is outputted from the output port. The data outputted from the output port is the above-mentioned data for setting a payout rate.

The IC socket 54S is configured such that GAL 54 can be mounted thereto or demounted therefrom, and connected to the mother board 40 through PCI bus. Therefore, data for setting a payout rate outputted from GAL 54 can be changed by drawing out GAL 54 from the IC socket 54S, rewriting a program stored on GAL 54, mounting GAL 54 to the IC socket 54S thereafter. Moreover, data for setting a payout rate can also be changed by changing GAL 54 to a different GAL 54.

[0192]

CPU 51, ROM 55 and boot ROM 52 interconnected to each other by the internal bus are connected to the mother board 40 by PCI bus. The PCI bus not only conducts signal transmission between the mother board 40 and the gaming board 50, but also supplies electric power to the gaming board 50 from the mother board 40. ROM 55 stores country identification information and an authentication program therein. Boot ROM 52 stores a preliminary authentication program, a program for CPU 51 to activate the preliminary authentication program (a boot code) and the like therein.

[0193]

The authentication program is a program to authenticate a game program and a game system program (an alteration check program). The authentication program is stated along a procedure for confirmation and certification that the game program and the game system program that are objects of an authentication capture processing are not altered, that is, a procedure for conducting authentication of the game program and the game system program (an authentication procedure). The

preliminary authentication program is a program for authenticating the above-mentioned authentication program. The preliminary authentication program is stated along a procedure for certification that an authentication program that
5 is an object of an authentication processing is not altered, that is, a procedure for authenticating the authentication program (an authentication procedure).

[0194]

The mother board 40 is constructed with a general-purpose
10 mother board commercially available (a printed circuit board on which basic parts of a personal computer are mounted) and includes: a main CPU 41; ROM (Read Only Memory) 42; RAM (Random Access Memory) 43 and a communication interface 44. The main CPU 41 is the processing device of the first aspect of the present
15 invention.

[0195]

ROM 42 is constituted of a memory device such as a flash memory and stores thereon a program such as BIOS (Basic Input/Output System) executed by the main CPU 41 and permanent
20 data. When BIOS is executed by the main CPU 41, not only is an initialization processing for predetermined peripheral devices conducted, but a capture processing for the game program and the game system program stored on the memory card 53 is also started via the gaming board 50. In the first aspect of
25 the present invention, contents of ROM 42 may be rewritable or not rewritable.

[0196]

RAM 43 stores data and a program used at the time of operation of the main CPU 41. RAM 43 can store the authentication
30 program read through the gaming board 50 together with the game program and the game system program. RAM 43 is the storage device of the first aspect of the present invention.

[0197]

RAM 43 is provided with a storage region for a return
35 mode flag. The return mode flag is a flag to be referred to

when a game state is to be selected whether it should be shifted to a return mode corresponding to the second special game state or not. The storage region of the return mode flag is constituted of a storage region with, for example, a predetermined number of bits and the return mode flag is turned "ON" or "OFF" according to storage contents in the storage region. If the return mode flag is set to the state "ON", the game state thereafter shifts to the return mode without fail. RAM 43 further stores data on the number of credits, the number of coin-in or coin-out for one game, and the like.

[0198]

The communication interface 44 is used to communicate with the control device 200 through the communication line 101. The main CPU 41 transmits the number of coin-in and the number of coin-out together with the gaming machine identification number of the gaming machine 10 to the control device 200 each time a game is played. The number of games, an accumulative number of coin-in and an accumulative number of coin-out is made to be associated with each gaming machine identification number, and stored in the control device 200. In the control device 200, when the number of games of one gaming machine 10 reaches a set value ("600", for example), a return command signal is transmitted from the control device 200. When the main CPU 41 receives the return command signal through the communication interface 44, the return mode flag is set to the state "ON".

[0199]

Both a body PCB (Printed Circuit Board) 60 and a door PCB 80 which will be described later are connected to the mother board 40 by USB. A power supply unit 45 is also connected to the mother board 40. When electric power is supplied from the power supply unit 45 to the mother board 40, not only is the main CPU 41 of the mother board 40 activated, but CPU 51 is also activated from electric power supplied through the PCI bus to the gaming board 50.

[0200]

Equipment and devices which generate input signals to be inputted to the main CPU 41, and equipment and devices of which operations are controlled by a control signal outputted from the main CPU 41 are connected to the body PCB 60 and the
5 door PCB 80. The main CPU 41 executes a game program and a game system program stored in RAM 43 based on an input signal inputted to the main CPU 41, and thereby performs a predetermined computational processing, stores results of thereof into RAM 43 and transmits a control signal to each equipment and device
10 as a control processing for each of the equipment and devices. [0201]

A lamp 30, a sub CPU 61, a hopper 66, a coin detecting section 67, a graphic board 68, a speaker 29 as an output device, a touch panel 69, a note identifier 22, a ticket printer 35,
15 a card reader 36, a key switch 38S and a data display 37 are connected to the body PCB 60. The lamp 30 is lit up in a predetermined pattern based on a control signal outputted from the main CPU 41. [0202]

20 The sub CPU 61 controls the rotation and stopping of the reels 14 (14L, 14C and 14R). A motor driving circuit 62 equipped with FPGA (Field Programmable Gate array) 63 and a driver 64 is connected to the sub CPU 61. FPGA 63 is an electronic circuit such as LSI capable of programming and works as a control circuit
25 of a stepping motor 70. The driver 64 works as an amplifier circuit of a pulse to be inputted to the stepping motor 70. The stepping motors 70 (70L, 70C and 70R) which rotate each of the reels 14, are connected to the motor driving circuit 62. The stepping motor 70 is a 1-2 phase excitation type stepping
30 motor. The sub CPU 61, the motor driving circuit 62 and the stepping motor 70 constitute symbol display device and symbol display means.

[0203]

In the present invention, an excitation type of the
35 stepping motor is not particularly limited, and for example,

a motor of a 2 or 1 phase excitation type can be adopted. A DC motor may be adopted instead of a stepping motor. When a DC motor is adopted, a deviation counter, a D/A converter and a servo amplifier are sequentially connected to the sub CPU
5 61 in this order and the DC motor is connected to the servo amplifier. A rotational position of the DC motor is detected by a rotary encoder and a current rotational position of the DC motor is supplied as data from the rotary encoder to the deviation counter.

10 [0204]

An index detecting circuit 65 and a position change detecting circuit 71 are connected to the sub CPU 61. The index detecting circuit 65 is used for detecting positions (indexes described later) of the rotating reels 14 and can also detect
15 an out-of-order state of the reels 14. As for the control of the rotating and stopping of the reels 14, detailed description will be given later by making reference to the figures.

[0205]

The position change detecting circuit 71 detects a change
20 of stoppage positions of the reels 14 after the stopping of the rotating of the reels 14. The position change detecting circuit 71 detects the change of stoppage positions of the reels 14, for example, in a case where the stoppage position is changed by force by a player as if the combination of symbols was in
25 a winning state, despite the fact that the combination of symbols is not actually in a winning state, and of the like cases. The position change detecting circuit 71 is configured to be capable of detecting the change of stoppage position of the reel 14 by, for example, detecting fins (not shown in the figure) attached
30 with a predetermined space on the inner side of the reel 14. An index detecting circuit 65 and a position change detecting circuit 71 constitute symbol display device and symbol display means.

[0206]

35 The hopper 66 is installed in the cabinet 11 and pays

out a predetermined number of coins from a coin payout exit 19 to a coin tray 18 based on a control signal outputted from the main CPU 41. A coin detecting section 67 is installed inside the coin payout exit 19 and when detecting that a predetermined
5 number of coins has been paid out from the coin payout exit 19, outputs an input signal to the main CPU 41.

[0207]

The graphic board 68 controls, based on a control signal outputted from the main CPU 41, image displays on the upper
10 image display panel 33 and the lower image display panel 16. The number of credits stored in RAM 43 is displayed on the number-of-credits display section 31 of the lower image display panel 16. The number of coin-out is displayed on the number-of-payouts display section 31 of the lower image display
15 panel 16. Moreover, winning line L is displayed on lower image display panel 16.

The graphic board 68 is equipped with VDP (Video Display Processor) which generates image data based on a control signal outputted from the main CPU 41 and a video RAM which temporarily
20 stores image data generated by VDP, and of the like equipments. Note that image data used in generating image data with VDP is read from the memory card 53 and contained in a game program stored in RAM 43.

[0208]

25 The note identifier 22 not only discriminates a true note from a false note, but also accepts the true note into the cabinet 11. The note identifier 22, when accepting a true note, outputs an input signal to the main CPU 41 based on a face amount of the note. The main CPU 41 stores the number of credits
30 corresponding to the amount of the note transmitted with the input signal into RAM 43.

[0209]

The ticket printer 35, based on a control signal outputted from the main CPU 41, prints on a ticket a bar code obtained
35 by encoding data such as the number of credits, date and time,

the identification number of the gaming machine 10, and of the like data stored in RAM 43, and outputs the ticket 39 with a bar code.

5 The card reader 36 transmits to the main CPU 41 data read from the smart card and writes data onto the smart card based on a control signal from the main CPU 41. The key switch 38S is provided on the key pad 38, and when the key pad 38 is operated by a player, outputs a predetermined input signal to the main CPU 41. The data display 37 displays, based on a control signal
10 outputted from the main CPU 41, data read by the card reader 36 and data inputted by a player through the key pad 38.
[0210]

The control panel 20, a reverter 21S, a coin counter 21C and a cold cathode tube 81 are connected to the door PCB 80.
15 The control panel 20 is provided with a spin switch 23S corresponding to the spin button 23, a change switch 24S corresponding to the change button 24, a CASHOUT switch 25S corresponding to the CASHOUT button 25, a 1-BET switch 26S corresponding to the 1-BET button 26, and a maximum BET switch
20 27S corresponding to the maximum BET button 27. When the buttons 23 to 27 are operated by a player, each of the switches 23S to 27S corresponding thereto outputs input signals to the main CPU 41.
[0211]

25 The coin counter 21C is installed inside the coin receiving slot 21, and discriminates whether a coin inserted by a player into the coin receiving slot 21 is true or false. Coins other than the true ones are discharged from the coin payout exit 19. The coin counter 21C also outputs an input signal to the
30 main CPU 41 when a true coin is detected.
[0212]

The reverter 21S operates based on a control signal outputted from the main CPU 41 and distributes coins recognized by the coin counter 21C as true coins into a cash box (not shown
35 in the figure) or the hopper 66, which are disposed in the gaming

machine 10. In other words, when the hopper 66 is filled with coins, true coins are distributed into the cash box by the reverter 21S. On the other hand, when the hopper 66 is not filled with coins, true coins are distributed into the hopper 66. The cold cathode tube 81 works as a backlight installed on the back face sides of the lower image display panel 16 and the upper image display panel 33 and is lit up based on a control signal outputted from the main CPU 41.

[0213]

10 Fig. 5 is a block diagram showing the internal construction of a control device according to first embodiment of the present invention.

A control device 200 includes: CPU 201 as a processing device; ROM 202; RAM 203 as a temporary storage device; a
15 communication interface 204; and a hard disc drive 205. The communication interface 204 is connected to the communication interface 44 of the gaming machine 10 through the communication line 101. ROM 202 stores a system program for controlling operations of the control device, a permanent data, and the
20 like. RAM 203 temporarily stores data received from each of the gaming machines 10 and data such as results of the computational operation. Moreover, a game history of a gaming machine 10 is stored in the hard disc drive 205, by being associated with the gaming machine identification number of
25 each of the gaming machines 10.

[0214]

Fig. 6 is a figure schematically showing an example of correspondence table between a gaming machine identification number and a game history.

30 Each of the gaming machine identification numbers correspond to a game history based on the number of games, an accumulative number of coin-in, an accumulative number of coin-out, a payment balance in terms of the coins and a return rate of coin-out.

35 [0215]

When CPU 201 receives the number of coin-in, the number of coin-out and the gaming machine identification number from the gaming machine 10 through the communication interface 204, a game history corresponding to the gaming machine identification number is updated. More specifically, 1 is added to the number of games, the number of coins inserted is added to the accumulative number of coin-in and the number of coins paid out is added to the accumulative number of coin-out. Furthermore, a payment balance in terms of the coins and a return rate are calculated based on the accumulative number of coin-in and the accumulative number of coin-out. When CPU 201 determines that the number of games updated has reached a set value, CPU 201 transmits a return command signal to the gaming machine. The return command signal includes the accumulated number of payouts stored in hard disc drive 205 by being associated with identification information of each of the gaming machines 10.

[0216]

Next, description will be given of a processing performed in the gaming machine 10.

Fig. 7 is a flowchart showing a procedure in an authentication reading processing for a game program and a game system program executed by a mother board and a gaming board shown in Fig. 4. Note that the memory card 53 is inserted into the card slot 53S on the gaming board 50 and GAL 54 is mounted to the IC socket 54S.

[0217]

When a power supply switch is turned on in the power supply unit 45, the mother board 40 and the gaming board 50 are activated (steps S1-1 and S2-1). When the mother board 40 and the gaming board 50 are activated, separate processing are performed at the same time. That is, in the gaming board 50, CPU 51 reads a preliminary authentication program stored in the boot ROM 52 and performs the preliminary authentication which in advance, prior to capturing the authentication program into the mother board 40, confirms or certifies that the program is not altered

according to the read preliminary authentication program (step S2-2). On the other hand, in the mother board 40, the main CPU 41 executes BIOS stored in ROM 42 to expand on RAM 43 compressed data incorporated in BIOS (step S1-2). Then, the main CPU 41
5 executes BIOS expanded on RAM 43 to perform diagnosis on and initialization of various kinds of the peripheral devices (step S1-3).

[0218]

Then, since ROM 55 on the gaming board 50 is connected
10 to the main CPU 41 through PCI bus, the main CPU 41 not only performs reading of the authentication program stored in ROM 55, but also stores the read authentication program into RAM 43 (step S1-4). On this occasion, the main CPU 41 takes a checksum according to ADDSUM method (a standard check function) with
15 the help of the function of a standard BIOS of BIOS, and by performing a confirmation processing for whether or not storage is conducted without error, stores the authentication program into RAM 43.

[0219]

20 Then, after confirming what is connected to the IDE bus, the main CPU 41 accesses the memory card 53 inserted into the card slot 53S through the IDE bus, and conducts reading of the game program and the game system program from the memory card 53. In this case, the main CPU 41 reads 4 bites at a time of
25 data constituting the game program and the game system program. Next, the main CPU 41 authenticates by confirming and certifying according to the authentication program stored in RAM 43, that the read game program and game system program has not been altered (step S1-5). When the authentication processing is normally
30 completed, the main CPU 41 writes and stores in RAM 43 the game program and the game system program that have been an object of authentication (have been authenticated) (step S1-6). Then, main CPU 41 accesses through the PCI bus to GAL 54 mounted to the IC socket 54S, reads data for setting a payout rate from
35 GAL 54 and writes and stores the data in RAM 43 (step S1-7).

Then, the main CPU 41 not only reads through the PCI bus country identification information stored in ROM 55 on the gaming board 50, but also stores the read country identification information into RAM 43 (step S1-8).

5 [0220]

After the processing is over, the main CPU 41 sequentially reads and executes the game program and the game system program to such that a game is progressed.

[0221]

10 After the processing shown in Fig. 7 is over, the main CPU 41 performs a game mode selection processing.

Fig. 8 is a flowchart showing a subroutine of a game mode selection processing.

The main CPU 41 conducts a processing for adding credits
15 stored in RAM 43 as an interrupt processing when it receives a detection signal outputted from the coin counter 21C in a case where the coin counter 21C detects a coin inserted into the coin receiving slot 21 while executing the subroutine.

Figs. 9A and 9B are figures showing an image displayed
20 on the lower image display panel when a game mode selection processing is executed.

[0222]

To begin with, the main CPU 41 conducts a processing to
display on the lower image display panel 16 an image for requesting
25 to the player selection of a game mode (step S3). In this processing, the main CPU 41 transmits a depiction command for the game mode selection image to the graphic board 68. On the graphic board, VDP extracts image data from RAM 43 and expands the data on the video RAM to produce image data for one frame
30 and to output the image data to the lower image display panel 16, based on the depiction command. As a result, for example, an image as shown in Fig. 9A is displayed on the lower side display panel 16.

[0223]

35 Fig. 9A is a figure showing an example of game mode selection

image displayed on the lower image display panel. In the figure, numerical reference 15 (15L, 15C and 15R) indicates display windows. L indicates a winning line. An image showing "Select a mode !!" is displayed in the upper portion of the lower image display panel 16. The image is an image for requesting a player to select a game mode. Moreover, images showing "INSURANCE" and "NO INSURANCE" are displayed in the lower portion of the lower image display panel 16. The images are images indicating game mode options and the player touches a predetermined site of the touch panel 69 corresponding to a display region of the image, and is thereby enabled to input a command for selecting a game mode.

[0224]

The option "INSURANCE" corresponds to the with-insurance mode. A predetermined number of credits (for example, number of credits equivalent to 1 dollar) is required for selecting the with-insurance mode. As an alternative of the number of credits, a note or a coin equivalent to the number of credits may be inserted. In a case where the with-insurance mode has been selected, when the number of games reaches a set value (for example, 600) without a bonus game being generated, the return mode flag is set to the state "ON" and a game state shifts to the return mode. In the return mode, since the number of the winning lines is increased, establishment possibility of the winning combination becomes high. Therefore, in the return mode, the player can receive payout of more coins. In other words, in the with-insurance mode, a game can be played in a state where an insurance is carried for compensating all or part of a loss arising in a case where no bonus game has arisen for a long time. On the other hand, an option "NO INSURANCE" corresponds to the without-insurance mode. In a case where the without-insurance mode has been selected, the return mode flag is not set to the state of "ON" and a game state does not shift to the return mode even if no bonus game has arisen for a long time after the without-insurance mode is selected.

[0225]

After the processing in step S3, the main CPU 41 determines whether the with-insurance mode has been selected or not (step S4). In a case where it is determined that the with-insurance mode has been selected, the main CPU conducts a processing for subtracting a predetermined number of credit from the number of credits stored in RAM 43 (step S5). Thereafter, the game execution processing in the with-insurance mode is conducted (step S6).

10 While detailed description of the above-mentioned processing will be given later by making reference to Fig. 10, when played in the with-insurance mode, an image showing "INSURED" is displayed in the upper left of the lower image display panel 16, as shown in Fig. 9B. The image is an image showing that a game mode is in the with-insurance mode.

15 [0226]

On the other hand, in the case where, in step S4, it is determined that the without-insurance mode has been selected, the main CPU 41 conducts the game execution processing in the without-insurance mode (step S7). Since this processing is a processing almost the same as the game execution processing in the with-insurance mode (see Fig. 10) except that neither a processing related to transition to the return mode nor a processing related to counting of the number of games is conducted, description thereof is omitted here. When the processing in step S6 or S7 has been executed, the process is returned to step S3 thereafter.

25 [0227]

Fig. 10 is a flowchart showing a subroutine of a game execution processing in the with-insurance mode that is called and executed in step S6 of the subroutine shown in Fig. 8.

In the game execution processing, the main CPU 41 at first determines whether or not a coin is BET (step S10). In the processing, the main CPU 41 determines whether an input signal outputted from the 1-BET switch 26S or the maximum BET switch

27S has been received or not when the 1-BET button 26 or the maximum BET button 27 is operated, respectively. If it is determined that a coin has not been BET, the process returns to step S10.

5 [0228]

On the other hand, if it is determined in step S10 that a coin is BET, the main CPU 41 conducts a processing for subtracting the number of credits stored in RAM 43 according to the number of BET coins (step S11). In a case where the number
10 of BET coins is more than the number of credits stored in RAM 43, the processing returns to step S10 without conducting subtraction on the number of credits stored in RAM 43. In a case where the number of BET coins exceeds the upper limit (50 coins in the first embodiment) up to which a BET is possible
15 in one game, the processing advances to step S12 without conducting a processing for subtracting the number of BET coins from the number of credits stored in RAM 43.

[0229]

Then, the main CPU 41 determines whether the spin button
20 23 has been turned ON or not (step S12). In the processing, the main CPU 41 determines, when the spin button 23 is pressed, whether an input signal outputted from the spin switch 23S has been received or not.

If it is determined that the spin button 23 has not been
25 turned ON, the processing returns to step S10. Note that in a case where the spin button has not been turned ON (for example, in a case where a command of terminating a game has been inputted without turning ON the spin button 23), the main CPU 41 cancels a result of the subtracting processing in step S11.

30 [0230]

In the first embodiment, description will be given of a case in which: after a coin is BET (step S10), a processing for conducting subtraction on the number of credits (step S11) is conducted prior to the determination on whether the spin
35 button 23 has been turned ON or not (step S12). However, the

present invention is not limited to this example. For example, a processing for subtraction on the number of credits (step S11) may be conducted after a coin is BET (step S10), determined whether the spin button 23 has been turned ON or not (step S12),
5 and when determined that the spin button 23 has been turned ON (YES in step S12).

[0231]

On the other hand, in step S12 of Fig. 10, if it is determined that the spin button 23 has been turned ON therein, the main
10 CPU 41 conducts a lottery processing (step S13). In the lottery processing, the main CPU 41 (processing device) executes a lottery program stored in RAM 43 (storage device) to thereby determine a code No. of the stopped reels 14. Thus, a combination of symbols stop displayed is determined. Detailed description
15 of the processing will be given later by making reference to Figs. 11 and 12. When the processing in step S13 is executed, the main CPU 41 works as winning combination determination means for determining a winning combination by a lottery. In the first embodiment, description will be given of a case where a
20 combination of symbols stop displayed is determined, and one winning combination of plural winning combinations is determined thereafter. However, in the present invention, one winning combination selected from plural winning combinations may at first be determined by a lottery, and the combination of symbols
25 to be stop displayed may be determined thereafter, based on the determined winning combination.

[0232]

Then, the main CPU 41 conducts a reel rotating control processing (step S14). The processing is a processing which,
30 after all of the reels 14 starts to rotate, stops the rotating of each of the reels 14 such that a combination of symbol sequences corresponding to the winning combination determined in step S13 is stop displayed on the winning line L. Detailed description of the processing will be given later by making
35 reference to Figs. 13 to 15.

[0233]

Then, the main CPU 41 determines whether a bonus game trigger has been established or not, that is whether "APPLE" is stop displayed in the display window 15 or not (step S15).
5 If it is determined that the bonus game trigger has been established, the main CPU 41 (processing device) reads a program for conducting a bonus game from RAM 43 (storage device) to execute a bonus game processing (step S16). Here, the first special game state is generated. Detailed description of the
10 bonus game processing will be given later by making reference to Fig. 16. When the processing in step S16 is executed, the main CPU 41 functions as means for generating the first special game state.

[0234]

15 On the other hand, if it is determined that the bonus game trigger has not been established, the main CPU 41 determines whether a winning combination has been established or not (step S17). If it is determined that a winning combination has been established, the main CPU 41 conducts payout of a coin
20 corresponding to the number of coin-in and the winning combination (step S18).

In a case where coins are reserved, the main CPU 41 conducts a processing to add the coins to the number of credits stored in RAM 43. On the other hand, in a case where payout of a coin
25 is conducted, the main CPU 41 transmits a control signal to the hopper 66 and conducts payout of a predetermined number of coins. In that situation, the coin detecting section 67 counts the number of coins paid out from the hopper 66 and when the number of counts reaches a designated number, transmits
30 a payout completion signal to the main CPU 41. Thus, the main CPU 41 stops the driving of the hopper 66 to terminate the coin payout processing.

[0235]

When the processing in step S16 or S18 is executed, or
35 when it is determined that no winning combination has been

established (that a winning combination has failed to be established) in step S17, the main CPU 41 determines whether the return mode flag stored in RAM 43 is set to the state "ON" or not (step S19). If it is determined that the return mode
5 flag has been set to the state "ON", the main CPU 41 (processing device) reads from RAM 43 (storage device) a program for shifting a game state to the return mode, executes the return mode processing, to thus shift a game state to the return mode (step S20). Here, the second special game state has been generated.
10 Detailed description will be given of the payout return mode processing later using Fig. 17. The main CPU 41, when executing the processing in step S20, functions as means for generating the second special game state.

[0236]

15 If the processing in step S20 has been executed, or if it is determined that the return mode flag has not been set to the state "ON" in step S19, the main CPU 41 determines whether the bonus game (step S16) has been executed or not or whether a game state has shifted to the return mode (step S20) or not
20 (step S21).

[0237]

If it is determined that a bonus game has not been executed, or that a game state has not shifted to the return mode, the main CPU 41 executes a counting processing (step S22).

25 The counting processing is a processing conducted between the gaming machine 10 and the control device 200. The number of coin-in and the number of coin-out for one game together with the gaming machine identification number are transmitted from the gaming machine 10 to the control device 200. In the
30 control device 200, the number of games, an accumulative number of coin-in, an accumulative number of coin-out and the like are updated with respect to each gaming machine identification number. When the number of games reaches a set value, a return command signal is transmitted to the gaming machine 10. The
35 return command signal includes the accumulated number of payouts

as data stored in hard disc drive 205 by being associated with identification information of each of the gaming machines 10. The main CPU 41, when receiving the return command signal, sets the return mode flag to the state "ON" and stores the accumulated
5 number of payouts as data. Detailed description of the counting processing will be given later by making reference to Fig. 19. After the processing in step S22 is executed, the main CPU 41 returns the process to the processing in step S10 and subsequently executes a game in the with-insurance mode.

10 [0238]

On the other hand, when it is determined that a bonus game has been executed or a game state has shifted to the payout return mode, the present subroutine is completed and the process returns to the processing shown in Fig. 8. As a result, a player
15 can once again select whether a game is to be played by the with-insurance mode or the without-insurance mode.

[0239]

Fig. 11 is a flowchart showing a subroutine of a lottery processing called and executed in step S13 of the subroutine shown in Fig. 10. The processing is a processing conducted by
20 executing a lottery program stored in RAM 43 with the main CPU 41. The main CPU 41 executes a random number generating program included in the lottery program, and a random number value from the numerical value range of 0 to 255 is selected thereby such
25 that each of the selected random number values correspond to each of the three reels 14 (step S31). In the first embodiment, description will be given of a case where random numbers are generated on a program (a case where so-called software random numbers are used). In the present invention, however, a random
30 number generator may be used, and random numbers may be extracted therefrom (so-called hardware random numbers may be used).

[0240]

After the random number values are selected, the main CPU 41 (processing device) refers to symbol weighting
35 determination data corresponding to payout rate setting data

which is outputted from GAL 54 and stored in RAM 43, and determines, based on the selected three random number values, code Nos. (see Fig. 3) for each of the reels 14 (step S32). The code Nos. of the reels 14 correspond to code Nos. of the symbols stop
5 displayed on the winning line L. The main CPU 41 determines code Nos. of the reels 14 to thereby determine a winning combination. For example, in a case where code Nos. of the reels 14 are determined "00", "00" and "00", it means that the main CPU 41 determined a winning combination as "JACKPOT". Based
10 on the code Nos. determined for each of the reels, a reel rotating control processing which will be described later is conducted. On this occasion, the main CPU 41 functions as winning combination determination means.

[0241]

15 Here, description of a winning combination in the first embodiment will be given.

Fig. 12 is a figure describing a relationship among winning combinations of plural kinds, establishment possibility of each winning combination and the number of coin-out in the first
20 embodiment. The establishment possibilities of each of the winning combinations shown in Fig. 12 are of a case where a payout rate is set to 88% in a game other than a bonus game. The establishment possibilities shown in the figure show possibilities of the establishment of each of the shown winning
25 combinations in such a case that code Nos. of each of the reels 14 are determined based on the selected three random number values by referring to a symbol weighting determination data. In other words, the random number values are not made to correspond to each of the winning combinations.

30 [0242]

An establishment possibility of a bonus game trigger is 0.5%. If a player hits the bonus game trigger, three "APPLE" symbols are stop displayed on the winning line L and a bonus game is generated. In the bonus game, executed is a free game
35 of which the number of games is determined by a lottery.

[0243]

An establishment possibility of "JACKPOT 7" is 0.5%. If the winning combination has been established, three "JACKPOT 7" symbols are stop displayed on the winning line L, and 30
5 coins per one coin-in are paid out. The lower the establishment possibility of the winning combination is, the higher the number of coin-out is set. When a combination of symbols stop displayed is not hitting any of the winning combinations shown in Fig. 12, this is a failure, and there is no coin-out.

10 [0244]

Fig. 13 is a flowchart showing a reel rotating control processing called and executed in step S14 of the subroutine shown in Fig. 10. This processing is a processing conducted between the main CPU 41 and the sub CPU 61.

15 [0245]

The main CPU 41 transmits to the sub CPU 61 a start signal that starts the rotating of reels (step S40). The sub CPU 61 conducts a reel rotating processing when it receives the start signal from the main CPU 41 (step S51). In the processing, the
20 sub CPU 61 supplies a pulse to the motor driving circuit 62. The pulse outputted from the sub CPU 61 is amplified by the driver 64 and supplied to each of the stepping motors 70 (70L, 70C and 70R). As a result, the stepping motors 70 rotate, thereby making the reels 14 (14L, 14C and 14R) to rotate. A stepping
25 motor 70 is a 1-2 phase excitation type stepping motor which has a step angle of 0.9 degree and requires the number of steps of 400 for one rotation. Hence, if 400 pulses are supplied to the stepping motor 70, the reels 14 rotate once.

[0246]

30 When the reels 14 start to rotate, the sub CPU 61 supplies to the motor driving circuit 62 pulses at a lower frequency, and the pulse frequency is gradually raised. A rotational speed of the reels 14 is thereby increased. When a predetermined time elapses, the pulse frequency is controlled to be constant. As
35 a result, the reels 14 rotate at a constant speed.

[0247]

Here, description of a rotational operation of the reels 14 will be given, by using Fig. 14.

5 Figs. 14A to 14D are side views for describing a rotating operation of a reel 14.

As shown in Fig. 14A, a semicircular metal plate 14a is attached to the side surface of a reel 14. The metal plate 14a rotates together with the reel 14. Twenty two symbols (see Fig. 3) are depicted on the circumferential surface of the reel 14.
10 Three symbols of the twenty two symbols depicted on the circumferential surface of the reel 14 can be visually recognizable through the display window 15 formed in front of the reel 14. The arrow mark of a heavy line in the figure indicates a rotating direction of the reel 14. A proximity sensor 65a is provided on the side of the reel 14. The proximity sensor 65a is used to detect the metal plate 14a. The proximity sensor 65a does not rotate nor move even if the reel 14 rotates.

[0248]

Fig. 14A shows a position of the metal plate 14a when the metal plate 14a starts being detected by the proximity sensor 65a (hereinafter also referred to as a position A). If the reel 14 rotates when the metal plate 14a is at the position A, the metal plate 14a moves to a position shown in Fig. 14B. Fig. 14B shows a position of the metal plate 14a when the metal plate 14a is being detected by the proximity sensor 65a (hereinafter also referred to as a position B). If the reel 14 rotates when the metal plate 14a is at the position B, the metal plate 14a moves to a position shown in Fig. 14C. Fig. 14C shows a position of the metal plate 14a when the metal plate 14a will no longer be detected by the proximity sensor 65a (hereinafter also referred to as a position C).

[0249]

If the reel 14 rotates when the metal plate 14a is at the position C, the metal plate 14a moves to a position shown in Fig. 14D. Fig. 14D shows a position of the metal plate 14a

when the metal plate 14a is not detected by the proximity sensor 65a (hereinafter also referred to as a position D). If the reel 14 further rotates, a position of the metal plate 14a returns to the position A. As described above, together with the
5 rotating of the reel 14, the metal plate 14a changes its position in the order from the position A, to the position B, to the position C, to the position D, to the position A and so forth.
[0250]

The proximity sensor 65a constitutes an index detecting
10 circuit 65 (see Fig. 3). When it is referred to as "High" at a state where the proximity sensor 65a detects the metal plate 14a, and as "Low" at a state where the proximity sensor 65a does not detect the metal plate 14a, a state of the index detecting
15 circuit 65 is "High" during the period when the metal plate 14a moves from the position A to the position B and to the position C, and a state of the index detecting circuit 65 is "Low" during the period when the metal plate 14a moves from the position C to the position D and to the position A. The sub CPU 61 assigns a rise from "Low" to "High" as an index (origin) 1 and a fall
20 from "High" to "Low" as an index (origin) 2 to thereby recognize the rotating position of the reel 14.
[0251]

The main CPU 40, after transmitting in step 40 a start signal to the sub CPU 61, executes representation to be executed
25 while the reels are rotating (step S41). The process is a processing which conducts display of an image on the lower image display panel 16 and output of a sound from the speaker 29 over a period (for example, 3 seconds) determined according to a result and the like of the lottery processing (step S13 in Fig.
30 10).
[0252]

Then, the main CPU 40 determines whether it is the timing at which a command is to be issued so as to stop the rotating of the reel 14, or not (step S42).

35 The timing at which a command is issued so as to stop

rotation of a reel 14 is a timing before the time when the representation to be executed while the reels are rotating is terminated, which is an interval having the minimum time necessary for stopping the rotating of the reel 14. Note that
5 the minimum time necessary for stopping the rotating of the reel 14 is determined in advance.

[0253]

If it is determined in step S42 that it is not the timing at which the command to stop the rotating of the reel 14 is
10 to be issued, the process returns to the processing in step S42 and the representation to be executed while the reels are rotating continues to be conducted. On the other hand, if it is determined in step S42 that it is the timing at which the command to stop the rotating of the reel 14 is to be issued,
15 the main CPU 41 transmits to the sub CPU 61 a code No. of the reel which is stored in RAM 43 (step S43). When the sub CPU 61 receives a code No. of the reel from the main CPU 41, the code No. is converted to a stopping position of the reel (the number of steps) from an index, based on a correspondence table
20 between the number or steps and the code Nos. stored in ROM (not shown in the figure) included in the sub CPU 61 (step S52).
[0254]

Fig. 15 is a schematic diagram showing a correspondence table between the number of steps and the code No.. Each of
25 the code Nos. are related to an index and the number of steps.

Each code No. corresponds to the symbols depicted on the circumferential surfaces of the reels 14 (see Fig. 3) and symbols of code Nos. "00" to "10" correspond to the index 1. Moreover, symbols of code Nos. "11" to "21" correspond to the index 2.
30 The number of steps in the correspondence table shown in Fig. 15 is the number of steps with the index 1 as a reference. For example, if a code No. is "08", a stopping position of the reel is at 145 steps from the index 1. If a code No. is "12", a stopping position of the reel is at 218 steps from the index 1.

35 [0255]

Then, the sub CPU 61 executes a reel stopping processing (step S53). In the processing, the sub CPU 61 detects a rise in the index detecting circuit 65 from "Low" to "High" (the index 1) on each of the reels 14, and supplies to the motor driving circuit 65 pulses corresponding to the number of steps which were converted in step S52 from a code No. at a timing at which the index 1 is detected, and supply of pulses is ceased thereafter.

[0256]

For example, when, in step S52, the stopping positions of the reels are determined to be 145 steps from the index 1, the sub CPU 61 supplies 145 pulses to the motor driving circuit 65 at a timing at which the index 1 is detected, and the supply of pulses is terminated thereafter. Furthermore, when, in step S52, the stopping positions of the reels are determined to be 218 steps from the index 1, the sub CPU 61 supplies 218 pulses to the motor driving circuit 65 at a timing at which the index 1 is detected. As a result, the reels 14 stop at the code No. determined in step 32 of Fig. 11 and the combination of symbols corresponding to the winning combination determined in step S32 of Fig. 11 is stop displayed on the winning line L. On the other hand, the main CPU 41 terminates the representation to be executed while the reels are rotating. After the processing in steps S44 and S53 are over, the present reel rotating control processing is completed.

[0257]

Moreover, when an index corresponding to the code No. transmitted in step S43 is different from an index detected by the index detecting circuit 65 when the rotating of the reels 14 stop, this means that an out-of-order state occurred on the reels 14; therefore, the main CPU 41 conducts a processing for displaying an error message on the lower image display panel 16 to temporarily stop a game.

For example, in a case where, even though a processing for stopping the reel 14L was executed at the code No. 12

corresponding to the index 2, the index 1 is detected by the index detecting circuit 65 when the rotating of the reel 14L stops, the game is temporarily stopped.

[0258]

5 Fig. 16 is a flowchart showing a subroutine of a bonus game processing called and executed in step S16 of the subroutine shown in Fig. 10. In the bonus game processing, firstly, the main CPU 41 determines a number T of bonus games from 10 to 25 games, based on a random number value obtained by executing
10 a random number generation program included in a lottery program stored in RAM 43 (step S60). The main CPU 41 stores as data into RAM 43 the number of games of the determined bonus games.

[0259]

Next, the main CPU 41 conducts a lottery processing (step
15 S61) and a reel rotating control processing (step S63). The processing in step S61 is a processing almost the same as the processing described using Fig. 11. The processing in step S63 is a processing almost the same as the processing described using Fig. 13. Since descriptions of these processing have
20 already been given, descriptions thereof are omitted herein.

[0260]

Then, the main CPU 41 determines whether a bonus game trigger has been established or not, that is, whether three "APPLE" are stop displayed in the display windows 15 or not
25 (step S64). If it is determined that the bonus game trigger has been established, the number t of additional games of the bonus game is determined in a lottery (step S65) and the determined number t of additional games is added to the number T of games of the bonus game (step S66). Thus, when a bonus game is hit
30 during the bonus game, a remaining number of bonus games increases. More specifically, for example, in a case where a game state shifts to 20 bonus games for the first time, and hits 17 bonus games upon conducting 12 of the bonus games, another 25 bonus games (20 bonus games - 12 bonus games + 17 bonus games) are
35 to be conducted.

[0261]

If a bonus game trigger has not been established, the main CPU 41 determines whether a winning combination has been established or not (step S67). If it is determined that the winning combination has been established, the main CPU 41 conducts payout of coins corresponding to the number of coin-in and the winning combination (step S68). Since the processing is similar to the processing in step S18 and description thereof has already been given, the description of the present processing is omitted herein.

[0262]

In a case where the processing in step S66 or S68 has been executed, or if it is determined in step S67 that any winning combination has not been established (if it is determined that a failure has occurred), the main CPU 41 reads the number T of bonus games stored in RAM 43, and one bonus game is subtracted from the read number T of bonus games. The number T of bonus games after the subtraction is again stored into RAM 43 (step S69).

[0263]

Then, the main CPU 41 determines whether the number T of bonus games reaches the number of games determined in step S60 or not (step S70). More specifically, it is determined whether the number T of games stored in RAM 43 has become 0 or not, and if the number T of games is not 0, that is, if it is determined that the number of bonus games played does not reach the number of games which were determined in step S60, the process returns to step S61 and the above-mentioned processing is repeated. On the other hand, if the number T of games is 0, that is, if it is determined that the number T of games has reached the number of games which were determined in step S60, a number-of-games reset signal is transmitted to the control device 200 (step S71), and the present subroutine is completed thereafter. The number-of-games reset signal includes the gaming machine identification information of the

gaming machine 10, and CPU 201 of the control device 200, when receiving the number-of-games reset signal, resets to 0 the number of games of which is stored in the hard disc drive 205 by being made to correspond to the gaming machine identification information included in the number-of-games reset signal.
5 [0264]

Fig. 17 is a flowchart showing a subroutine of a return mode processing called and executed in step S20 of the subroutine shown in Fig. 10.

10 First, the main CPU 41 determines the number P of total payout in the return mode according to the payment balance in terms of coins transmitted from the control device 200 as the return command signal and stored in RAM 43 (step S120). In the first embodiment, the number corresponding to 50% of the payment
15 balance in terms of coins is set as the number P of total payout in the return mode. For example, when the payment balance in terms of coins is "-10000", the number P of total payout in the return mode is set as 5000. However, when the number P of total payout determined according to the payment balance in
20 terms of coins does not reach a predetermined lower limit value ("3000", for example), a predetermined number is set as the number P of total payout.
[0265]

Next, the main CPU 41 extracts the image data showing
25 the winning line from the image data stored in RAM 43, and displays five winning lines on the lower image display panel 16 based on the image data (step S121). The image data showing the winning lines is contained in the game program read from the memory card 53 and stored in RAM 43.

30 [0266]

The main CPU 41 determines the image to be displayed on the lower image display panel 16. Then, the main CPU 41 transmits to the graphic board 68 a depiction command based on the result determined. In the graphic mode 68, VDP extracts from RAM 43
35 image data showing five winning lines, expands the data on the

video RAM, produces image data for one frame and outputs the image data to the lower image display panel 16. As a result, for example, images as shown in Figs. 18 are displayed on the lower image display panel 16.

5 [0267]

Fig. 18 is a figure showing an example of image displayed on the lower image display panel when a game state shifts to the return mode (when the second special game state is generated). Numerical reference 15 (15L, 15C and 15R) in the figures indicates
10 display windows. L indicates a winning lines displayed before the game state shifts to the return mode.

On the lower image display panel 16, an image showing other than the winning line L, two winning lines L' crossing the three display windows 15 horizontally and two winning lines
15 L' crossing the three display windows 15 obliquely.

On the lower image display panel 16, an image showing "BONUS !!", together with two images showing fireworks are displayed. An image showing "TIME OF PLAY 600" is also displayed in the lower portion of the lower image display panel 16. This
20 image is an image showing that the number of games reached 600.
[0268]

Next, the main CPU 41 determines whether or not a coins is BET (step S122). When it is determined that the coins is not BET, the process returns to step S122. On the other hand,
25 when it is determined that the coins is BET, the main CPU 41 executes processing for subtracting the number of credit (step S123). Then, the main CPU 41 determines whether the spin button 23 is turned ON or not (S124). When it is determined that the spin button 23 is not turned ON, the process returns to step
30 S140. On the other hand, when it is determined that the spin button 23 is turned ON, the process advances to step S125. In addition, the processes in steps S122 to S124 are the same processes as those in steps S10 to S12 of the subroutine shown in Fig. 18.

35 [0269]

In step S125, the main CPU 41 executes the random number generation program contained in the lottery program to select a random number value corresponding to each of the three reels 14 from the numerical value range of 0 to 255 (step S125). Then,
5 the main CPU 41 refers to the data for setting a payout rate outputted from the GAL 54 and stored in RAM 43 and determines the code NO. (see Fig. 3) of each reel 14 based on the selected three random number values (step S126).

[0270]

10 Next, the main CPU 41 executes reel rotating control processing (S127). Since this process is the same as that of step S14 (see Figs. 13 to 15) of the subroutine shown in Fig. 10, its description will be omitted here.

[0271]

15 Next, the main CPU 41 determines whether or not the winning combination is established on any one of the five winning lines (step S128). When it is determined that the winning combination is not established on any one of the five winning lines, the process returns to step S122. On the other hand, when it is
20 determined that the winning combination is established on any one of the five winning lines, the main CPU 41 executes coin-out of number Q corresponding to established winning combination (step S129). The number Q is provided by multiplying a predetermined number of payout for the established winning
25 combination and the number of the inserted coins. In addition, when the plural winning combinations are established, the number Q is provided by multiplying the determined number of payout to all of the established winning combinations and the number of the inserted coins.

30 [0272]

Then, the main CPU 41 updates the accumulated number R of payout in the return mode (step S130). The accumulated number R of payout in the return mode is stored in RAM 43 as data and the main CPU 41 reads out the accumulated number R of payout
35 stored in RAM 43 in step S130 and adds the number Q to the number

R and stores the given number R in RAM 43.

[0273]

Next, the main CPU 41 determines whether or not the bonus game trigger is established on any one of the five winning lines (step S131). When it is determined that the bonus game trigger is not established on any one of the five winning lines, the main CPU 41 determines whether or not the accumulated number R of payout is equal to or more than the number P of total payout (step S132). When it is determined that the accumulated number R of payout is not equal to or more than the number P of total payout, the process returns to step S122. On the other hand, when it is determined that the accumulated number R of payout is equal to or more than the number P of total payout, the main CPU 41 sets the return mode flag to "OFF" (step S134) and terminates this subroutine.

On the other hand, when it is determined that the bonus game trigger is established on any one of the five winning lines in step S131, the bonus game processing (see Fig. 16) is executed (step S133). Then the main CPU 41 sets the return mode flag to "OFF" (step S134), and terminates this subroutine. In addition, when the processing in Fig. 17 is completed, the number of winning lines becomes one again and the normal game is continued to be played.

[0274]

Fig. 19 is a flowchart showing a counting processing called and executed in step S22 of the subroutine shown in Fig. 10.

The processing is a processing conducted between the main CPU 41 of a gaming machine 10 and CPU 201 of the control device 200.

[0275]

To begin with, the main CPU 41 transmits by the communication interface 44 the number of coin-in and the number of coin-out stored in RAM 43 together with the gaming machine identification number to the control device 200 through the communication line 101 (step S90). The number of coin-in and

the number of coin-out transmitted to the control device 200 from the gaming machine 10 are those of the game concerned.

5 The processing in step S90 is a processing in which the main CPU 41 (processing device) transmits the identification information of the gaming machine 10 stored in the RAM 43 (storage device) to the control device 200 through the communication line 101, each time a game is played. When the processing in step S90 is executed, the main CPU 41 functions as means for transmitting the identification information of the gaming
10 machine 10 to the control device 200 through the communication line 101.

[0276]

On the other hand, the CPU 201 of the control device 200, when receiving from the gaming machine 10 the number of coin-in, the number of coin-out and the gaming machine identification
15 number through the communication line 101 by the communication interface 204, updates the number of games, the accumulative number of coin-in and the accumulative number of coin-out corresponding to the received gaming machine identification number (step S100), by choosing the data, which are made to correspond to each of the gaming machine identification numbers, of the number of games, the accumulative number of coin-in, the accumulative number of coin-out stored in the hard disc
20 drive 205 (see Fig. 6).

25 [0277]

Then, CPU 201 determined whether the number of games after the updating has reached the set value or not (step S101). If it is determined that the number of games after the updating has not reached the set value, the subroutine is terminated.

30 [0278]

On the other hand, if it is determined in step S101 that the number of games after the updating has reached the set value, the CPU 201 transmits a return command signal showing the payment balance in terms of coins (step S103). Then, the CPU 201 resets
35 to 0 the number of games stored in hard disc drive 205 by being

associated with identification information of each of the gaming machines 10 (step S104).

[0279]

When the main CPU 41 of the gaming machine 10 receives
5 the return command signal transmitted from the control device 200 in step S103, it sets the return mode flag to "ON" (step S91). The processing in step S91 is a processing for receiving the return command signal transmitted from the control device 200 when the number of games accumulatively counted by the control
10 device 200 based on the identification information of the gaming machine 10 reaches the set value. Thus, the main CPU 41 functions as means for receiving the command signal transmitted from the control device 200 in step S91. Then, the main CPU 41 stores the data showing the payment balance in terms of coins contained
15 in the return command signal in RAM 43 (step S92). Thereafter, the present processing is terminated.

[0280]

In the present embodiment, description has been given of a case where a game state shifts to the return mode when
20 the number of games reaches a set value (see Fig. 19). The present invention is, however, not limited to this example. For example, in a case where the number of inserted game media for a game played by the player is at the upper limit value that can be accepted in one game when the number of games reaches the set
25 value, the second special game state may be generated (the game state shifts to the return mode). This is because in such a case, a player can be urged to insert game media up to the upper limit and a facility such as a casino and the like can increase a profit.

Moreover, in a case where the second special game state
30 is generated when the number of inserted game media is at the upper limit value, the second special game state may be generated not when the number of games reaches the set value, but when the number of inserted game media is at the upper limit value
35 for a game played by a player when the number of games in which

insertion of game media is conducted to the upper limit value reaches a set value. This is because, in such a case, it can be prevented from a small number of game media to be inserted in a game, thereby leading to a fact that the second special
5 game state is generated by the spending of only a small number of game media in total.

[0281]

As described above, a gaming machine 10 according to the present embodiment including: the main CPU 41 (processing
10 device); RAM 43 (storage device); symbol display means containing the reels 14, the stepping motor 70 and the like, is a gaming machine 10 connected through the communication line 101 to the control device 200 which accumulatively counts the number of games in each gaming machine 10 of plural gaming machines
15 10, and wherein the main CPU 41 executes: a processing determining one winning combination selected from plural winning combinations determined in advance by executing a lottery program stored in RAM 43 (see Fig. 11); a processing executing stop display after executing change display by operating the
20 symbol display device based on a result of executing the lottery program (see Fig. 13 to 15); a processing reading from RAM 43 a program for generating a bonus game (the first special game state) when a combination of the plural symbols stop displayed on winning line is a special winning combination, "bonus game
25 trigger", and executing the program (see Fig. 16); a processing transmitting through the communication line to the control device 200 the identification information of the gaming machine 10 stored in RAM 43 each time a game is played (step S90 in Fig. 19); a processing for receiving a command signal transmitted
30 from the control device when a condition that the number of games accumulatively counted, based on the identification information of the gaming machine, by the control device 200 reaches a set value is established (step S91 in Fig. 19); and a processing reading from RAM 43 a program for executing the
35 transition to the return mode (the generating of the second

special game state) in which the number of winning lines is increased to 5 based on the command signal, and executing the program (see Fig. 17).

[0282]

5 A gaming machine 10 connected through the communication line 101 to the control device 200 which accumulatively counts the number of games for each gaming machine 10 of plural gaming machines 10, comprising: winning combination determination means (for example, the main CPU 41) for determining a winning
10 combination by lottery; symbol display means (for example, the reels 14, the stepping motor 70 and the like) for executing change display and stop display based on a result of executing the lottery program; means (for example, the main CPU 41) for generating a bonus game (the first special game state) when
15 combination of the plural symbols stop displayed on winning line is a special winning combination, "bonus game trigger"; means (for example, the main CPU 41) for transmitting the identification information of the gaming machine 10 through the communication line 101 to the control device 200 each time
20 a game is played; means (for example, the main CPU 41) for receiving a command signal transmitted from the control device 200 when a condition that the number of games accumulatively counted by the control device 200 based on the identification information of the gaming machine reaches a set value is
25 established; and means (for example, the main CPU 41) for generating the second special game state in which the number of winning lines is increased to 5 based on the command signal.

[0283]

 According to the gaming machine 10, a game state shifts
30 to the return mode without fail by receiving a command signal transmitted from the control device 200 when the number of games counted in the control device 200 reaches a set value. Since establishment possibility that the combination of the plural symbols stop displayed on the winning line is the special winning
35 combination becomes high by increasing the number of winning

lines, the bonus game is likely to be generated. Therefore,
even if the first special game state is not generated for a
long period of time leading to the spending of many of the game
media, a game state shifts to the return mode as long as the
5 game is played such that the number of games reaches the set
value, thus a player can play the game in advantageous state.
As a result, it can be prevented for a player who has spent
many of the game media from feeling unpleasant against the game,
building up distrust thereto, or losing interest in or a concern
10 on the game.

[0284]

The gaming machine 10 according to the first embodiment
is connected through the communication line 101 to the control
device 200 and the control device 200 counts a number of games
15 in the gaming machine 10, and determines whether a game state
is to be shifted to the return mode or not (whether the second
special game state is to be generated or not). The gaming machine
10 is, however, not necessarily required to be those using a
network and may be standalone.

20 [0285]

A stand-alone gaming machine 10 according to the first
aspect of the present invention includes: the main CPU 41
(processing device); RAM 43 (storage device); symbol display
device containing the reels 14, the stepping motor 70 and the
25 like, wherein the main CPU 41 executes: a processing determining
one winning combination selected from plural winning
combinations determined in advance by executing a lottery
program stored in RAM 43; a processing executing stop display
after executing change display by operating the symbol display
30 device based on a result of executing the lottery program (see
Fig. 13 to 15); a processing reading from RAM 43 a program for
generating a bonus game (the first special game state) when
combination of the plural symbols stop displayed on winning
line is a special winning combination, "bonus game trigger",
35 and executing the program; a processing counting accumulatively

the number of games each time a game is played; a processing determining whether or not a condition that the number of games reaches the set value has been established; and a processing reading from the storage device a program for executing the transition to the return mode (generating a second special game state) in which the number of winning lines is relatively increased when said condition is determined to have been established, and executing the program.

[0286]

10 The gaming machine 10 comprises: winning combination determining means (for example, the main CPU 41) for determining a winning combination by a lottery; symbol display means (for example, the reels 14, the stepping motor 70 and the like) for executing change display and stop display of plural symbols based on a result of the lottery; means (for example, the main CPU 41) for generating a bonus game (the first special game state) when combination of the plural symbols stop displayed on winning line is a special winning combination, "bonus game trigger"; means (for example, the main CPU 41) for counting accumulatively the number of games each time a game is played; means (for example, the main CPU 41) for determining whether or not a condition that the number of games reaches the set value has been established; and means (for example, the main CPU 41) for executing the transition to the return mode (generation of the second special game state) in which the number of winning lines is increased to 5 when said condition is determined to have been established.

[0287]

30 In addition, in the gaming machine 10 according the first embodiment, although the transition to the return mode (generation of the second special game state) is executed when the number of games reached the set value, the first aspect of the present invention is not limited to this embodiment.

35 When the payment balance in terms of coins becomes equal to or below the set value, the transition to the return mode

(generation of the second special game state) may be executed in the gaming machine 10 of the first aspect of the present invention.

[0288]

5 Such a gaming machine 10 according to the present embodiment including: the main CPU 41 (processing device); RAM 43 (storage device); symbol display device containing the reels 14, the stepping motor 70 and the like, is a gaming machine 10 connected through the communication line 101 to the control
10 device 200 which accumulatively counts the payment balance in terms of the game media in each gaming machine 10 of plural gaming machines 10, and wherein the main CPU 41 executes: a processing determining one winning combination selected from plural winning combinations determined in advance by executing
15 a lottery program stored in RAM 43; a processing executing stop display after executing change display by operating the symbol display device based on a result of executing the lottery program; a processing reading from RAM 43 a program for generating a bonus game (the first special game state) when combination of
20 the plural symbols stop displayed on winning line is a special winning combination, "bonus game trigger", and executing the program; a processing transmitting through the communication line to the control device 200 the payment balance in terms of the game media together with the identification information
25 of the gaming machine 10 stored in RAM 43 each time a game is played (step S90 in Fig. 19); a processing for receiving a command signal transmitted from the control device when a condition that the payment balance in terms of the game media accumulatively counted, based on the identification information of the gaming
30 machine by the control device 200 becomes equal to or below a set value is established (step S91 in Fig. 19); and a processing reading from RAM 43 a program for executing the transition to the return mode (generation of the second special game state) in which the number of winning lines is increased to 5 based

on the command signal, and executing the program (see Fig. 17).
[0289]

5 A gaming machine 10 connected through the communication
line 101 to the control device 200 which accumulatively counts
the payment balance in terms of the game media for each gaming
machine 10 of plural gaming machines 10 comprising: winning
combination determination means (for example, the main CPU 41)
for determining a winning combination by lottery; symbol display
means (for example, the reels 14, the stepping motor 70 and
10 the like) for executing change display and stop display based
on a result of executing the lottery program; means (for example,
the main CPU 41) for generating a bonus game (the first special
game state) when combination of the plural symbols stop displayed
on winning line is a special winning combination, "bonus game
15 trigger"; means (for example, the main CPU 41) for transmitting
through the communication line to the control device 200 the
payment balance in terms of the game media together with the
identification information of the gaming machine 10 stored in
RAM 43 each time a game is played; means (for example, the main
20 CPU 41) for receiving a command signal transmitted from the
control device when a condition that the payment balance in
terms of the game media accumulatively counted, based on the
identification information of the gaming machine by the control
device 200 becomes equal to or below a set value is established;
25 means (for example, the main CPU 41) for reading from RAM 43
a program for generating the second special game state in which
the number of winning lines is increased to 5 based on the command
signal.
[0290]

30 According to the gaming machine 10, a game state shifts
to the return mode without fail by receiving a command signal
transmitted from the control device 200 when a condition that
the payment balance in terms of the game media accumulatively

counted, based on the identification information of the gaming machine by the control device 200 becomes equal to or below a set value is established. Since establishment possibility that the combination of the plural symbols stop displayed on the winning line is the special winning combination becomes high by increasing the number of winning lines, the bonus game is likely to be generated. Therefore, even if the bonus game is not generated for a long period of time leading to the spending of many of the game media, a game state shifts to the return mode as long as the game is played such that the payment balance in terms of the game media becomes equal to or below the set value, thus a player can play the game in advantageous state. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0291]

The above mentioned gaming machine 10 is connected through the communication line 101 to the control device 200 and the control device 200 counts a number of coins in the gaming machine 10, and determines whether a game state is to be shifted to the return mode or not (whether the second special game state is to be generated or not). The gaming machine 10 is, however, not necessarily required to be those using a network and may be standalone.

[0292]

A stand-alone gaming machine 10 according to the present embodiment includes: the main CPU 41 (processing device); RAM 43 (storage device); symbol display device containing the reels 14, the stepping motor 70 and the like, wherein the main CPU 41 executes: a processing determining one winning combination selected from plural winning combinations determined in advance by executing a lottery program stored in RAM 43; a processing executing stop display after executing change display by operating the symbol display device based on a result of executing

the lottery program; a processing reading from RAM 43 a program for generating a bonus game (the first special game state) when combination of the plural symbols stop displayed on winning line is a special winning combination, "bonus game trigger",
5 and executing the program; a processing counting accumulatively the payment balance in terms of the game media each time a game is played; a processing determining whether or not a condition that the payment balance in terms of the game media becomes equal to or below a set value is established; and a processing
10 reading from the storage device a program for executing the transition to the return mode (generating a second special game state) in which the number of winning lines is relatively increased when said condition is determined to have been established, and executing the program.

15 [0293]

A gaming machine 10 comprising: winning combination determination means (for example, the main CPU 41) for determining a winning combination by lottery; symbol display means (for example, the reels 14, the stepping motor 70 and
20 the like) for executing change display and stop display based on a result of executing the lottery program; means (for example, the main CPU 41) for generating a bonus game (the first special game state) when combination of the plural symbols stop displayed on winning line is a special winning combination, "bonus game
25 trigger"; means (for example, the main CPU 41) for counting accumulatively the payment balance in terms of the game media each time a game is played; means (for example, the main CPU 41) for determining whether or not a condition that the payment balance in terms of the game media reaches the set value has
30 been established; and means (for example, the main CPU 41) for executing the transition to the return mode (generation of the second special game state) in which the number of winning lines is increased to 5 when said condition is determined to have been established.

[0294]

In the gaming machine 10 in which the transition to the return mode (generation of the second special game state) is executed when the payment balance in terms of coins becomes
5 below the set value, it is preferable that the main CPU 41 (processing device) executes a program for shifting to the return mode in which the a number of coins corresponding to the accumulatively counted number of the games is paid out. That is, it is preferable that the means for generating the second
10 special game state (for example, the main CPU 41) pays out a number of the game media corresponding to the accumulatively counted number of the games in the second special game state until the second special game state is generated.

[0295]

15 According to such gaming machine 10, for example, in a case where the accumulatively counted number of the games until the game state shifts to the return mode is "600", 6000 coins which corresponds to 10 times of that number are paid out. Thus, the player can receive a profit according to the number of game
20 played by the player in the second special game state. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

25 [0296]

[Second Embodiment]

Next, a gaming machine according to a second embodiment will be described.

30 According to the gaming machine in the second embodiment, when a condition that the accumulatively counted number of the games reaches a set value is established, the gaming machine generates a second special game state in which the player can play the game in an advantageous game state. The second special game state is a game state generated only when the above condition
35 is established in the gaming machine according to the second

embodiment.

[0297]

5 In addition, since an appearance and a hard constitution of the gaming machine in the second embodiment is almost the same as that of the gaming machine in the first embodiment (see Figs. 1 to 5), a description for them will be omitted here. In addition, the same numerical references are assigned to the elements corresponding to those in the first embodiment.

10 In addition, the processing in the gaming machine according to the second embodiment is almost the same as that in the gaming machine according to the first embodiment except for the return mode processing (in Figs. 17 and 18) called and executed in step S20 in the subroutine shown in Fig. 10. Here, a return mode process will be only described and other processings are not described.

15 [0298]

Fig. 20 is a flowchart showing a subroutine of the return mode processing in the second embodiment.

20 According to the return mode in the second embodiment, a free game is played. In the free game, the total number of coin-out to be paid out is determined at the beginning. Then, the free game is finished when the total number of coin-out is all paid out. However, when a bonus game trigger is established, a predetermined number of payout is added to the total number of payout. Therefore, in the return mode 25 corresponding to the second embodiment, when the bonus game trigger is established, the player can get more coins. In addition, the winning combination of the small number of payout coins is established more often, the larger the number of games becomes, so that the possibility of establishment of the bonus 30 game trigger becomes high.

[0299]

The subroutine shown in Fig. 20 is executed when the main CPU 41 executes a program for shifting to the return mode 35 (generation of the second special game state) stored in RAM

43. The program is an exclusive program for the return mode and it is executed only in the return mode.

[0300]

5 First, the main CPU 41 determines the number P of total payout in the return mode based on the payment balance in terms of coins transmitted from a control device 200 as a return command signal and stored in RAM 43 (step S200). According to the second embodiment, the number corresponding to 50% of the payment balance in terms of coins is set as the number P of total payout
10 in the return mode. For example, when the payment balance in terms of coins is "-10000", the number P of total payout in the return mode is set as 5000. However, when the number P of total payout determined based on the payment balance in terms of coins does not reach a predetermined lower limit value (for
15 example, 3000), a predetermined number is set as the number P of total payout.

[0301]

Next, the main CPU 41 executes a random numbers generation program included in a lottery program to select a random number
20 values corresponding to each of three reels 14 from the numerical value range of 0 to 255 (step S201). Then, the main CPU 41 refers to payout rate setting data which is outputted from GAL 54 and stored in RAM 43, and determines, based on the selected three random number values, code Nos. (see Fig. 3) (step S202).

25 In addition, the payout rate setting data is an exclusive data for the return mode and it is used in the return mode only.

The winning combination is determined in step S202.

[0302]

30 Here, the return mode according to the second embodiment will be described.

Fig. 21 is a figure schematically showing a relation between a plural winning combination, establishment possibility of the winning combination and the number of payout in the return mode according to the second embodiment. The
35 establishment possibility shown in the figure shows the

establishment possibility of the winning combination when the code No. of each reel 14 is determined based on the three random number values referring to the symbol weighting data. That is, the random number value does not correspond to each winning combination.

[0303]

Establishment possibility of the bonus game trigger is 0.5%. When the bonus game trigger is won in the return mode, the three "APPLE" symbols are stop displayed on the winning line and the number P of payout is added to the number P of total payout. However, the coins are not paid out and a bonus game is not generated. In addition, in the second embodiment, the added number P of payout is previously set as 3000.

[0304]

Relating to other winning combinations, the higher the establishment possibility becomes, the larger the number of payout becomes. In addition, when no winning combination is established (in case of failure), the number of payout is given by subtracting accumulated number R of payout in the return mode from the total number of payout.

[0305]

Next, the main CPU 41 executes a rotating control processing of the reel (step S203). Since content of this processing is the same as that in step S14 of the subroutine shown in Fig. 10 (see Figs. 13 to 15), its description will be omitted.

[0306]

The correspondence relationship between the plural kinds of the winning combinations and their number of payout is stored as data in RAM 43. The data (referred to as the number of payout data occasionally hereinafter) is an exclusive data for the return mode, therefore, it is used only when a game shifts to the return mode.

[0307]

Next, the main CPU 41 determines whether a bonus game

trigger has been established (hit) or not, that is whether "APPLE" is stop displayed in the display window 15 or not (step S204). If it is determined that the bonus game trigger has been established, the main CPU 41 refers to the number of payout data (see Fig. 21) stored in RAM 43 and determines the number
5 P of payout to be added to the number P of total payout (step S205).

Then, the main CPU 41 reads out the number P of total payout determined in step S200 and stored in RAM 43, adds the number
10 P of payout determined in step S205 to the number P of total payout and stores the given number P of total payout in RAM 43 (step S206).

[0308]

On the other hand, if it is determined that the bonus
15 game trigger is not established in step S204, the main CPU 41 executes coin-out of number Q corresponding to established winning combination (including a lost condition) (step S208). The coin-out of number Q in step S208 is determined by referring to the number of payout data (see Fig. 21) stored in RAM 43.

20 [0309]

Then, the main CPU 41 updates the accumulated number R of payout in the return mode by adding the number Q of payout determined in step S208 to the given accumulated number R of payout stored in RAM 43 in the return mode, and stores it in
25 RAM 43 (step S209).

[0310]

If the processing is executed in step S206 or S209, the main CPU 41 determines whether the accumulated number R of payout is equal to or more than the number P of total payout or not
30 (step S210). When it is determined that the accumulated number R of payout is not equal to or more than the number P of total payout, the operation is returned to step S201. On the other hand, it is determined that the accumulated number R of payout is equal to or more than the number P of total payout, the main
35 CPU 41 sets a return mode flag to "OFF" (step S211), and terminates

this subroutine.

[0311]

As described above, the gaming machine 10 according to the second embodiment including: the main CPU 41 (processing device), and RAM 43 (storage device), is a gaming machine 10 connected through the communication line 101 to the control device 200 which accumulatively counts the number of games every gaming machine 10 in each gaming machine 10 of plural gaming machines 10, and wherein the main CPU 41 executes: a processing
5 determining one winning combination selected from plural winning combinations determined in advance by executing a lottery program stored in RAM 43; a processing reading from RAM 43 a program for generating a bonus game (the first special game state) when a determined winning combination is a special winning
10 combination, "bonus game trigger", and executing the program; a processing transmitting through the communication line to the control device 200 the identification information of the gaming machine 10 stored in RAM 43 each time a game is played; a processing for receiving a command signal transmitted from
15 the control device when a condition that the number of games accumulatively counted, based on the identification information of the gaming machine by the control device 200 reaches a set value is established; and a processing reading from RAM 43 a program for executing the transition to the return mode on the
20 command signal, and executing the program (see Fig. 20 and 21).
[0312]

The gaming machine 10 comprises: winning combination determining means (for example, the main CPU 41) for determining a winning combination by a lottery; means (for example, the
30 main CPU 41) for generating the first special game state which is a game state advantageous to the player when the determined winning combination is the special winning combination; means (for example, the main CPU 41) for transmitting through the communication line to the control device 200 the identification

information of the gaming machine 10 each time a game is played; means (for example, the main CPU 41) for receiving the command signal transmitted from the control device 200 when the condition that the number of games accumulatively counted by the control
5 device 200 based on the identification information of the gaming machine reaches the set value set as an object of comparison with the number of games is established; and means (for example, the main CPU 41) for generating a second special game state that is a game state advantageous to a player and is generated
10 only when said condition is established.
[0313]

According to the gaming machine 10 in the second embodiment, when a condition in which the number of games counted by the control device 200 reaches the set value is established,
15 transition to the return mode that is the advantageous state for the player is executed. Therefore, even if the bonus game is not generated for a long period of time leading to the spending of many of the game media, transition of the return mode is executed as long as the game is played such that the number
20 of games reaches the set value, thus a player can make profit for playing the game. In addition, since the return mode is shifted only when the above condition is established, an impression can be made on the player that a return is carried out as a result of playing the game until the number of games
25 reaches the set value, and the player take more interest in the game. As a result, it can be prevented that the player who used many coins feels frustrated, raises distrust, or loses interest in the game.
[0314]

30 The gaming machine 10 according to the second embodiment is connected through the communication line 101 to the control device 200 and the control device 200 counts a number of games in the gaming machine 10, and determines whether a game state is to be shifted to the return mode or not (whether the second
35 special game state is to be generated or not). The gaming machine

10 is, however, not necessarily required to be those using a network and may be standalone.

[0315]

5 A stand-alone gaming machine 10 according to the first aspect of the present invention includes: the main CPU 41 (processing device) and RAM 43 (storage device); wherein the main CPU 41 executes: a processing determining one winning combination selected from plural winning combinations determined in advance by executing a lottery program stored
10 in RAM 43; a processing reading from RAM 43 a program for generating a bonus game (the first special game state) when a determined winning combination is a special winning combination, "bonus game trigger", and executing the program; a processing for accumulatively counting the number of games
15 each time the game is played; a processing for determining whether a condition that the number of games reaches the set value is established or not; and a processing for reading a program for shifting to the return mode that is generated only in a case where the above condition is established when it is determined
20 that above condition is established from RAM 43, and executing the program.

[0316]

The gaming machine 10 comprises; means (for example, the main CPU 41) for determining the winning combination by a lottery;
25 means (for example, the main CPU 41) for generating a first special game state that is a game state advantageous to the player when the determined winning combination is a special winning combination; means (for example, the main CPU 41) for accumulatively counting the number of games each time the game
30 is played; means for determining whether or not a condition that the number of games reaches the set value set as an object of comparison with the number of games is established; and means (for example, the main CPU 41) for generating a second special game state which is a game state advantageous to the player
35 and is generated only when it is determined that the above

condition is established.

[0317]

In addition, in the gaming machine 10 according the second embodiment, although the transition to the return mode
5 (generation of the second special game state) is executed when the number of games reached the set value, the first aspect of the present invention is not limited to this embodiment.

When the payment balance in terms of coins becomes equal to or below the set value, the transition to the return mode
10 (generation of the second special game state) may be executed in the gaming machine 10 of the first aspect of the present invention.

[0318]

Such gaming machine 10 including: the main CPU 41
15 (processing device); RAM 43 (storage device), is a gaming machine 1 connected through the communication line 101 to the control device 200 which accumulatively counts the payment balance in terms of coins in each gaming machine 10 of plural gaming machines 10, and wherein the main CPU 41 executes: a processing determining
20 one winning combination selected from plural winning combinations determined in advance by executing a lottery program stored in RAM 43; a processing reading from RAM 43 a program for generating a bonus game (the first special game state) when the predetermined winning combination is a special
25 winning combination "bonus game trigger", and executing the program; a processing transmitting through the communication line to the control device 200 the payment balance in terms of coins together with the identification information of the gaming machine 10 stored in RAM 43 each time a game is played;
30 a processing for receiving a command signal transmitted from the control device when a condition that the payment balance in terms of coins accumulatively counted by the control device 200, based on the payment balance in terms of the coins in a game played by the player becomes equal to or below a set value

is established; and a processing for reading a program for shifting to the return mode from RAM 43 (Figs. 20 and 21), and executing the program.

[0319]

5 In addition, the gaming machine 10 comprises: means (for example, the main CPU 41) for determining the winning combination by a lottery; means (for example, the main CPU 41) for generating a first special game state that is a game state advantageous to the player when the determined winning combination is a special
10 winning combination; means (for example, the main CPU 41) for transmitting through the communication line to the control device 200 the identification information of the gaming machine 10 each time a game is played; means (the main CPU 41, for example) for receiving a command signal transmitted from the control
15 device 200 when a condition that the payment balance in terms of the game media accumulatively counted by the control device 200 based on the identification information of the gaming machine becomes below the set value is established; and means (for example, the main CPU 41) for generating a second special game
20 state that is a game state advantageous to a player and is generated only when said condition is established.

[0320]

 According to the gaming machine 10, when a condition in which the payment balance in terms of coins is counted by the
25 control device 200 becomes equal to or below the set value is established, transition to the return mode that is the advantageous state for the player is executed. Therefore, even if the bonus game is not generated for a long period of time leading to the spending of many of the game media, transition
30 of the return mode is executed as long as the game is played such that the payment balance in terms of coins becomes equal to or below the set value, thus a player can make profit for playing the game. In addition, since the return mode is shifted only when the above condition is established, an impression
35 can be made on the player that a return is carried out as a

result of playing the game until the payment balance in terms of coins becomes equal to or below the set value, and the player take more interest in the game. As a result, it can be prevented that the player who used many coins feels frustrated, raises
5 distrust, or loses interest in the game.

[0321]

The gaming machine 10 is connected through the communication line 101 to the control device 200 and the control device 200 counts the payment balance in terms of coins in the
10 gaming machine 10, and determines whether a game state is to be shifted to the return mode or not (whether the second special game state is to be generated or not). The gaming machine 10 is, however, not necessarily required to be those using a network and may be standalone.

15 [0322]

Such a gaming machine 10 includes: the main CPU 41 (processing device) and RAM 43 (storage device); wherein the main CPU 41 executes: a processing determining one winning combination selected from plural winning combinations
20 determined in advance by executing a lottery program stored in RAM 43; a processing reading from RAM 43 a program for generating a bonus game when a determined winning combination is a special winning combination, "bonus game trigger", and executing the program; a processing for accumulatively counting
25 the payment balance in terms of coins each time the game is played; a processing for determining whether a condition that the payment balance in terms of coins becomes equal to or below the set value is established or not; and a processing for reading a program for shifting to the return mode that is generated
30 only in a case where the above condition is established when it is determined that above condition is established from RAM 43, and executing the program.

[0323]

The gaming machine 10 comprises: winning combination
35 determining means (for example, the main CPU 41) for determining

a winning combination by a lottery; means (for example, the main CPU 41) for generating the first special game state which is a game state advantageous to the player when the determined winning combination is the special winning combination; means
5 (for example, the main CPU 41) for accumulatively counting the payment balance in terms of the game media each time the game is played; means for determining whether or not a condition that the payment balance in terms of the game media becomes equal to or below the set value is established; and means for
10 generating the second special game state which is a game state advantageous to the player and is generated only when it is determined that the above condition is established.

[0324]

According to the gaming machine 10 in which the transition
15 to the return mode (generation of the second special game state) is executed when the payment balance in terms of coins becomes equal to or below the set value, it is preferable that the main CPU 41 (processing device) executes a program to make the transition to the return mode in which the coins are paid out
20 according to the accumulatively counted number of the games. That is, it is preferable that the means for generating the second special game state (the main CPU 41, for example) payouts the number of the game media in the second special game state according to the accumulatively counted the number of games
25 until the second special game state is generated.

[0325]

According to such gaming machine 10, for example, when the number of games accumulatively counted until a game shifts to the return mode is "600", 6000 coins corresponding to ten
30 times the number of the game media are paid out. Thus, the player can be received profit corresponding to the number of games the player played in the second special game state. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up
35 distrust thereto, or losing interest in or a concern on the

game.

[0326]

5 The description has been made of the case where the kind of the game in the return mode is an exclusive return mode and the program for the return mode only is stored in RAM 43 working as the storage device in the second embodiment. However, the first aspect of the present invention is not limited to the above case.

10 For example, presentation in the return mode may be only for the return mode. In this case, an exclusive presentation data for the return mode only is stored in the storage device (for example, RAM 43). The presentation data includes image data, audio data, data for defining a lighting pattern of a lamp or LED and the like.

15 [0327]

In addition, a relationship between the winning combination in the return mode and the number of payout in terms of the game media may be used exclusively for the return mode. In this case, the number of payout data only for the return mode (data showing the relationship between the winning combination and the number of payout in terms of the game media) is stored in the storage device (for example, RAM 43).

20 In addition, the establishment possibility of the winning combination in the return mode may be only for the return mode. In this case, the GAL 54 is configured such that only payout setting data for the return mode is outputted when predetermined data is inputted.

[0328]

30 More specifically, according to the first aspect of the present invention, the following configuration may be employed. For example, the mystery bonus may be executed in the bonus game as the first special game state, and the mystery bonus in which the presentation image only for the return mode is displayed on the lower image display panel 16 may be executed in the return mode as the second special game state.

In addition, a free game may be executed in the bonus game as the first special game state, and a free game whose presentation mode is changed when the remaining number of the games reaches a predetermined set value may be performed in the return mode as the special game state. The free game whose presentation mode is changed when the number of the remaining number of the games reaches a predetermined set value includes the following free game. In this free game, brightness of the lower image display panel (transparent liquid crystal panel) 16 provided in front of the reel 14 is increased when the remaining number of the games reaches 30 games. In addition, when the remaining number of the games reaches 30 games, presentation concerning the belly glass 34 may be performed by lighting or flashing the LED or the lamp, provided that the LED or the lamp is provided on the rear side of the belly glass 34.

Furthermore, in the return mode as the second special game state, only a presentation image may be changed with the establishment possibility of the bonus game as the first special game state and the winning combination remaining unchanged. Furthermore, in the bonus game as the first special game state, only the free game may be played, and in the return mode as the second special game state, one game may be selected from the several kinds of the games and the selected game may be performed.

[0329]

In the first and the second embodiments, description has been given of a case where a game state shifts to the return mode when the return mode flag has been set to the state "ON", without other conditions being established thereafter. The first aspect of the present invention is, however, not limited to this example and, for example, a game state may shift to the return mode when a predetermined condition has been met after the return mode flag is set to the state "ON". In such a case, the predetermined condition for transition to the return mode is not particularly limited, and may include, for example,

establishment of a bonus game trigger, stop display of a predetermined combination of symbols, and of the like conditions.

[0330]

5 In the first and the second embodiments, description has been given of a case where a game state shifts to the return mode when the return mode flag is set to the state "ON", regardless of the combination of symbols stop displayed thereafter. However, the first aspect of the present invention is not limited
10 to this example. For example, a combination of symbols corresponding to the transition to the return mode may be set in advance and a game state may shift to the return mode after the symbols are stop displayed in that combination of symbols.
[0331]

15 In the first and the second embodiments, description has been given of a case where symbols are stop displayed (step S14 in Fig. 10), a processing is conducted based on the stop displayed combination of symbols (steps S15 to S20 in Fig. 10), and the number of games is counted (step S22 in Fig. 10) thereafter.
20 In the first aspect of the present invention, however, no specific limitation is placed on a timing at which counting of the number of games is conducted. For example, the timing may be a timing at which BET of a coin is conducted (after step S10 or S11 in Fig. 10) or a timing at which the spin button is turned ON (after
25 step S12 in Fig. 10). The number of games may be counted at a predetermined timing that is in the period from the time when display of a change in symbol is started, to the time when symbol sequences are stop displayed, and a processing based on the stop displayed combination of symbols has been conducted (for
30 example, a timing at which symbol sequences are stop displayed). Note that a timing at which a payment balance in terms of game media can be the same as described above.

[0332]

35 In the first and the second embodiments, description has been given of a gaming machine 10 in which in a case where a

special winning combination, "bonus game trigger", has been established (step S15 in Fig. 10) in the period from the time when the return mode flag is set to the state "ON" (step S22 in Fig. 10), to the time when transition to the return mode is conducted (step S20 in Fig. 10), transitions to the return mode is further conducted after the bonus game is generated (step S16 in Fig. 10). That is, a gaming machine according to the first and second embodiments generates the first special game state based on the a special winning combination, and further generates the second special game state, in a case where the special winning combination is established in the period from the time when the number of games reaches a set value, to the time when the second special game state is generated.

[0333]

However, the first aspect of the present invention is not limited to this example. For example, in a case where a special winning combination is established in the period from the time when the number of games reaches a set value, to the time when the second special game state is generated, only the first special game state may be generated. In a case where the above embodiment is adopted, a player can earn a profit in the first special game state or the second special game state without fail when a game is played until the number of games reaches the set value. The above embodiment is one of the embodiments of the first aspect of the present invention. In a case where the above embodiment is adopted for the gaming machine 10, for example, the following processing has only to be conducted instead of the processing shown in Fig. 10.

[0334]

Fig. 22 is a flowchart showing another example of a subroutine of a game execution processing. In the flowchart shown in Fig. 22, the same numerical references are assigned to steps which conduct processing similar to those in the flowchart shown in Fig. 10.

[0335]

After the processing in steps S10 to S14 are executed, the main CPU 41 determines whether a bonus game trigger has been established or not (step S15) and if it is determined that the bonus game trigger has been established, a bonus game processing is executed (step S16). Then, it is determined whether a return mode flag is set to the state "ON" or not (step S25) and if the return mode flag is set to "ON", the return mode flag is set to the state "OFF" (step S26). The processing in step S21 is performed thereafter and thus the present
5
10
15
subroutine is completed. Since the other processing are processing similar to those described in Fig. 10, descriptions thereof are omitted here. In the subroutine shown in Fig. 22, after a coins is BET (step S10), in a case where it is determined whether the spin button 23 has been turned ON or not (step S12), and if it is determined that the spin button has been turned ON (YES in step S12), a processing for subtracting the number of credits (step S11) may be conducted, as in the subroutine shown in Fig. 10.

[0336]

20 A more specific description of the processing shown in Fig. 22 will be given here with a case where a set value is 600. In a case where, in step S22, the number of games reaches 600 and a return mode flag has been established, if a bonus game trigger has been established (step S15) in the 601st game,
25 the bonus game is generated (step S16) but transition to the return mode is not performed (steps S25 and S26). On the other hand, in a case where a bonus game trigger has not been established in the 601st game run, transition to the return mode is conducted (steps S19 and S20).

30 Hence, in a case where the processing shown in Fig. 22 is performed, a bonus game is generated or transition to the return mode is performed without fail, when the number of games reaches a set value.

[0337]

35 In the first aspect of the present invention, in a case

where a special winning combination has been established in the period from the time when the number of games reaches a set value, to the time when the second special game state is generated, only the second special game state may be generated, or alternatively, either the first special game state or the second special game state may be generated depending on a game situation and the like.

[0338]

An embodiment similar to the above-mentioned embodiment can also be adopted in a case where the second special game state is generated according to a payment balance in terms of game media. In other words, in a case where a special winning combination has been established in the period from the time when a payment balance in terms of game media is equal to or less than a set value, to the time when the second special game state is generated, only the first special game state may be generated, only the second special game state may be generated, or either the first special game state or the second special game state may be generated depending on a game situation and the like.

[0339]

In the return mode as the second special game state, a return situation to a player may be simply as such that a predetermined number of game media is paid out as an exclusive bonus only in a case where the following condition is established when the condition in which number of games reaches a set value is established. It may alternatively be a situation that when a condition in which the number of games reaches a set value is established, the return mode as the second special game state, allowing a player to have a privilege in a similar manner to the first special game state such as a free game, a second game, a mystery game and the like, can be set, and a predetermined number of game media is paid out by one of the above-mentioned game mode. However, in this case, it is required that the embodiment conducted in the second special game state is not

to be conducted in the first special game state and the payout in that embodiment is to be the special bonus only when the above condition is established.

Both embodiments described above correspond to the second
5 special game state in the first aspect of the present invention.
[0340]

A timing at which a predetermined number of game media is paid out is not limited to such a timing at which one game is completed and symbol sequences are stop displayed as in the
10 mystery game described above, and for example, game media may be immediately paid out when the number of games reaches a set value.

[0341]

Moreover, a method for paying out a predetermined number
15 of game media is also not particularly limited, and for example, coins may be actually paid out, the number of credits may be increased, or a ticket such as a ticket with a bar code may be issued.

[0342]

20 However, in order to be able to discriminate and recognize whether a player is paid out by an ordinary game or a bonus game (the first special game state), or by the return mode (the second special game state), it is necessary to perform the following way. That is, in a case where coins are actually paid
25 out in mystery bonus of the return mode (the second special game state), the timing for payout is required to be different from those of an ordinary game and bonus game (the first special game state). Moreover, it is required that payout in an ordinary game and a bonus game (the first special game state) is performed
30 with actual coins and payout in the return mode (the second special game state) is performed with a ticket described above. With such an embodiment adopted, payout in an ordinary game and a bonus game (the first special game state), and payout in the return mode (the second special game state) can be
35 discriminated from each other.

[0343]

[Third Embodiment]

Hereinafter, specific description will be given of an embodiment of a gaming machine according to the second aspect
5 of the present invention.

The configuration of the gaming machine according to the third embodiment is similar to that of the gaming machine according to the first embodiment, except for the points that will be described later. Therefore, the same numerical
10 references are assigned to the elements corresponding to those in the first embodiment.

[0344]

In the gaming machine 10 according to the third embodiment, when a game state shifts to the return mode, one return mode
15 is selected from return modes A to C and the game state shifts to the selected return mode.

Although payout modes of coin-in are different in the return modes A to C, a number of coin-out is the same in any of return modes.

20 [0345]

That is, 1000 coins are paid out in the return mode A. A free game is played in the return mode B. The return mode B is continued until 1000 coins are paid out.

In the return mode C, a game in which the number of coin-out
25 in response to a winning combination is increased is played in the return mode C. In the return mode C, the number of coins being counted by adding the number of payout in a normal game and the increased number of payout are paid out. Among these, an increased number of payout corresponds to the number of payout
30 in the return mode C. Therefore, the return mode C is continued until the increased number of coins to be increased reaches 1000.

[0346]

According to the second aspect of the present invention,
35 the "payout mode of the game media" means a pattern for paying

out the game media. As an element of defining the payout mode of the game media, there are, for example, a method of paying the game media, the number of games required for the payout of the game media, the number of payout of the game media, and
5 the like. In addition, the kind of the game media (credit or coin, for example) is not included in the element for defining the payout mode of the game media.

[0347]

For example, according to the method of paying out the
10 game media in the case of the return mode A, the coins are paid out regardless of the combination of the symbols, and the number of the games required for the payout of the game media is 0 and the number of paying the game media is 1.

In addition, the method of paying out the game media in
15 the case of the return mode B is the free game. The number of the games required for the payout of the game media is the number until the 1000 coins are paid out and the number of paying the game media is the number until the 1000 coins are paid out.

In addition, the method of paying the game media in the
20 case of the return mode C is the method in which the number of payout of the game media in response to the winning combination is increased. The number of the games required for the payout of the game media is the number until the increased number of coins to be paid out reaches 1000, and the number of paying
25 out the game media is the number until the increased number of coins reaches 1000.

[0348]

According to the second aspect of the present invention, in the second special game state, the payout mode of the game
30 media is not particularly limited as long as it is a game state that the predetermined number of game media is paid out. For example, the payout mode may be such that the predetermined number of game media is paid out in a lump, the free game is played, and the number of payout game media in response to the
35 winning combination is increased.

[0349]

According to the second aspect of the present invention, the payout mode of the game media in the second special game state may be the same as that in the first special game state, or it may be different from that. In addition, the payout mode of the game media in the second special game state may be specially implemented only when the second special game state is generated.

[0350]

Since the appearance and the internal construction of the gaming machine 10 are similar to those of the first embodiment expect for the game program later described, and description thereof has already been given by making reference to Figs. 1 to 4, the game program according to the third embodiment will be described here.

[0351]

The game program comprises a program regarding game proceeding, a first program for generating the bonus game (first special game state), and a second program for making the transition to the return mode (generation of the second special game state). In addition, the second program for making the transition to the return mode comprises three second programs for making the transition to the return modes A to C in which the payout modes of the coins are different. When the transition to the return mode is made, the main CPU 41 selects one return mode from the return modes A to C and carries out the second program for making the transition to the selected return mode. In addition, the game program comprises image data, audio data or the like which is outputted in the course of the game.

[0352]

Since the internal construction of the control device 200 is similar to that of the first embodiment expect for the correspondence table later described, and description thereof has been described by making reference to Fig. 5, the correspondence table according to the third embodiment will be described here.

[0353]

Fig. 23 is a figure schematically showing an example of correspondence table between a gaming machine identification number and a game history.

5 Each of the gaming machine identification numbers correspond to a game history based on the number of games, an accumulative number of coin-in, an accumulative number of coin-out, a payment balance in terms of the coins and a return rate of coin-out.

10 [0354]

When CPU 201 receives the number of coin-in, the number of coin-out and the gaming machine identification number from the gaming machine 10 through the communication interface 204, a game history corresponding to the gaming machine
15 identification number is updated. More specifically, 1 is added to the number of games, the number of coins inserted is added to the accumulative number of coin-in and the number of coins paid out is added to the accumulative number of coin-out. Furthermore, a payment balance in terms of the coins and a return
20 rate are calculated based on the accumulative number of coin-in and the accumulative number of coin-out. When CPU 201 determines that the number of games updated has reached a set value, the return command signal containing the number of coin-out in the return mode as data is transmitted to that gaming machine 10.

25 [0355]

Fig. 24 is a figure schematically showing an example of a correspondence table between the set value and the number of payout.

The number of payout "1000" in the return mode is set
30 corresponding to the set value "600". Therefore, the 1000 coins are paid out in any one of the return modes A to C. In addition, the correspondence table shown in Fig. 24 is stored in the hard disk drive 205 as data.

[0356]

35 According to the second aspect of the present invention,

the number of payout in the return mode is not necessarily constant as long as the payout mode of the game media in the plural kinds of the return modes in which the payout modes are different is the same. For example, the number of payout may be varied
5 with the game history and the like.

Fig. 25 is a figure schematically showing another example of correspondence table between a set value and the number of payouts.

At a set value "600", " $(-\text{payment balance}) \times 50\%$ (provided
10 that the number of coin-out = 1000 if a payment balance ≥ 0)" is set as the number of coin-out in the return mode. Hence, if a payment balance is "-2000" when the number of games reaches 600, the number of coin-out is 1000, and if a payment balance is "-4000", the number of coin-out is 2000.
15 [0357]

The authentication reading processing and the game mode selection processing executed in the gaming machine 10 are the same as those of the first embodiment and have already been described by making reference to Figs. 7 and 8. When the game
20 mode selection processing is executed, images as shown Figs. 26A and 26B are displayed on the lower image display panel 16.
[0358]

Figs. 26A and 26B are figures showing an image displayed on the lower image display panel when a game mode selection
25 processing is executed.

Note that Fig. 26 is the same as Fig. 9 except that a winning line is not shown.

[0359]

Among processing executed in the gaming machine 10, the
30 authentication reading processing (see Fig. 7), the game mode selection processing (see Fig. 8), the game execution processing (see Fig. 10), the lottery processing (see Figs. 11 and 12), the reel rotating control processing (see Figs. 13 to 15) and the bonus game processing (see Fig. 16) are similar to those
35 of the first embodiment, and description thereof has already

been given. Therefore, the return mode processing and the counting processing will be described here.

[0360]

Fig. 27 is a flowchart showing a subroutine of a return mode processing called and executed in step S20 of the subroutine shown in Fig. 10.

First, the main CPU 41 (processing device) selects one return mode from the three return modes A to C which have the different payout modes (step S280). In this process, the main CPU 41 selects the return mode based on a random number value provided by executing a random number generating program contained in the lottery program stored in the RAM 43. At this time, the main CPU 41 functions as means for selecting the payout mode of the coins in the return mode (second special game state) from plural kinds of the predetermined payout modes.

[0361]

Fig. 28 is a schematic view showing a correspondence table between the kind of the return mode and the payout mode.

According to the payout mode in the return mode A, 1000 coins are paid out. According to the payout mode in the return mode B, the free game is played. In addition, the return mode B is continued until 1000 coins are paid out. According to the payout mode in the return mode C, the game is played in which the number of payout in response to the winning combination is increased. In addition, according to the return mode C, the return mode C is continued until the increased number of coins to be paid out reaches 1000.

[0362]

Although it is described that the payout mode in the return mode is selected by the lottery in the third embodiment, the method of selecting the payout mode in the return mode is not particularly limited in the second aspect of the present invention. The payout mode may be selected in a predetermined order or the payout mode may be selected according to the game circumstance or the game history, for example.

[0363]

Next, the main CPU 41 determines whether or not the return mode A is selected (step S281). When it is determined that the return mode A is selected, the main CPU 41 (processing device)
5 reads out the second program corresponding to the return mode A from the three second programs stored in the RAM 43 (storage device), and executes the second program to perform the return mode A processing (step S282).

[0364]

10 In this processing, in a case where coins are reserved, the main CPU 41 conducts a processing for adding 1000 to the number of credits stored in RAM 43. On the other hand, in a case where the coins are to be paid out, the main CPU 41 transmits a control signal to the hopper 66 to conduct 1000 of coin-out.
15 In the payout of coins, the coin detecting section 67 counts the number of coins paid out from the hopper 66 and when the number of counts reaches a designated number (1000), transmits a payout completion signal to the main CPU 41. The main CPU 41 thereby completes a return mode A processing.

20 [0365]

Meanwhile, when it is determined that the return mode A is not selected in step S281, the main CPU 41 determines whether or not the return mode B is selected (step S283). When it is determined that the return mode B is selected, the main CPU
25 41 (processing device) reads out the second program corresponding to the return mode B from the three second programs stored in the RAM 43 (storage device), and executes the second program to perform the return mode B processing (step S284). In the return mode B processing, the free games are played
30 until 1000 coins are paid out. This process will be described in detail below with reference to Figs. 29 and 30.

[0366]

Meanwhile, when it is determined that the return mode B is not selected in step S285, the main CPU 41 (processing
35 device) reads out the second program corresponding to the return

mode C from the three second programs stored in the RAM 43 (storage device), and executes the second program to perform the return mode C processing (step S285). In the return mode C processing, the games are performed in which the number of payout in response to the winning combination is increased. This process will be described in detail below with reference to Figs. 31 and 32. [0367]

After step S282 (the return mode A processing), step S284 (the return mode B processing) or step S285 (the return mode C processing) is executed, the main CPU 41 sets the return mode flag to "OFF" (step S286) and completes this subroutine. [0368]

Fig. 29 is a flowchart showing a subroutine of the return mode B processing called and executed in step S284 of the subroutine shown in Fig. 27.

First, the main CPU 41 executes the random number generating program contained in the lottery program and selects the random number value corresponding to each of the three reels 14 from a numeric value range of 0 to 255 (step S321). Then, the main CPU 41 refers to the symbol weighting determination data corresponding to payout rate setting data (payout rate setting data for the return mode B) outputted from the GAL and stored in the RAM 43, and determines the code NO. (refer to Fig. 3) of each reel 14 based on the selected three random number values (step S322). Thus, the winning combination is determined in step S322. [0369]

Here, the winning combination in the return mode B will be described.

Fig. 30 is a figure describing a relationship among winning combinations of plural kinds, establishment possibility of each winning combination and the number of coin-out in the return mode B. In addition, the establishment possibilities shown in the drawing show possibilities which the winning combinations are established in a case where the code No. of each reel 14

is determined based on the three random number values referring to the symbol weighting determination data. That is, the random number values are not made to correspond to each winning combination.

5 [0370]

The establishment possibility of a bonus game trigger is 0.8%. When a player hits the bonus game trigger in the return mode B, the three "APPLE" symbols are stop displayed on the winning line and the coins are paid out, but the bonus game
10 is not generated.

The number of coins to be paid out in this case is the number provided by subtracting the accumulated number of payout in the return mode B from 1000. Therefore, in a case where 300 coins have been paid out in the return mode B already, when
15 the bonus game trigger is established, 700 coins are to be paid out. According to other winning combinations, the lower the establishment possibility of the winning combination is, the higher the number of coin-out is set.

[0371]

20 Next, the main CPU 41 performs a rotating control processing of the reel (step S323). Since this processing is the same as that in step S14 (refer to Figs. 13 to 15) in the subroutine shown in Fig. 10, its description will be omitted.

[0372]

25 Next, the main CPU 41 determines the number of payout (refer to Fig. 30) corresponding to the winning combination (step S324). Then, the main CPU 41 determines whether or not the sum of the accumulated number of coin-out in the return mode B stored in the RAM 43 and the number of payout determined
30 in step S324 is less than 1000 (step S325).

When it is determined that the sum of the accumulative number of coin-in and the number of payout is less than 1000, the main CPU 41 performs the payout processing (step S326), and the number of coin-outs determined in step S324 is paid
35 out. Then, the main CPU 41 updates the accumulated number of

payout in the return mode B by adding the number of payout determined in step S324 to the accumulated number of payout in the return mode B stored in the RAM 43 and stores it in the RAM 43 (step S327). Then, the operation returns to step S321.

5 [0373]

Meanwhile, when it is determined in step S325 that the sum of the accumulated number of payout and the number of payout is not less than 1000, the main CPU 41 changes the number of payout (step S328). In this process, the main CPU 41 determines
10 the value which is provided by subtracting the accumulative number of coin-out in the return mode B from 1000, as the number of payout. Then, the main CPU 41 performs the payout processing (step S329) and pays out the number of coin-outs determined in step S328. Then, this subroutine is completed.

15 [0374]

Fig. 31 is a flowchart showing a subroutine in the return mode C processing called and executed in step S285 in the subroutine shown in Fig. 27.

First, the main CPU 41 determines whether or not the coin
20 is BET (step S340). When it is determined that the coin is not BET, the operation is returned to step S340. Meanwhile, when it is determined that the coin is BET, the main CPU 41 performs a processing subtracting the number of credit (step S341) and determines whether or not the spin button 23 is turned ON (step
25 S342). When it is determined that the spin button 23 is not turned ON, the operation is returned to step S340. Meanwhile, when it is determined that the spin button 23 is turned ON, the operation proceeds to step S343. In addition, the processes in steps S340 to S342 are the same as the processes in steps
30 S10 to S12 in the subroutine shown in Fig. 10.

[0375]

In step S343, the main CPU 41 selects the random number value corresponding to each of the three reels 14 from the numeric value range of 0 to 255 by executing the random number generating
35 program contained in the lottery program (step S343). Then,

the main CPU 41 refers to the payout rate setting data outputted from the GAL and stored in the RAM 43 and determines the code NO. (refer to Fig. 3) of each reel 14 based on the three selected random number values (step S344). Thus, the winning combination is determined in step S344.

[0376]

Here, the winning combination in the return mode C will be described.

Fig. 32 is a figure describing a relationship among winning combinations of plural kinds, establishment possibility of each winning combination and the number of coin-out in the return mode C. In addition, the establishment possibilities shown in the drawing show possibilities which the winning combinations are established in a case where the code No. of each reel 14 is determined based on the three random number values referring to the symbol weighting determination data. That is, the random number values are not made to correspond to each winning combination.

[0377]

The number of payout related to each winning combination is the number of coin-out per one coin-in and comprises the normal number of payout and the increased number of payout. The normal number of payout is the same as the number of payout shown in Fig. 12. The increased number of payout is about a half of the number of payout shown in Fig. 12. Therefore, when a certain winning combination is established in the return mode C, the number of coins which is 1.5 times as many as the number of coins in the case where the winning combination is established in normal game is paid out.

[0378]

In addition, when a player hits the bonus game trigger in the return mode C, the three "APPLE" symbols are stop displayed on the winning line and the coins are paid out, but the bonus game is not generated. As the number of coins to be paid out when the bonus game trigger is established, the normal number

of payout is set to 0, and the number provided by subtracting the accumulated number of payout in the return mode C from 1000 is set as the increased number of payout. Therefore, in a case where the accumulative increased number of coin-out has reached
5 300 in the return mode C, when the bonus game trigger is established, 700 coins are to be paid out.

[0379]

Next, the main CPU 41 performs the rotating control processing of the reel (step S345). Since this process is the
10 same as that in step S14 (refer to Figs. 13 to 15) in the subroutine shown in Fig. 10, its description will be omitted.

[0380]

Next, the main CPU 41 determines whether or not the winning combination is established (step S346) and when it is determined
15 that the winning combination is not established, the operation is returned to step S340. Meanwhile, when it is determined that the winning combination is established, the number (refer to Fig. 32) of coin-out corresponding to the number of coin-in and the winning combination is determined (step S347).

20 [0381]

Then, the main CPU 41 determines whether or not the sum of the accumulated increased number of coin-out in the return mode C stored in the RAM 43 and the increased number of coin-out contained in the number of payout determined in step S347 is
25 less than 1000 (step S348).

When it is determined that the sum of the accumulated increased number of payout and the increased number of payout is less than 1000, the main CPU 41 performs the payout processing (step S349), the number of coin-outs determined in step S347
30 is paid out. Then, the main CPU 41 updates the accumulated increased number of coin-out by adding the increased number of coin-out contained in the number of payout determined in step S347 to the accumulated increased number of payout in the return mode C stored in the RAM 43, and stores it in the RAM
35 43 (step S350). Then, the operation returns to step S340.

[0382]

Meanwhile, when it is determined that the sum of the accumulated increased number of payout and the increased number of payout is not less than 1000 in step S348, the main CPU 41 changes the number of payout (step S351). In this process, the main CPU 41 changes the number of payout so that the value provided by subtracting the accumulated increased number of payout in the return mode C from 1000 becomes the increased number of payout. Then, the main CPU 41 performs the payout processing (step S352) and pays out the number of coin-outs determined in step S351. Then, this subroutine is completed.

[0383]

Fig. 33 is a flowchart showing a counting processing called and executed in step S22 of the subroutine shown in Fig. 10.

The processing is a processing conducted between the main CPU 41 of a gaming machine 10 and CPU 201 of the control device 200.

[0384]

To begin with, the main CPU 41 transmits by the communication interface 44 the number of coin-in and the number of coin-out stored in RAM 43 together with the gaming machine identification number to the control device 200 through the communication line 101 (step S290). The number of coin-in and the number of coin-out transmitted to the control device 200 from the gaming machine 10 are those of the game concerned.

The processing in step S290 is a processing in which the main CPU 41 (processing device) transmits the identification information of the gaming machine 10 stored in the RAM 43 (storage device) to the control device 200 through the communication line 101, each time a game is played. When the processing in step S290 is executed, the main CPU 41 functions as means for transmitting the identification information of the gaming machine 10 to the control device 200 through the communication line 101.

[0385]

On the other hand, the CPU 201 of the control device 200, when receiving from the gaming machine 10 the number of coin-in, the number of coin-out and the gaming machine identification number through the communication line 101 by the communication interface 204, updates the number of games, the accumulative number of coin-in and the accumulative number of coin-out corresponding to the received gaming machine identification number (step S300), by choosing the data, which are made to correspond to each of the gaming machine identification numbers, of the number of games, the accumulative number of coin-in, the accumulative number of coin-out stored in the hard disc drive 205 (see Fig. 23).

[0386]

Then, CPU 201 determined whether the number of games after the updating has reached the set value or not (step S301). If it is determined that the number of games after the updating has not reached the set value, the subroutine is completed.

[0387]

Meanwhile, when it is determined that the number of games after updated reaches the set value in step S301, the CPU 201 transmits the return command signal showing the number of payout by the interface circuit 204 to the gaming machine 10 in which the number of games has reached the set value, through the communication line 101 (step S303). Then, the CPU 201 resets the number of games stored in the hard disk drive 205 so as to be related to the gaming machine identification number of the gaming machine 10 to 0 (step S304).

[0388]

When the main CPU 41 of the gaming machine 10 receives the return command signal transmitted from the control device 200 in step S303, it sets the return mode flag to "ON" (step S291). The processing in step S291 is a processing which receives the command signal transmitted from the control device 200 when the number of games accumulatively counted by the control device 200 based on the identification information of the gaming

machine 10 reaches the set value. In step S291, the main CPU 41 functions as means for receiving the command signal transmitted from the control device 200. Then, the main CPU 41 stores the data showing the number of payout contained in the return command signal in the RAM 42 (step S292), and completes this processing.

[0389]

As described above, the gaming machine 10 according to the third embodiment comprises the main CPU 41 (processing device) and the RAM 43 (storage device), and is connected to the control device 200 which accumulatively counts the number of games in for every gaming machine of a plurality of gaming machines 10 through the communication line 101. The main CPU 41 executes: a processing executing the lottery program stored in the RAM 43 to perform the processing determining one winning combination selected from plural kinds of the predetermined winning combinations (refer to Fig. 11); the processing reading from the RAM 43 a first program for generating the bonus game (the first special game state) when the determined winning combination is the special winning combination of "bonus game trigger", and executing the first program (refer to Fig. 16); the processing transmitting the identification information of the gaming machine 10 stored in the RAM 43 to the control device 200 through the communication line each time the game is played (step S290 in Fig. 33); the processing receiving the command signal transmitted from the control device when the number of games accumulatively counted by the control device 200 based on the identification information of the gaming machine reaches the set value (step S291 in Fig. 33); the processing reading from the RAM 43 a second program for making transition to the return mode, and executing the second program (generation of the second special game state) based on the command signal (refer to Fig. 27); and the processing selecting the second program for reading from the RAM 43 and executing, from the three kinds of second programs in which the payout modes of the coin are

different (step S280 in Fig. 27).

[0390]

In addition, the gaming machine 10 is connected to the control device 200 which accumulatively counts the number of games in for every gaming machine 10 of a plurality of gaming machines 10 through the communication line 101, and comprises the winning combination determination means (the main CPU 41, for example) for determining the winning combination by the lottery, the means (the main CPU 41, for example) for generating the bonus game (the first special game state) when the determined winning combination is the special winning combination of the "bonus game trigger", the means (the main CPU 41, for example) for transmitting the identification information of the gaming machine 10 to the control device 200 through the communication line 101 each time the game is played, the means (the main CPU 41, for example) for receiving the command signal transmitted from the control device 200 when the number of games accumulatively counted by the control device 200 based on the identification information of the gaming machine reaches the set value, the means (the main CPU 41, for example) for generating the second special game state based on the command signal, and the means (the main CPU 41, for example) for selecting the payout mode of the game media in the second special game state from plural kinds of the predetermined payout modes.

[0391]

According to the gaming machine 10, when the number of games counted by the control device 200 reaches the set value and the command signal transmitted from the control device is received, the transition to the return mode is surely made. Therefore, even in a case where the first special game state has not generated for a long period of time and many coins are spent, when the game is played until the number of games reaches the set value, the transition to the return mode is surely made, so that player can get a profit.

[0392]

In addition, the payout mode of the coin in the return mode is selected from plural kinds of the predetermined payout modes (return modes A to C). Even when any mode is selected, although the number of coin-out in the return mode is the same,
5 a variety of return modes can be provided by changing the payout mode of the coin in the return mode.

[0393]

Therefore, the player who has spent many coins can receive return in various modes for playing a game until the number
10 of games reaches the set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0394]

15 The gaming machine 10 according to the third embodiment is connected to the control device 200 through the communication line 101 and the control device counts the number of games in the gaming machine 10, and determines whether or not the transition to the return mode is made (whether or not the second
20 special game state is generated). However, the gaming machine 10 does not always uses the network and may be stand alone.

[0395]

A standalone gaming machine 10 according to the second aspect of the present invention comprises a main CPU 41
25 (processing device) and a RAM 43 (storage device), and the main CPU 41 executes: a processing executing a lottery program stored in the RAM 43 to perform a processing determining one winning combination selected from plural kinds of the predetermined winning combinations; a processing reading from the RAM 43 a
30 first program for generating the bonus game (the first special game state) when the determined winning combination is the special winning combination of "bonus game trigger", and executing the first program; a processing accumulatively counting the number of games every time the game is played;
35 a processing determining whether or not the number of games

reaches the set value; a processing reading from the RAM 43
a second program for making transition to the return mode
(generation of the second special game state) when it is
determined that the number of games reaches the set value, and
5 executing the second program; and a processing selecting the
second program for reading from the RAM 43 and executing, from
plural kinds of second programs in which the payout modes of
the coin are different.

[0396]

10 This gaming machine 10 comprises: winning combination
determination means (the main CPU 41, for example) for
determining the winning combination by the lottery; means (the
main CPU 41, for example) for generating the bonus game when
the determined winning combination is the special winning
15 combination of the "bonus game trigger"; means (the main CPU
41, for example) for accumulatively counting the number of games
every time the game is played; means (the main CPU 41, for
example) for determining whether or not the number of games
reaches the set value; means (the main CPU 41, for example)
20 for making transition to the return mode (generation of the
second special game state) when it is determined that the number
of games reaches the set value; and means (the main CPU 41,
for example) for selecting the payout mode of the coin in the
return mode from plural kinds of the predetermined payout modes.

25 [0397]

In addition, the gaming machine 10 may comprise the
following configuration. That is, the gaming machine 10
comprises a main CPU 41 (central processing device) and a RAM
43 (storage device). The main CPU 41 executes: a processing
30 executing a lottery program stored in the RAM 43 to perform
a processing determining one winning combination selected from
plural kinds of the predetermined winning combinations (see
Fig. 11); a processing reading from the RAM 43 a first program
for generating the bonus game (the first special game state)
35 when the determined winning combination is the special winning

combination of the "bonus game trigger", and executing the first program (see Fig. 16); a processing reading from RAM 43 a second program for making transition to the return mode (generation of the second special game state) in a case where the predetermined
5 number (three, for example) of the bonus games are not generated until the number of games accumulatively counted each time a game is played reaches the set value, and executing the second program (see Fig. 27); and a processing selecting the second program for reading from the RAM 43 and executing, from the
10 three kinds of the second programs in which the payout modes of the coin are different (step S280 in Fig. 27).

According to this gaming machine 10, the number of generation of the bonus game is counted every time the process in Fig. 16 is started and when the number of the bonus game
15 reaches the predetermined times (3 times, for example), a game number reset signal may be transmitted to the control device 200 in step S71 shown in Fig. 16.

[0398]

Such gaming machine 10 comprises: winning combination
20 determination means (the main CPU 41, for example) for determining a winning combination by a lottery; means (the main CPU 41, for example) for generating a first special game state which is a game state advantageous to a player when the determined winning combination is the special winning combination; means
25 (the main CPU 41, for example) for generating a second special game state in which the predetermined number of the game media is paid out in a case where the predetermined number (three, for example) of the first special game state is not generated until the number of games accumulatively counted each time a
30 game is played reaches a set value; and means (the main CPU 41, for example) for selecting the payout mode of the game media in the second special game state from plural kinds of the predetermined payout modes.

[0399]

35 According to the gaming machine 10, the game shifts to

the return mode in a case where predetermined number of the bonus game is not generated until the number of games reaches a set value. In addition, the payout mode of the coins in the return mode is selected from plural kinds of the predetermined payout modes. Therefore, the player who has spent many coins can receive return until the number of games reaches the set value in various modes. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0400]

In addition, although the gaming machine 10 according to the third embodiment makes the transition to the return mode (generation of the second special game state) when the number of games reaches a set value, the second aspect of the present invention is not limited to this example.

The gaming machine 10 of the second aspect of the present invention may make transition to the return mode (generation of the second special game state) when the payment balance in terms of coins becomes equal to or below the set value.

[0401]

Such gaming machine 10 comprises a main CPU 41 (processing device), and a RAM 43 (storage device), and is connected to a control device 200 which accumulatively counts the payment balance in terms of coins for every gaming machine 10 of a plurality of gaming machines 10 through a communication line 101. The main CPU 41 executes: a processing executing a lottery program stored in the RAM 43 to perform a processing determining one winning combination selected from plural kinds of the predetermined winning combinations; a processing reading from the RAM 43 a first program for generating the bonus game (the first special game state) when the determined winning combination is the special winning combination of "bonus game trigger", and executing the first program; a processing transmitting the number of coin-in and the number of coin-out

in that game stored in the RAM 43 with the identification information of the gaming machine 10 to the control device through the communication line each time a game is played; a processing receiving a command signal transmitted from the control device
5 200 when the payment balance in terms of coins accumulatively counted by the control device 200 based on the identification information of the gaming machine 10 and the number of coin-in and the number of coin-out in that game become equal to or below the set value; a processing reading from the RAM 43 a second
10 program for making transition to the return mode (generation of the second special game state) based on the command signal, and executing the second program; and a processing selecting the second program for reading from the RAM 43 and executing, from the plural kinds of the second programs in which the payout
15 modes of the coin are different.

[0402]

Such gaming machine 10 comprises: winning combination determination means (the main CPU 41, for example) for determining a winning combination by a lottery; means (the main
20 CPU 41, for example) for generating a bonus game (the first special game state) when the determined winning combination is the special winning combination of "bonus game trigger"; means (the main CPU 41, for example) for transmitting the payment balance in terms of coins in that game with the identification
25 information of the gaming machine 10 to the control device 200 through the communication line 101 each time a game is played; means (the main CPU 41, for example) for receiving the command signal transmitted from the control device 200 when the payment balance in terms of coins accumulatively counted by the control
30 device 200 based on the payment balance in terms of coins in that time and the identification information of the gaming machine 10 reaches a set value; means (the main CPU 41, for example) for making transition to the return mode (generation of the second special game state) based on the command signal;
35 and means (the main CPU 41, for example) for selecting the payout

mode of coins in the return mode from the plural kinds of the predetermined payout modes.

[0403]

5 According to this gaming machine 10, in a case where the command signal transmitted from the control device 200 is received when the payment balance in terms of coins counted by the control device 200 becomes equal to or below a set value, the game always shifts to the return mode. In addition, the payout mode of the coins in the return mode is selected from
10 plural kinds of the predetermined payout modes. Therefore, the player who has spent many coins can receive return in various modes until the payment balance of coins becomes equal to or below a set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant
15 against the game, building up distrust thereto, or losing interest in or a concern on the game.

[0404]

The above-mentioned gaming machine 10 is connected to the control device 200 through the communication line 101, and
20 the control device 200 counts the payment balance in terms of coins in the gaming machine 10 and determines whether or not the game shifts to the return mode (whether or not the second special game state is generated). However, the gaming machine 10 may not always uses the network and may be standalone.

25 [0405]

Such gaming machine 10 comprises a main CPU 41 (processing device) and a RAM 43 (storage device), and the main CPU 41 executes: a processing executing a lottery program stored in the RAM 43 to perform a processing determining one winning
30 combination selected from plural kinds of the predetermined winning combinations; a processing reading from the RAM 43 a first program for generating the bonus game (the first special game state) when the determined winning combination is the special winning combination of "bonus game trigger", and
35 executing the first program; a processing counting

accumulatively the payment balance in terms of the game media each time a game is played; a processing determining whether or not the payment balance in terms of the game media becomes equal to or below the set value; a processing reading from the
5 RAM 43 a second program for make transition to the return mode (generation of the second special game state) when it is determined that the payment balance in terms of the game media becomes equal to or below the set value, and executing the second program; and a processing selecting the second program for
10 reading from the RAM 43 and executing, from plural kinds of the second programs in which the payout modes of the coin are different.

[0406]

This gaming machine 10 comprises: winning combination
15 determination means (the main CPU 41, for example) for determining a winning combination by a lottery; means (the main CPU 41, for example) for generating the bonus game (the first special game state) when the determined winning combination is the special winning combination of the "bonus game trigger";
20 means (the main CPU 41, for example) for counting accumulatively the payment balance in terms of the game media each time a game is played; means (the main CPU 41, for example) for determining whether or not the payment balance in terms of the game media becomes equal to or below a set value; means (the main CPU 41,
25 forexample) formakingtransitiontothereturnmode (generation of the second special game state) when it is determined that the payment balance in terms of the game media becomes equal to or below the set value; and means (the main CPU 41, for example) for selecting the payout mode of the coin in the return mode
30 from plural kinds of the predetermined payout modes.

[0407]

In addition, the gaming machine 10 may comprises the following configuration. That is, the gaming machine 10 comprises a main CPU 41 (processing device) and a RAM 43 (storage
35 device). The main CPU 41 executes: a processing executing a

lottery program stored in the RAM 43 to perform a processing determining one winning combination selected from plural kinds of the predetermined winning combinations (refer to Fig. 11); a processing reading from the RAM 43 a first program for generating the bonus game (the first special game state) when the determined winning combination is the special winning combination of "bonus game trigger", and executing the first program (refer to Fig. 16); a processing reading from the RAM 43 a second program for making transition to the return mode (generation of the second special game state) in a case where the predetermined number (three, for example) of the bonus game is not generated until the payment balance in terms of coins accumulatively counted each time a game is played becomes equal to or below the set value, and executing the second program; and a processing selecting the second program for reading from the RAM 43 and executing, from the three kinds of the second programs in which the payout modes of the coin are different.

[0408]

Such gaming machine 10 comprises: winning combination determination means (the main CPU 41, for example) for determining a winning combination by a lottery; means (the main CPU 41, for example) for generating the first special game state which is a game state advantageous to a player when the determined winning combination is the special winning combination; means (the main CPU 41, for example) for generating the second special game state in which the predetermined number of the game media is paid out in a case where the predetermined number (three, for example) of the first special game state is not generated until the payment balance in terms of coins accumulatively counted each time a game is played becomes equal to or below the set value; and means (the main CPU 41, for example) for selecting the payout mode of the game media in the second special game state from plural kinds of the predetermined payout modes.

[0409]

According to the gaming machine 10, the game shifts to

the return mode in a case where the predetermined number of the bonus game is not generated until the payment balance in terms of coins becomes equal to or below the set value. In addition, the payout mode of the coins in the return mode is
5 selected from plural kinds of the predetermined payout modes. Therefore, the player who has spent many coins can receive return in various modes until the number of games reaches the set value. As a result, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game,
10 building up distrust thereto, or losing interest in or a concern on the game.

[0410]

According to the third embodiment, the description has been made of the case where a set value is fixed to one set
15 value and the number of coin-outs in the return mode is fixed to one value. However, the second aspect of the present invention is not limited to this example. For example, the set value may be selected from predetermined candidate values which are set stepwise in advance , and the number of coin-outs in
20 the return mode may be determined according to the set value.

A description will be made of the case where the gaming machine 10 comprises the above constitution.

[0411]

Fig. 34 is a figure schematically showing an example of
25 correspondence table between a gaming machine identification number and a game history. The correspondence table is stored as data in the hard disk drive 205 of the control device 200. Each of the gaming machine identification numbers is made to correspond to the number of games as a game history, an
30 accumulative number of coin-ins, an accumulative number of coin-outs, a payment balance in terms of the coins and a return rate of coin-outs.

[0412]

A set value that is an object of comparison with the number
35 of games is determined for each of the gaming machine

identification numbers. The set value is selected from plural candidate values "600", "1200" and "2400" stepwise determined in advance. A set value "600" is assigned to the gaming machine 10 with the gaming machine identification number "001". A set value "600" is assigned to the gaming machine 10 with the gaming machine identification number "002". A set value "1200" is assigned to the gaming machine 10 with the gaming machine identification number "003". In the second aspect of the present invention, the values or number of the candidate values is not particularly limited, and may be set according to circumstances. Moreover, the set value does not need to be set individually for each of the gaming machines 10, but assigned to plural gaming machines 10 collectively.

[0413]

When CPU 201 receives the number of coin-in, the number of coin-out and the gaming machine identification number from the gaming machine 10 through the communication interface 204, a game history corresponding to the gaming machine identification number is updated. More specifically, 1 is added to the number of games, the number of coins inserted is added to the accumulative number of coin-ins and the number of coins paid out is added to the accumulative number of coin-outs. Furthermore, a payment balance in terms of the coins and a return rate are calculated based on the accumulative number of coin-ins and the accumulative number of coin-outs. When CPU 201 determines that the number of games updated has reached a set value, CPU 201 determines the number of coin-outs in the return mode based on the set value.

[0414]

Fig. 35 is a figure schematically showing an example of correspondence table between a set value and the number of payouts.

The number of coin-outs "1000" in the return mode is set corresponding to a set value of "600". The number of coin-outs "2000" in the return mode is set corresponding to a set value

of "1200". The number of coin-outs "4000" in the return mode is set corresponding to a set value of "2400". Since, in the third embodiment, the number of coin-outs in the payout return mode is larger the larger a set value is, a profit matching the number of games played by a player is given to the player in the return mode. Therefore, it can be prevented for a player who has spent many of the game media from feeling unpleasant against the game, building up distrust thereto, or losing interest in or a concern on the game. Note that the correspondence table shown in Fig. 35 is stored on the hard disc drive 205 as data.

[0415]

In the second aspect of the present invention, it is not necessary for the number of coin-outs set to correspond to a set value to be constantly the same, and for example, the number of coin-outs set to correspond to a set value may be changeable according to a game history and the like.

Fig. 36 is a figure schematically showing another example of correspondence table between a set value and the number of payouts.

At a set value "600", " $(-\text{payment balance}) \times 50\%$ (provided that the number of coin-outs = 1000 if a payment balance ≥ 0)" is set as the number of coin-outs in the return mode. Hence, if a payment balance is "-2000" when the number of games reaches 600, the number of coin-outs is 1000, and if a payment balance is "-4000", the number of coin-outs is 2000. At a set value "1200", " $(-\text{payment balance}) \times 60\%$ (provided that the number of coin-outs = 2000 if payment balance ≥ 0)" is set as the number of coin-outs in the return mode. At a set value "2400", " $(-\text{payment balance}) \times 70\%$ (provided that the number of coin-outs = 4000 if payment balance ≥ 0)" is set as the number of coin-outs in the return mode.

[0416]

Fig. 37 is a flowchart showing another example of the counting processing.

In the flowchart shown in Fig. 37, the same numerical references are assigned to steps which conduct processing similar to those in the flowchart shown in Fig. 33.

Here, one set value selected from plural candidate values
5 "600", "1200" and "2400" stepwise determined in advance is set to each of the plural gaming machines 10 (refer to Fig. 34).
[0417]

To begin with, the main CPU 41 transmits by the communication interface 44 the number of coin-ins and the number
10 of coin-outs stored in RAM 43 together with the gaming machine identification number to the control device 200 through the communication line 101 (step S290). The number of coin-ins and the number of coin-outs transmitted to the control device 200 from the gaming machine 10 are those of the game concerned.

15 The processing in step S290 is a processing in which the main CPU 41 (processing device) transmits the identification information of the gaming machine 10 stored in the main RAM 43 (storage device) to the control device 200 through the communication line 101, each time a game is played. When the
20 processing in step S290 is executed, the main CPU 41 functions as means for transmitting the identification information of the gaming machine 10 to the control device 200 through the communication line 101.

[0418]
25 On the other hand, the CPU 201 of the control device 200, when receiving from the gaming machine 10 the number of coin-ins, the number of coin-outs and the gaming machine identification number through the communication line 101 by the communication interface 204, updates the number of games, the accumulative
30 number of coin-ins and the accumulative number of coin-outs corresponding to the received gaming machine identification number (step S300), by choosing the data, which are made to correspond to each of the gaming machine identification numbers, of the number of games, the accumulative number of coin-ins,
35 the accumulative number of coin-outs stored in the hard disc

drive 205 (refer to Fig. 34) (step S300).

[0419]

Then, CPU 201 determined whether the number of games after the updating has reached the set value or not (step S301). If
5 it is determined that the number of games after the updating has not reached the set value, the subroutine is completed.

[0420]

On the other hand, if it is determined in step S301 that the number of games after the updating has reached the set value,
10 CPU 201 determines the number of coin-outs corresponding to the set value, based on a correspondence table (see Fig. 35) between the set value and the number of coin-outs stored in the hard disc drive 205 (step S302).

[0421]

15 Then, CPU 201 transmits through the communication line 101 by the communication interface 204 to the gaming machine 10 in which the number of games has reached the set value, a return command signal showing the set value and the number of payout coins (step S303). Thereafter, CPU 201 resets to 0 the
20 number of games stored in the hard disc drive 205 which are made to correspond to the gaming machine identification number of the gaming machine 10 (step S304). In succession thereto, CPU 201 selects a new set value by lottery and the selected set value is stored in the hard disc drive 205, being made to
25 correspond to the gaming machine identification number of the concerned gaming machine 10 (step S305).

[0422]

The main CPU 41 of the gaming machine 10, when receiving the return command signal transmitted from the control device
30 200 in step S303, sets the return mode flag to the state "ON" (step S291). The processing in step S291 is a processing for receiving a command signal transmitted from the control device 200 when the number of games accumulatively counted by the control device 200 based on the identification information of the gaming
35 machine 10 reaches a set value selected from plural candidate

values stepwise determined in advance. In step S291, the main CPU 41 functions as means for receiving a command signal transmitted from the control device 200. The main CPU 41 thereafter stores into RAM 43 data showing the set value and
5 the number of payout coins, included in the return command signal (step S292). Thereafter, the present processing is completed. [0423]

A payout mode as the second special game state may includes a payout mode in which a predetermined number of game media
10 is paid out to a player when the number of games reaches a set value like a return mode A. It may alternatively include a payout mode that when the number of games reaches a set value, the return mode as the second special game state, allowing a player to have a privilege in a similar manner to the first special
15 game state such as a free game, a second game, a mystery game and the like, can be set, and a predetermined number of game media is paid out by one of the above-mentioned game mode.

In the aforementioned third embodiment, both embodiments are exemplified. The second special game state in the second
20 aspect of the present invention includes both embodiments. [0424]

A timing at which a predetermined number of game media is paid out is not limited to such a timing at which one game is completed and symbol sequences are stop displayed as in the
25 mystery game described above, and for example, game media may be immediately paid out when the number of games reaches a set value.

Moreover, various kinds of modified embodiments as described in the first embodiment and the second embodiment
30 can also be applied to the second aspect of the present invention. [0425]

Although the embodiment according to the present invention has been described, the description presents only some of the specific examples, and is not intended to limit the present
35 invention in any way and specific constructions of each means

and the like can be properly changed in terms of design. Besides, the effects described in the embodiment of the present invention are only the most preferable effects generated from the present invention and effects to be caused by the present invention is not limited to those described in the embodiment of the present invention.

BRIEF DESCRIPTION OF THE DRAWINGS

[0426]

- 10 Fig. 1 is a schematic diagram showing the entire construction of a game system according to the first embodiment;
Fig. 2 is a perspective view schematically showing a gaming machine according to the first embodiment;
Fig. 3 is a schematic view showing the symbol sequence
15 depicted on the outer circumferential surface of each reel;
Fig. 4 is a block diagram showing the internal construction of the gaming machine shown in Fig. 2;
Fig. 5 is a block diagram showing the internal construction of a control device according to the first embodiment;
20 Fig. 6 is a figure schematically showing an example of correspondence table between a gaming machine identification number and a game history;
Fig. 7 is a flowchart showing a procedure in an authentication reading processing for a game program and a game
25 system program executed by a mother board and a gaming board shown in Fig. 4;
Fig. 8 is a flowchart showing a subroutine of a game mode selection processing;
Figs. 9A and 9B are figures showing an image displayed
30 on the lower image display panel when a game mode selection processing is executed;
Fig. 10 is a flowchart showing a subroutine of a game execution processing;
Fig. 11 is a flowchart showing a subroutine of a lottery
35 processing;

Fig. 12 is a figure schematically showing a relation between a plural winning combination, establishment possibility of the winning combination and the number of payout in the first embodiment;

5 Fig. 13 is a flowchart showing a subroutine of a reel rotating control processing;

 Figs. 14A to 14D are side views for describing a rotating operation of the reel;

10 Fig. 15 is a schematic diagram showing a correspondence table between the number of steps and the code No.;

 Fig. 16 is flowchart showing a subroutine of a bonus game processing;

 Fig. 17 is a flowchart showing a subroutine of a return mode processing;

15 Fig. 18 is a figure showing an example of image displayed on the lower image display panel when a game state shifts to the return mode (when the second special game state is generated);

 Fig. 19 is a flowchart showing a subroutine of a counting processing;

20 Fig. 20 is a flowchart showing a subroutine of a return mode processing in a second embodiment;

 Fig. 21 is a figure schematically showing a relation between a plural winning combination, establishment possibility of the winning combination and the number of payout in the return
25 mode according to the second embodiment;

 Fig. 22 is a flowchart showing another example of a subroutine of a game execution processing;

30 Fig. 23 is a figure schematically showing an example of correspondence table between a gaming machine identification number and a game history according to the third embodiment;

 Fig. 24 is a figure schematically showing an example of correspondence table between a set value and the number of payouts according to the third embodiment;

35 Fig. 25 is a figure schematically showing another example of correspondence table between a set value and the number of

payouts according to the third embodiment;

Figs. 26A and 26B are figures showing an image displayed on the lower image display panel when a game mode selection processing is executed in the third embodiment;

5 Fig. 27 is a flowchart showing a subroutine of a return mode processing according to the third embodiment;

Fig. 28 is a schematic view showing a correspondence table between a kind of the return mode and a payout mode according to the third embodiment;

10 Fig. 29 is a flowchart showing a subroutine of a return mode B processing according to the third embodiment;

Fig. 30 is a figure describing a relationship among winning combinations of plural kinds, establishment possibility of each winning combination and the number of coin-out in the return mode B in the third embodiment;

15 Fig. 31 is a flowchart showing a subroutine of a return mode C processing according to the third embodiment;

Fig. 32 is a figure describing a relationship among winning combinations of plural kinds, establishment possibility of each winning combination and the number of coin-out in the return mode C according to the third embodiment;

20 Fig. 33 is a flowchart showing a subroutine of a count process according to the third embodiment;

Fig. 34 is a view schematically showing another example of the correspondence table between the set value and the number of payout according to the third embodiment;

25 Fig. 35 is a flowchart showing another example of the subroutine of the count process according to the third embodiment;

30 Fig. 36 is a flowchart schematically showing another example of the correspondence table between the gaming machine identification number and the game history according to the third embodiment; and

35 Fig. 37 is a schematic view showing another example of the correspondence table between the set value and the number

of payout according to the third embodiment.

EXPLANATION OF SYMBOLS

[0427]

- | | | |
|----|----|-----------------------------------|
| 5 | 10 | Gaming machine (slot machine) |
| | 11 | Cabinet |
| | 12 | Top box |
| | 13 | Main door |
| | 14 | (14L, 14C, 14R) Reel |
| 10 | 15 | (15L, 15C, 15R) Display window |
| | 16 | Lower image display panel |
| | 18 | Coin tray |
| | 19 | Coin payout exit |
| | 20 | Control panel |
| 15 | 21 | Coin receiving slot |
| | 22 | Note identifier |
| | 23 | Spin button |
| | 24 | Change button |
| | 25 | CASHOUT button |
| 20 | 26 | 1-BET button |
| | 27 | Maximum BET button |
| | 29 | Speaker |
| | 30 | Lamp |
| | 31 | Number-of-credits display section |
| 25 | 32 | Number-of-payouts display section |
| | 33 | Upper image display panel |
| | 34 | Belly glass |
| | 35 | Ticket printer |
| | 36 | Card reader |
| 30 | 37 | Data display |
| | 38 | Key pad |
| | 39 | Ticket with a bar code |
| | 40 | Mother board |
| | 41 | Main CPU |
| 35 | 42 | ROM |

- 43 RAM
- 44 Communication interface
- 45 Power supply unit
- 50 Gaming board
- 5 51 CPU
- 52 Boot ROM
- 53 Memory card
- 54 GAL
- 60 Body PCB
- 10 61 Sub CPU
- 62 Motor driving circuit
- 63 FPGA
- 64 Driver
- 65 Index detecting circuit
- 15 66 Hopper
- 67 Coin detecting section
- 68 Graphic board
- 69 Touch panel
- 70 (70L, 70C, 70R) Stepping motor
- 20 71 Position change detecting circuit
- 80 Door PCB
- 81 Cold cathode tube
- 100 Game system
- 200 Control device

25

In the claims which follow and in the preceding description of the invention, except where the context requires otherwise due to express language or necessary implication, the word "comprise" or variations such as "comprises" or "comprising"

30 is used in an inclusive sense, i.e. to specify the presence of the stated features but not to preclude the presence or addition of further features in various embodiments of the invention.

It is to be understood that, if any prior art publication is referred to herein, such reference does not constitute an

35 admission that the publication forms a part of the common general

knowledge in the art, in Australia or any other country.

THE CLAIMS DEFINING THE INVENTION ARE AS FOLLOWS:

1. A gaming machine comprising:
- 5 winning combination determining means for determining
a winning combination by a lottery;
- means for generating a first special game state that is
a game state advantageous to a player when the determined winning
combination is a special winning combination; and
- 10 means for, when a condition that the number of games
accumulatively counted each time a game is played reaches a
set value set as an object of comparison with the number of
games is established, generating a second special game state
that is a game state advantageous to a player and is generated
- 15 only when said condition is established.
2. A gaming machine connected through a communication line
to a control device which counts the number of games
accumulatively for every gaming machine of plural gaming
- 20 machines,
- comprising:
- winning combination determining means for determining
a winning combination by a lottery;
- means for generating a first special game state which
- 25 is a game state advantageous to a player when the determined
winning combination is a special winning combination;
- means for transmitting an identification information of
a gaming machine to the control device through the communication
line each time a game is played;
- 30 means for receiving a command signal transmitted from the
control device when a condition that the number of games counted
accumulatively by the control device based on the identification
information of the gaming machine reaches a set value set as
an object of comparison with the number of games is established;
- 35 and

means for generating, based on said command signal, a second special game state that is a game state advantageous to a player and is generated only when said condition is established.

5

3. A gaming machine comprising:

winning combination determining means for determining a winning combination by a lottery;

10 means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination;

means for counting accumulatively the number of games each time a game is played;

15 means for determining whether or not a condition that the number of games reaches a set value set as an object of comparison with the number of games has been established; and

20 means for generating, when said condition is determined to have been established, a second special game state that is a game state advantageous to a player and is generated only when said condition is established.

4. The gaming machine according to any one of claims 1 to 3,

wherein

25 said means for generating the second special game state pays out in said second special game state, the number of game media corresponding to the payment balance in terms of the game media accumulatively counted until said second special game state is generated.

30

5. The gaming machine according to any one of claims 1 to 3,

wherein

35 reception means that can accept for one game an insertion of game media up to a predetermined upper limit value is provided,

and said means for generating the second special game state generates a second special game state in a case when the number of inserted game media for the game played by the player is equal to the upper limit when a condition that the number of games reaches the set value is established.

6. A gaming machine comprising:
winning combination determining means for determining a winning combination by a lottery;
10 symbol display means for executing change display and stop display of plural symbols based on a result of said lottery;
means for generating a first special game state that is a game state advantageous to a player when combination of the plural symbols stop displayed on a winning line defined by said
15 symbol display means is a special winning combination; and
means for generating a second special game state in which the number of winning lines defined by said symbol display means is relatively increased when a condition that the number of games counted accumulatively every time a game is played reaches
20 a set value set as an object of comparison with the number of games is established.

7. A gaming machine connected through a communication line to a control device which counts the number of games accumulatively for every gaming machine of plural gaming machines,

comprising:
winning combination determining means for determining a winning combination by a lottery;
30 symbol display means for executing change display and stop display of plural symbols based on a result of said lottery;
means for generating a first special game state which is a game state advantageous to a player when combination of the plural symbols stop displayed on a winning line defined
35 by said symbol display means is a special winning combination;

means for transmitting an identification information of a gaming machine to the control device through the communication line each time a game is played;

means for receiving a command signal transmitted from the control device when a condition that the number of games counted accumulatively by the control device based on the identification information of the gaming machine reaches a set value set as an object of comparison with the number of games is established; and

means for generating, based on said command signal, a second special game state in which the number of winning lines defined by said symbol display means is relatively increased.

8. A gaming machine comprising:

winning combination determining means for determining a winning combination by a lottery;

symbol display means for executing change display and stop display of plural symbols based on a result of said lottery;

means for generating a first special game state which is a game state advantageous to a player when combination of the plural symbols stop displayed on a winning line defined by said symbol display means is a special winning combination;

means for counting accumulatively the number of games each time a game is played;

means for determining whether or not a condition that the number of games reaches a set value set as an object of comparison with the number of games has been established; and

means for generating a second special game state in which the number of winning lines defined by said symbol display means is relatively increased when said condition is determined to have been established.

9. A gaming machine comprising:

winning combination determining means for determining a winning combination by a lottery;

means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination; and

means for generating, when a condition that a payment
5 balance in terms of the game media which is accumulatively counted every time a game is played becomes equal to or less than a set value set as an object of comparison with said payment balance in terms of the game media is established, a second special game state which is a game state advantageous to a player and
10 is generated only when said condition is established.

10. A gaming machine connected through a communication line to a control device which counts a payment balance in terms of the game media accumulatively for every gaming machine of
15 plural gaming machines,

comprising:

winning combination determining means for determining a winning combination by a lottery;

means for generating a first special game state which
20 is a game state advantageous to a player when the determined winning combination is a special winning combination;

means for transmitting a payment balance in terms of the game media in a game played by a player together with an identification information of the gaming machine to said control
25 device through said communication line, each time a game is played;

means for receiving a command signal transmitted from the control device when a condition that a payment balance in terms of the game media which is counted accumulatively by said
30 control device based on said identification information of the gaming machine and the payment balance in terms of the game media in a game played by a player becomes equal to or less than a set value set as an object of comparison with the number of games is established; and

35 means for generating, based on said command signal, a

second special game state that is a game state advantageous to a player and is generated only when said condition is established.

5 11. A gaming machine comprising:
 winning combination determining means for determining
 a winning combination by a lottery;
 means for generating a first special game state that is
 a game state advantageous to a player when the determined winning
 10 combination is a special winning combination;
 means for counting accumulatively a payment balance in
 terms of the game media each time a game is played;
 means for determining whether or not a condition that
 the payment balance in terms of the game media becomes equal
 15 to or less than a set value set as an object of comparison with
 the payment balance in terms of the game media has been
 established; and
 means for generating, when said condition is determined
 to have been established, a second special game state that is
 20 a game state advantageous to a player and is generated only
 when said condition is established.

 12. The gaming machine according to any one of claims
 9 to 11,
 25 wherein
 said means for generating the second special game state
 pays out in said second special game state the number of game
 media corresponding to the number of games counted
 accumulatively until said second special game state is
 30 generated.

 13. The gaming machine according to any one of claims
 9 to 11,
 comprising
 35 reception means that can accept for one game an insertion

of game media up to a predetermined upper limit value, wherein
said means for generating the second special game state generates
a second special game state in a case when the number of inserted
game media for the game played by the player is equal to the
5 upper limit when a condition that the payment balance in terms
of the game media is equal to or less than the set value is
established.

14. A gaming machine comprising:
10 winning combination determining means for determining
a winning combination by a lottery;
symbol display means for executing change display and
stop display of plural symbols based on a result of said lottery;
means for generating a first special game state that is
15 a game state advantageous to a player when combination of the
plural symbols stop displayed on a winning line defined by the
symbol display means is a special winning combination; and
means for generating a second special game state in which
the number of winning lines defined by said symbol display means
20 is relatively increased when a condition that a payment balance
in terms of the game media counted accumulatively every time
a game is played becomes equal to or less than a set value set
as an object of comparison with the payment balance in terms
of the game media is established.

25
15. A gaming machine connected through a communication
line to a control device which counts a payment balance in terms
of the game media accumulatively for every gaming machine of
plural gaming machines,
30 comprising:
winning combination determining means for determining
a winning combination by a lottery;
symbol display means for executing change display and
stop display of plural symbols based on a result of said lottery;
35 means for generating a first special game state that is

a game state advantageous to a player when combination of the plural symbols stop displayed on a winning line defined by said symbol display means is a special winning combination;

means for transmitting the payment balance in terms of
 5 the game media in a game played by a player together with an identification information of the gaming machine to said control device through said communication line, each time a game is played;

means for receiving a command signal transmitted from
 10 said control device when a condition that the payment balance in terms of the game media which is counted accumulatively by the control device based on an identification information of the gaming machine and the payment balance in terms of the game media in a game played by a player becomes equal to or less
 15 than a set value set as an object of comparison with the payment balance in terms of the game media is established; and

means for generating, based on said command signal, a second special game state in which the number of winning lines defined by said symbol display means is relatively increased.

20

16. A gaming machine comprising:

winning combination determining means for determining a winning combination by a lottery;

symbol display means for executing change display and
 25 stop display of plural symbols based on a result of said lottery;

means for generating a first special game state that is a game state advantageous to a player when combination of the plural symbols stop displayed on a winning line defined by said symbol display means is a special winning combination;

30 means for counting accumulatively a payment balance in terms of the game media each time a game is played;

means for determining whether or not a condition that the payment balance in terms of the game media becomes equal to or less than a set value set as an object of comparison with
 35 the payment balance in terms of the game media has been

established; and

means for generating a second special game state in which the number of winning lines defined by said symbol display means is relatively increased when said condition is determined to have been established.

17. A gaming machine comprising:

means for giving a profit to a player based on a result of a lottery; and

means for giving to the player, when the number of games played by the player satisfies a predetermined condition, a profit given only when said predetermined condition is satisfied.

18. A gaming machine comprising:

means for giving a profit to a player according to combination of symbols stop displayed on a winning line based on a result of a lottery; and

means for increasing the number of said winning lines when the number of games played by the player satisfies a predetermined condition.

19. A gaming machine comprising:

means for giving a profit to a player based on a result of a lottery; and

means for giving to the player, when the payment balance in terms of the game media of the player satisfies a predetermined condition, a profit given only when said predetermined condition is satisfied.

20. A gaming machine comprising:

means for giving a profit to a player according to combination of symbols stop displayed on a winning line based on a result of a lottery; and

means for increasing the number of the winning lines when

a payment balance in terms of the game media of the player satisfies a predetermined condition.

21. A game control method comprising:
5 a step for giving a profit to a player based on a result of a lottery; and
a step for giving to a player, when the number of games played by the player satisfies a predetermined condition, a profit given only when said predetermined condition is
10 satisfied.

22. A game control method comprising:
a step for giving a profit to a player according to combination of symbols stop displayed on a winning line based
15 on a result of a lottery; and
a step for increasing the number of the winning lines when the number of games played by the player satisfies a predetermined condition.

20 23. A game control method comprising:
a step for giving a profit to a player based on a result of a lottery; and
a step for giving to the player, when a payment balance in terms of the game media of the player satisfies a predetermined
25 condition, a profit given only when said predetermined condition is satisfied.

24. A game control method comprising:
a step for giving a profit to a player according to
30 combination of symbols stop displayed on a winning line based on a result of a lottery; and
a step for increasing the number of the winning lines when a payment balance in terms of the game media of the player satisfies a predetermined condition.

35

25. A game system equipped with a gaming machine and a control device, wherein

the control device includes:

5 means for transmitting a signal to the gaming machine when the number of games played by a player in the gaming machine satisfies a predetermined condition; and

the gaming machine includes:

means for giving a profit to the player based on a result of a lottery; and

10 means for giving a profit to the player, based on the signal received from the control device, only when said condition is satisfied.

26. A game system equipped with a gaming machine and a control device, wherein

the control device includes:

means for transmitting a signal to the gaming machine when the number of games played by a player in the gaming machine satisfies a predetermined condition,

20 and the gaming machine includes:

means for giving a profit to the player according to the combination of symbols stop displayed on a winning line based on the result of a lottery, and

25 means for increasing the number of said winning lines based on the signal received from the control device.

27. A game system equipped with a gaming machine and a control device, wherein

the control device includes:

30 means for transmitting a signal to the gaming machine when a payment balance in terms of the game media of a player in the gaming machine satisfies a predetermined condition; and

the gaming machine includes:

35 means for giving a profit to the player based on a result of a lottery, and

means for giving a profit to the player, based on the signal received from the control device, only when the above condition is satisfied.

- 5 28. A game system equipped with a gaming machine and a control device, wherein
- the control device includes:
- means for transmitting a signal to the gaming machine when a payment balance in terms of the game media of a player in
- 10 the gaming machine satisfies a predetermined condition;
- and the gaming machine includes:
- means for giving a profit to the player according to the combination of symbols stop displayed on a winning line based on a result of a lottery, and
- 15 means for increasing the number of winning lines based on said signal received from said control device.

29. A gaming machine comprising:
- winning combination determination means for determining
- 20 a winning combination by a lottery;
- means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination;
- means for generating a second special game state in which
- 25 the predetermined number of game media is paid out when the number of games accumulatively counted each time a game is played reaches a set value that is an object of comparison with the number of games; and
- means for selecting a payout mode of the game media in
- 30 said second special game state from plural kinds of predetermined payout modes.

30. A gaming machine comprising:
- winning combination determination means for determining
- 35 a winning combination by a lottery;

means for generating a first special game state that is a game state advantageous to a player when the determined winning combination is a special winning combination; and

5 means for generating a second special game state in which the predetermined number of game media is paid out in a case where the predetermined number of the first special game state is not generated until the number of games accumulatively counted each time a game is played reaches a set value that is an object of comparison with the number of games.

10

31. A gaming machine comprising:

winning combination determination means for determining a winning combination by a lottery;

15 means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination;

means for generating a second special game state in which the predetermined number of game media is paid out in a case where the predetermined number of the first special game state is not generated until the number of games accumulatively counted each time a game is played reaches a set value that is an object of comparison with the number of games; and

20 means for selecting a payout mode of the game media in the second special game state from plural kinds of predetermined payout modes.

32. A gaming machine connected to a control device which accumulatively counts the number of games for every gaming machine of a plurality of gaming machines through a communication line, comprising:

30 winning combination determination means for determining a winning combination by a lottery;

means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination;

35

means for transmitting an identification information of the gaming machine to said control device through said communication line each time a game is played;

5 means for receiving a command signal transmitted from said control device when the number of games accumulatively counted by the control device based on said identification information of the gaming machine reaches a set value that is an object of comparison with said number of games;

10 means for generating a second special game state in which the predetermined number of game media is paid out based on said command signal; and

means for selecting a payout mode of the game media in said second special game state from plural kinds of predetermined payout modes.

15

33. A gaming machine comprising:

winning combination determination means for determining a winning combination by a lottery;

20 means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination;

means for accumulatively counting the number of games each time a game is played;

25 means for determining whether or not said number of games has reached a set value that is an object of comparison with said number of games;

30 means for generating a second special game state in which the predetermined number of game media is paid out when said number of games is determined to have reached said set value; and

means for selecting a payout mode of the game media in said second special game state from plural kinds of predetermined payout modes.

35

34. The gaming machine according to any one of claims

29 to 33,

wherein

reception means that can accept for one game an insertion of game media up to a predetermined upper limit value is provided,

5 and said means for generating said second special game state generates a second special game state in a case where the number of inserted game media for the game played by the player is equal to said upper limit when said number of games reaches said set value.

10

35. A gaming machine comprising:

winning combination determination means for determining a winning combination by a lottery;

15 means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination;

means for generating a second special game state in which the predetermined number of game media is paid out when a payment balance in terms of the game media accumulatively counted each 20 time a game is played becomes equal to or below a set value that is an object of comparison with the payment balance in terms of the game media; and

25 means for selecting a payout mode of the game media in said second special game state from plural kinds of predetermined payout modes.

36. A gaming machine comprising:

winning combination determination means for determining a winning combination by a lottery;

30 means for generating a first special game state which is a game state advantageous to a player when the determined winning combination is a special winning combination; and

35 means for generating a second special game state in which the predetermined number of game media is paid out in a case where the predetermined number of the first special game state

is not generated until a payment balance in terms of the game media accumulatively counted each time a game is played becomes equal to or below a set value that is an object of comparison with the payment balance in terms of the game media.

5

37. A gaming machine comprising
winning combination determination means for determining
a winning combination by a lottery;

means for generating a first special game state which
10 is a game state advantageous to a player when the determined
winning combination is a special winning combination;

means for generating a second special game state in which
the predetermined number of game media is paid out in a case
where the predetermined number of the first special game state
15 is not generated until a payment balance in terms of the game
media accumulatively counted each time a game is played becomes
equal to or below a set value that is an object of comparison
with the payment balance in terms of the game media; and

means for selecting a payout mode of the game media in
20 the second special game state from plural kinds of predetermined
payout modes.

38. A gaming machine connected to a control device which
accumulatively counts a payment balance in terms of the game
25 media for every gaming machine of a plurality of gaming machines
through a communication line, comprising:

winning combination determination means for determining
a winning combination by a lottery;

means for generating a first special game state which
30 is a game state advantageous to a player when the determined
winning combination is a special winning combination;

means for transmitting the payment balance in terms of
the game media at that game with an identification information
of the gaming machine to said control device through said
35 communication line each time a game is played;

means for receiving a command signal transmitted from said control device when the payment balance in terms of the game media accumulatively counted by said control device based on the payment balance in terms of the game media at that game
5 and the identification information of the gaming machine reaches a set value that is an object of comparison with the payment balance in terms of the game media;

means for generating a second special game state in which the predetermined number of game media is paid out based on
10 said command signal; and

means for selecting a payout mode of the game media in said second special game state from plural kinds of predetermined payout modes.

15 39. A gaming machine comprising:

winning combination determination means for determining a winning combination by a lottery;

means for generating a first special game state which is a game state advantageous to a player when the determined
20 winning combination is a special winning combination;

means for accumulatively counting a payment balance in terms of game media each time a game is played;

means for determining whether or not said payment balance in terms of the game media becomes equal to or below a set value
25 that is an object of comparison with said payment balance in terms of the game media;

means for generating a second special game state in which a predetermined number of game media is paid out when it is determined that said payment balance in terms of the game media
30 becomes equal to or below said set value; and

means for selecting a payout mode of the game media in said second special game state from plural kinds of predetermined payout modes.

35 40. The gaming machine according to any one of claims

35 to 39,

comprising reception means which can accept an insertion of the game media up to a predetermined upper limit value for one game, and said means for generating the second special game
5 state generates a second special game state when said payment balance in terms of the game media becomes equal to or below said set value in a case where the number of inserted game media for that game is equal to said upper limit value.

10 41. A gaming machine comprising:

means for paying out to a player the number of game media corresponding to the number of games played by the player; and

means for selecting a payout mode of the number of game media corresponding to said number of games from plural kinds
15 of predetermined payout modes.

42. A gaming machine comprising:

means for paying out a number of game media corresponding to a payment balance in terms of the game media of a player
20 to the player; and

means for selecting a payout mode of the number of game media corresponding to said payment balance in terms of the game media from plural kinds of predetermined payout modes.

25 43. A game control method comprising:

a step of paying out to a player the number of game media corresponding to the number of games played by the player; and

a step of selecting a payout mode of the number of game media corresponding to said number of games from plural kinds
30 of predetermined payout modes.

44. A game control method comprising:

a step of paying to a player the number of game media corresponding to a payment balance in terms of the game media
35 of the player; and

a step of selecting a payout mode of the number of game media corresponding to said payment balance in terms of the game media from plural kinds of predetermined payout modes.

5 45. A game system equipped with a gaming machine and a control device,
 wherein
 said control device includes:
 means for transmitting a signal to said gaming machine
 10 according to a number of games played by a player in said gaming machine, and
 said gaming machine includes:
 means for paying out the number of game media corresponding to said number of games to the player based on said signal received
 15 from said control device; and
 means for selecting a payout mode of the number of game media corresponding to said number of games from plural kinds of predetermined payout modes.

20 46. A game system comprising a gaming machine and a control device,
 wherein
 said control device comprises:
 means for transmitting a signal to said gaming machine
 25 according to a payment balance in terms of the game media of a player in said gaming machine, and
 said gaming machine includes:
 means for paying out the number of game media corresponding to said payment balance in terms of the game media of a player
 30 to the player based on said signal received from said control device; and

35

means for selecting a payout mode of the number of game media corresponding to said payment balance in terms of the game media from plural kinds of predetermined payout modes.

- 5 Dated this 29th day of March 2006
ARUZE CORPORATION
By their Patent Attorneys
GRIFFITH HACK
Fellows Institute of Patent and
10 Trade Mark Attorneys of Australia

Fig. 1

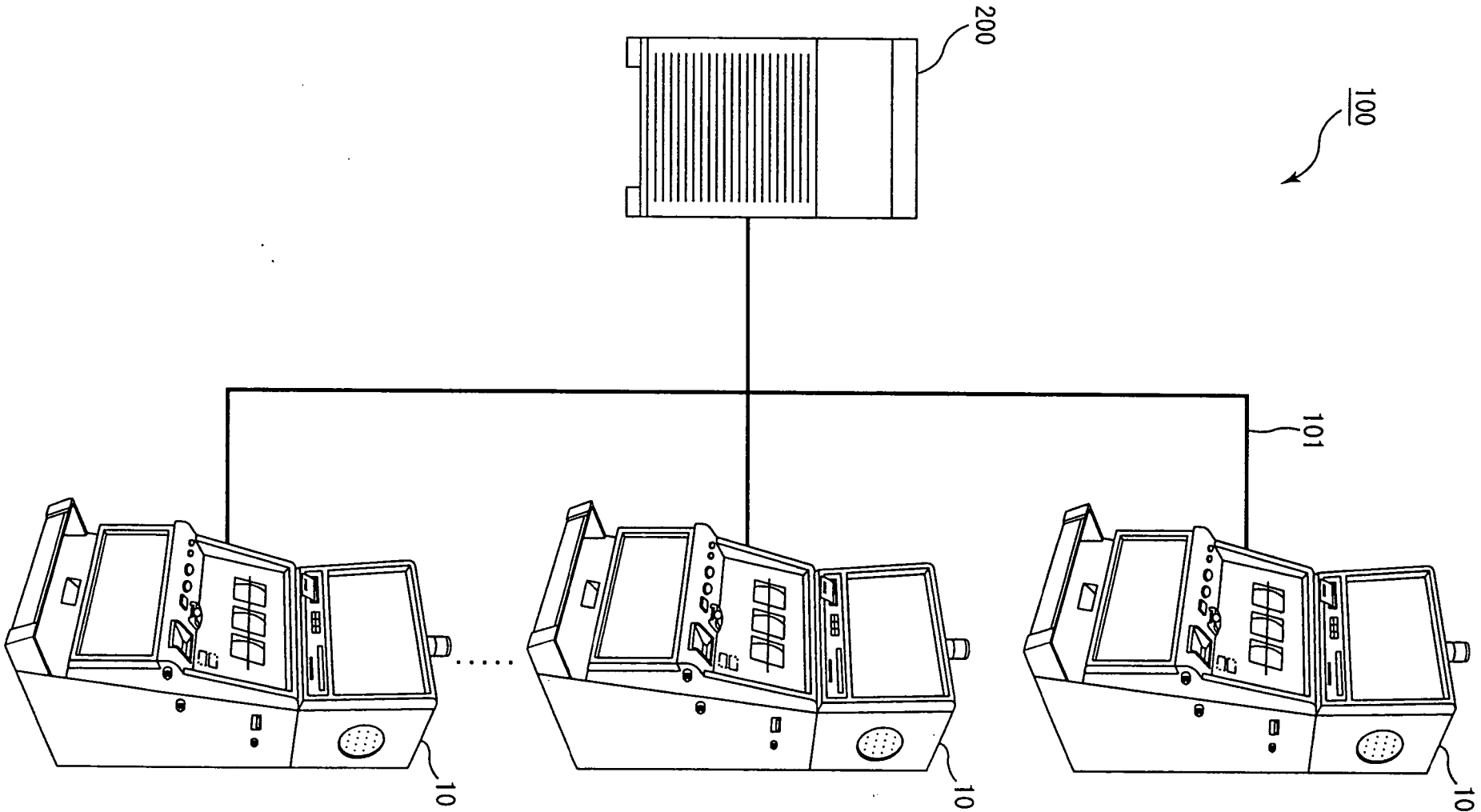


Fig. 2

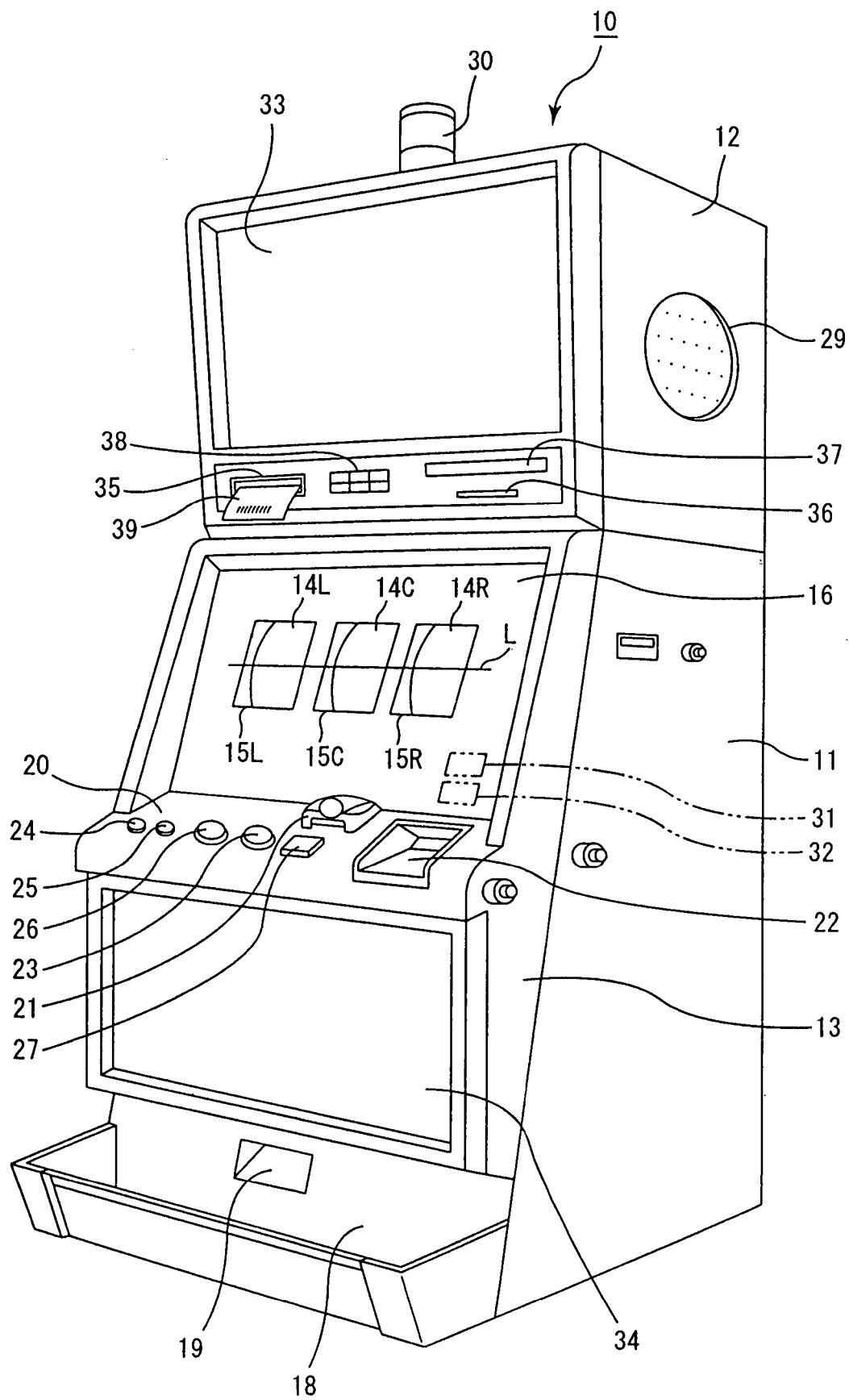


Fig. 3

	Left reel	Center reel	Right reel
Code No.	Symbol	Symbol	Symbol
00	JACKPOT 7	JACKPOT 7	JACKPOT 7
01	PLUM	BELL	CHERRY
02	ORANGE	APPLE	ORANGE
03	PLUM	BELL	APPLE
04	ORANGE	CHERRY	ORANGE
05	PLUM	ORANGE	PLUM
06	ORANGE	PLUM	ORANGE
07	PLUM	CHERRY	PLUM
08	BLUE 7	BELL	ORANGE
09	CHERRY	APPLE	PLUM
10	ORANGE	BELL	ORANGE
11	BELL	STRAWBERRY	PLUM
12	ORANGE	PLUM	BELL
13	STRAWBERRY	BLUE 7	STRAWBERRY
14	BLUE 7	BELL	BLUE 7
15	ORANGE	APPLE	BELL
16	APPLE	BELL	CHERRY
17	PLUM	STRAWBERRY	PLUM
18	ORANGE	PLUM	ORANGE
19	PLUM	CHERRY	PLUM
20	BLUE 7	BELL	ORANGE
21	CHERRY	APPLE	PLUM

Fig. 4

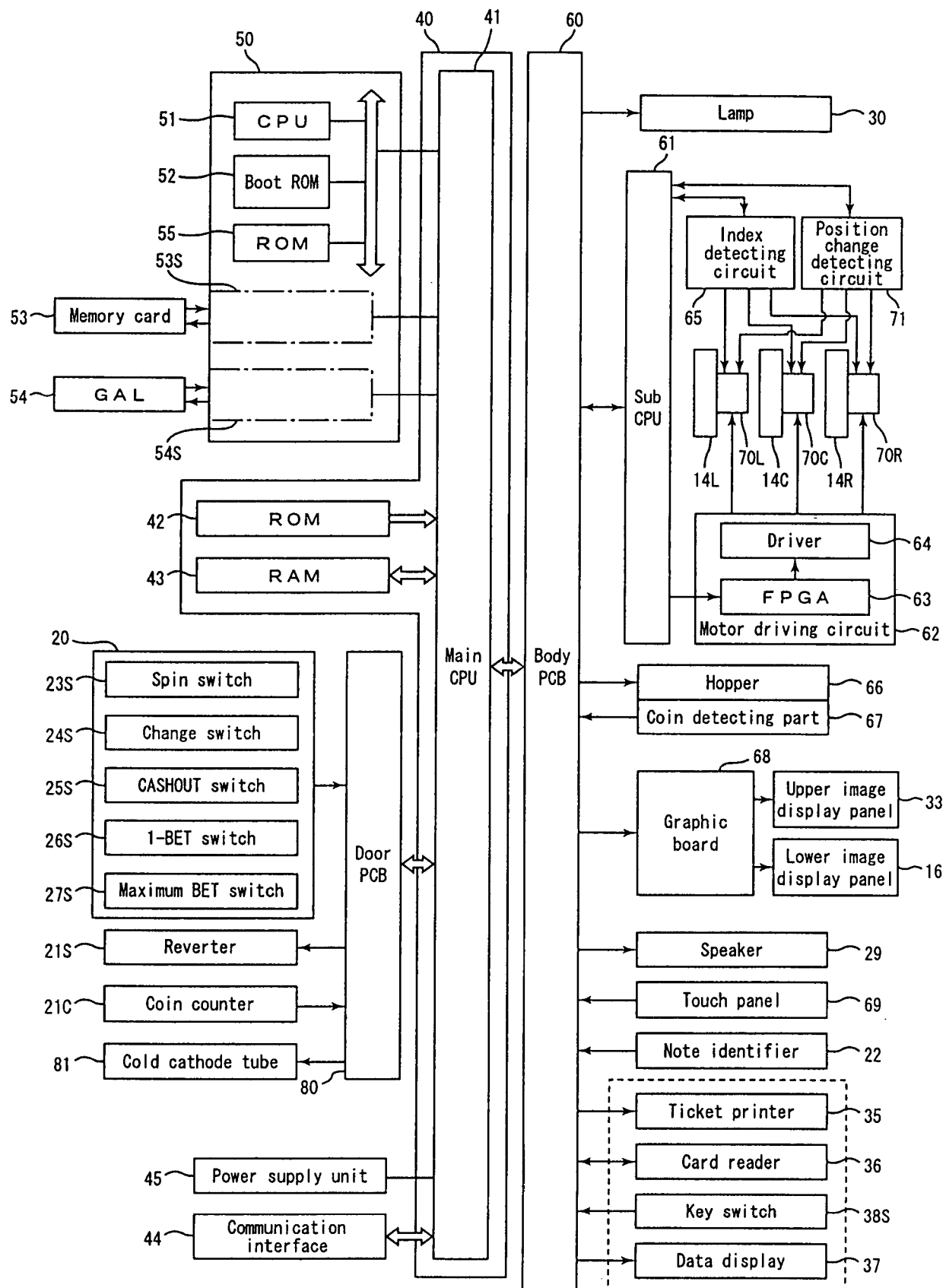


Fig. 5

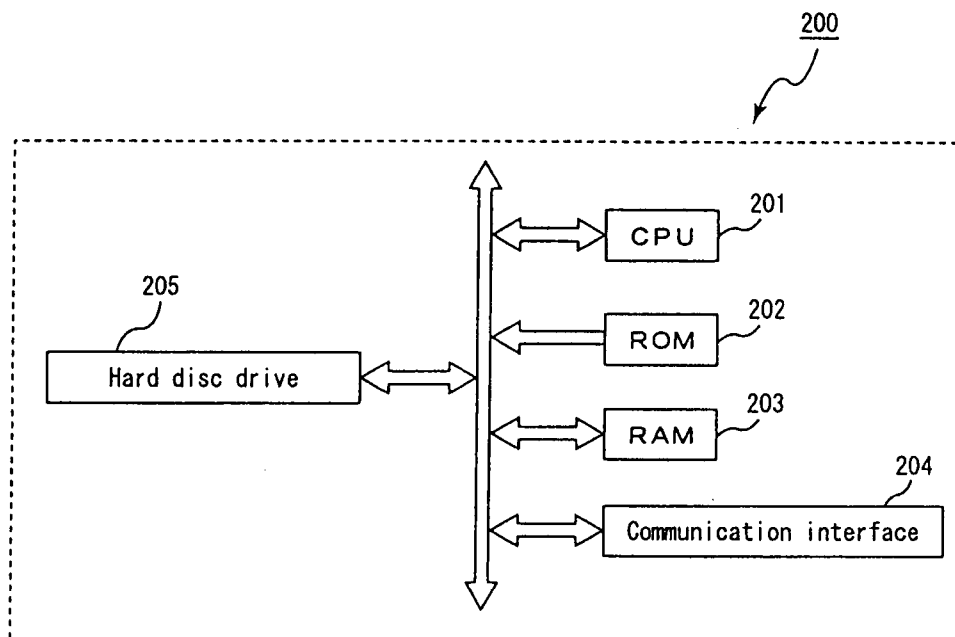


Fig. 6

Gaming machine identification number	Number of games	Accumulative number of coin-in	Accumulative number of coin-out	Payment balance	Return rate (%)
001	300	15000	13500	-1500	90
002	300	15000	16500	1500	110
003	600	30000	22500	-7500	75
⋮	⋮	⋮	⋮	⋮	⋮

Fig. 7

6/30

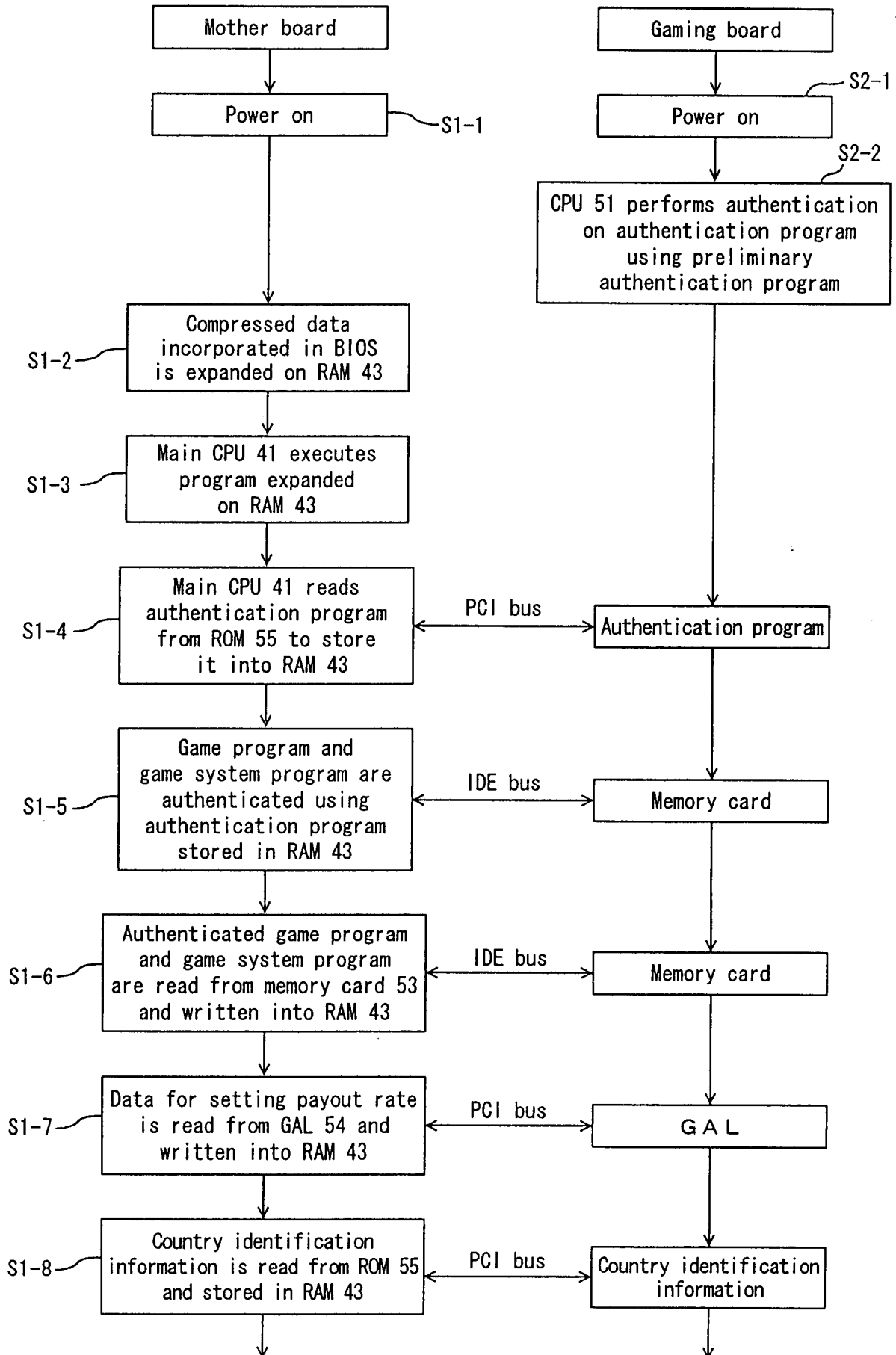


Fig. 8

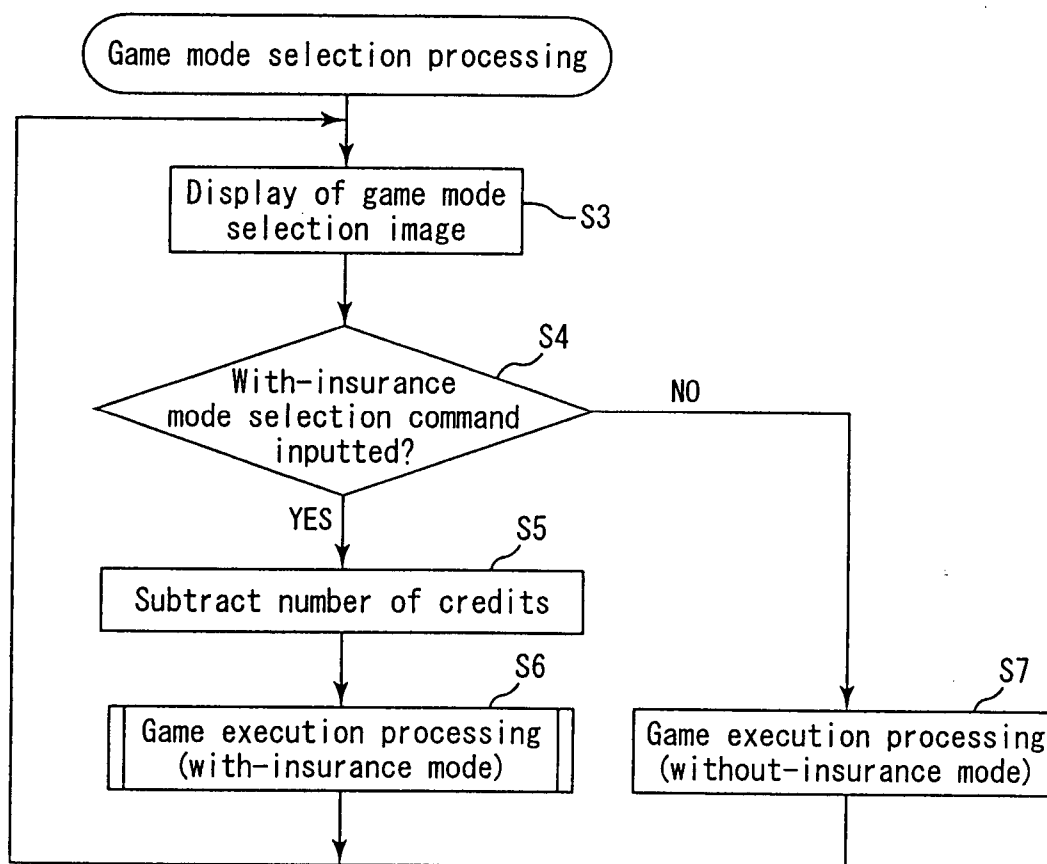


Fig. 9A

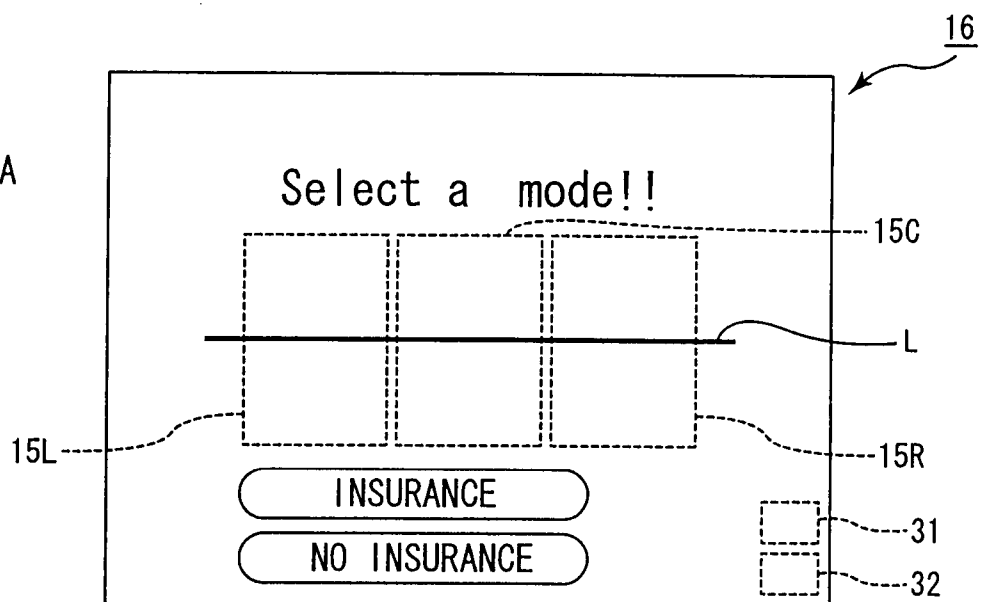


Fig. 9B

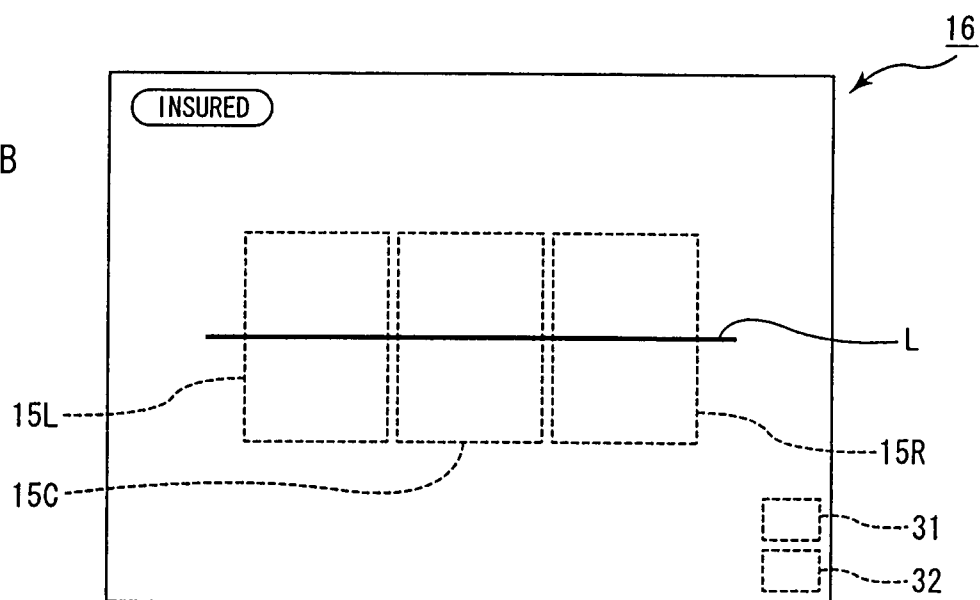


Fig. 10

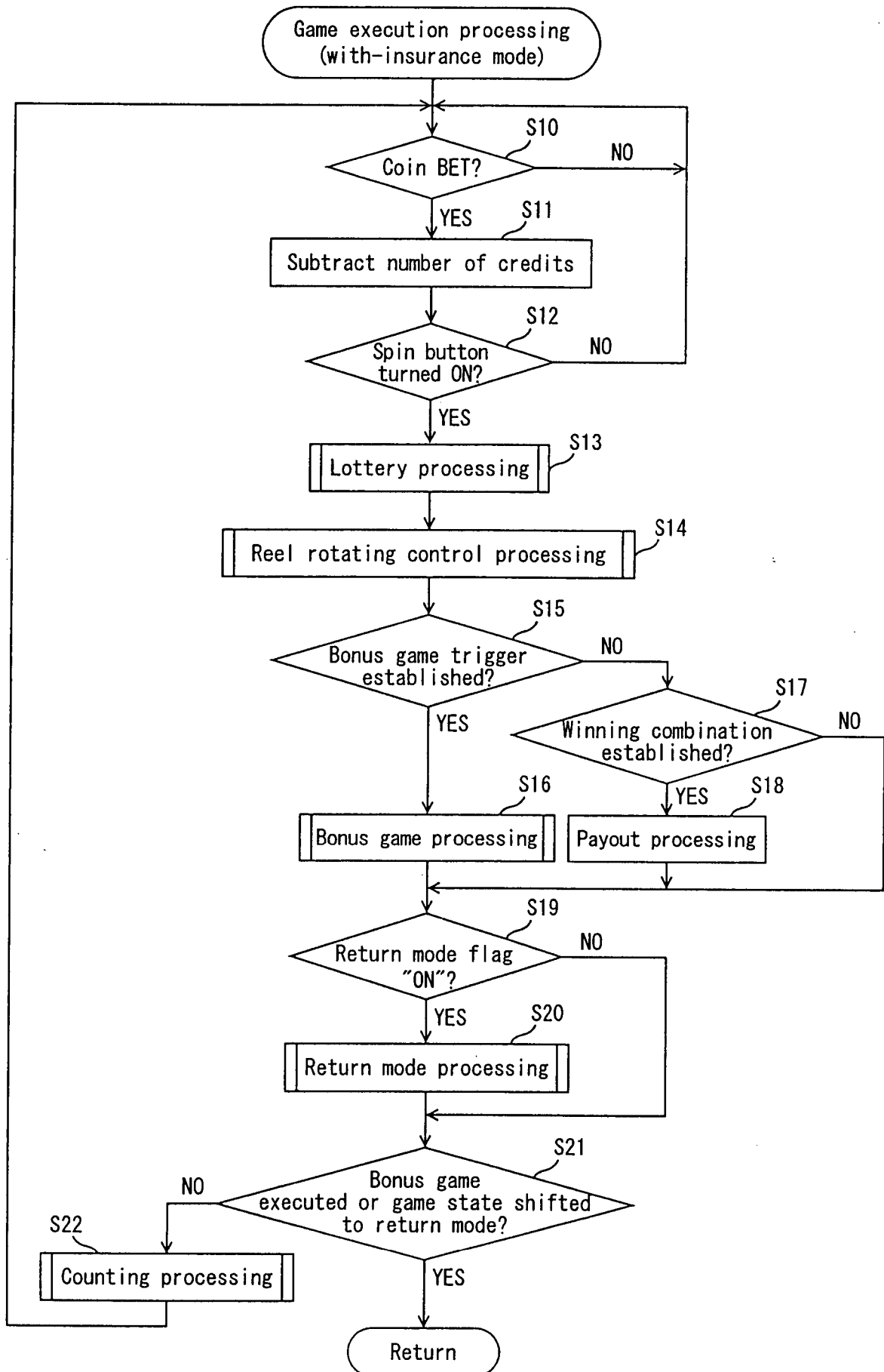


Fig. 11

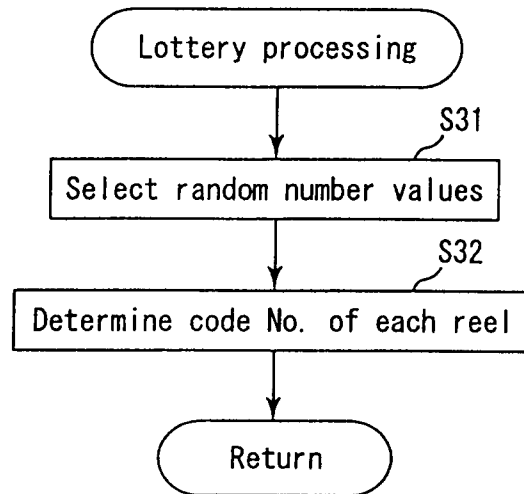


Fig. 12

Winning combination			Establishment possibility (%)	Number of coin-out (※1)
Bonus game trigger			0.5	(※2)
JACKPOT 7	JACKPOT 7	JACKPOT 7	0.5	30
BLUE 7	BLUE 7	BLUE 7	0.8	10
BELL	BELL	BELL	1.1	8
CHERRY	CHERRY	CHERRY	1.5	5
STRAWBERRY	STRAWBERRY	STRAWBERRY	1.5	5
PLUM	PLUM	PLUM	1.8	4
ORANGE	ORANGE	ORANGE	2.3	3
CHERRY	CHERRY	(ANY)	3.0	2
ORANGE	ORANGE	(ANY)	3.0	2
CHERRY	(ANY)	(ANY)	7.5	1
ORANGE	(ANY)	(ANY)	7.5	1

※1: the number of coin-out per one coin-in

※2: the number of free games determined by lottery is performed

Fig. 13

(Reel rotating control processing)

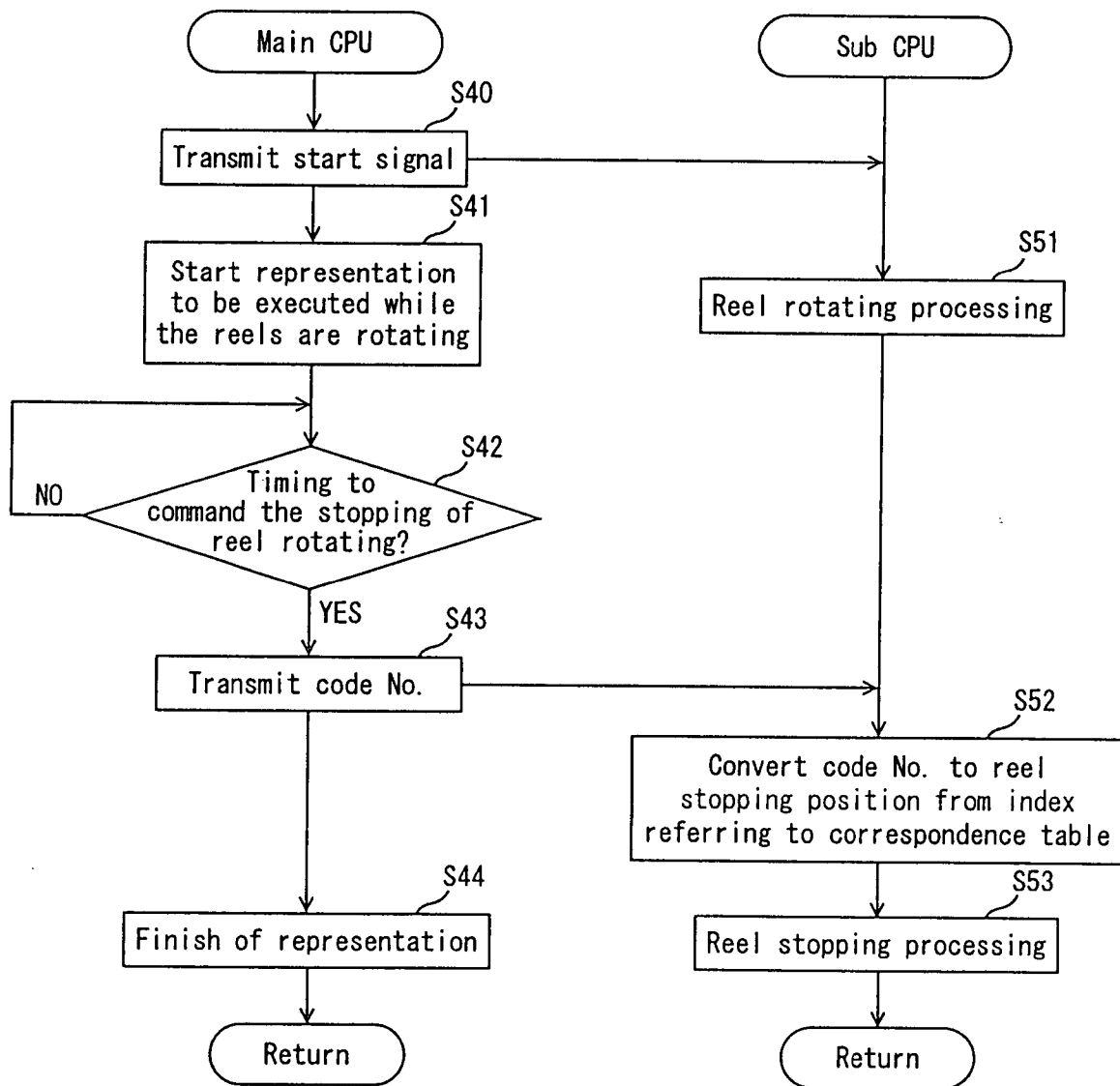


Fig. 14A

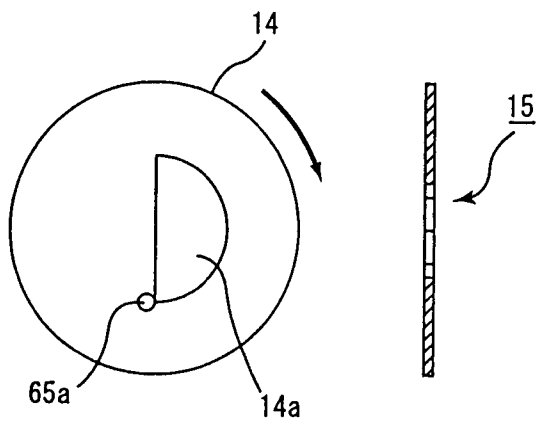


Fig. 14B

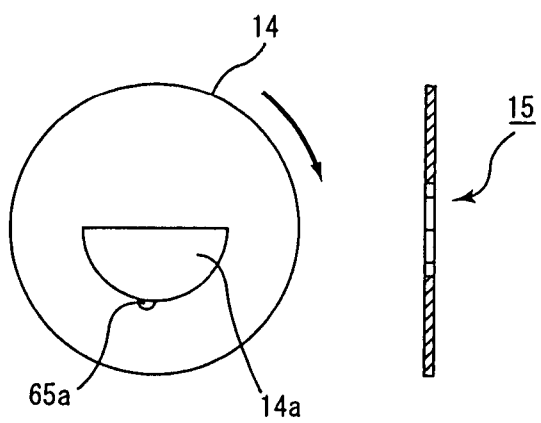


Fig. 14C

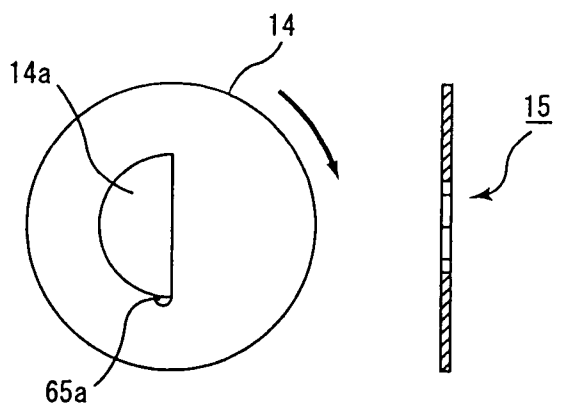


Fig. 14D

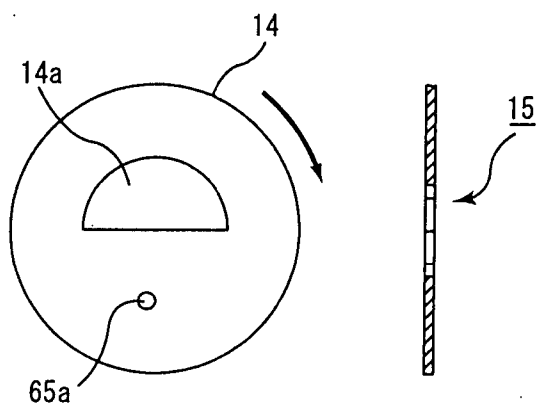


Fig. 15

Code No.	Index	Number of steps (※)
00	1	0
01		18
02		36
03		54
04		72
05		91
06		109
07		127
08		145
09		163
10		182
11	2	200
12		218
13		236
14		254
15		273
16		291
17		309
18		327
19		345
20		364
21		382

※the number of steps with index 1 as a reference

Fig. 16

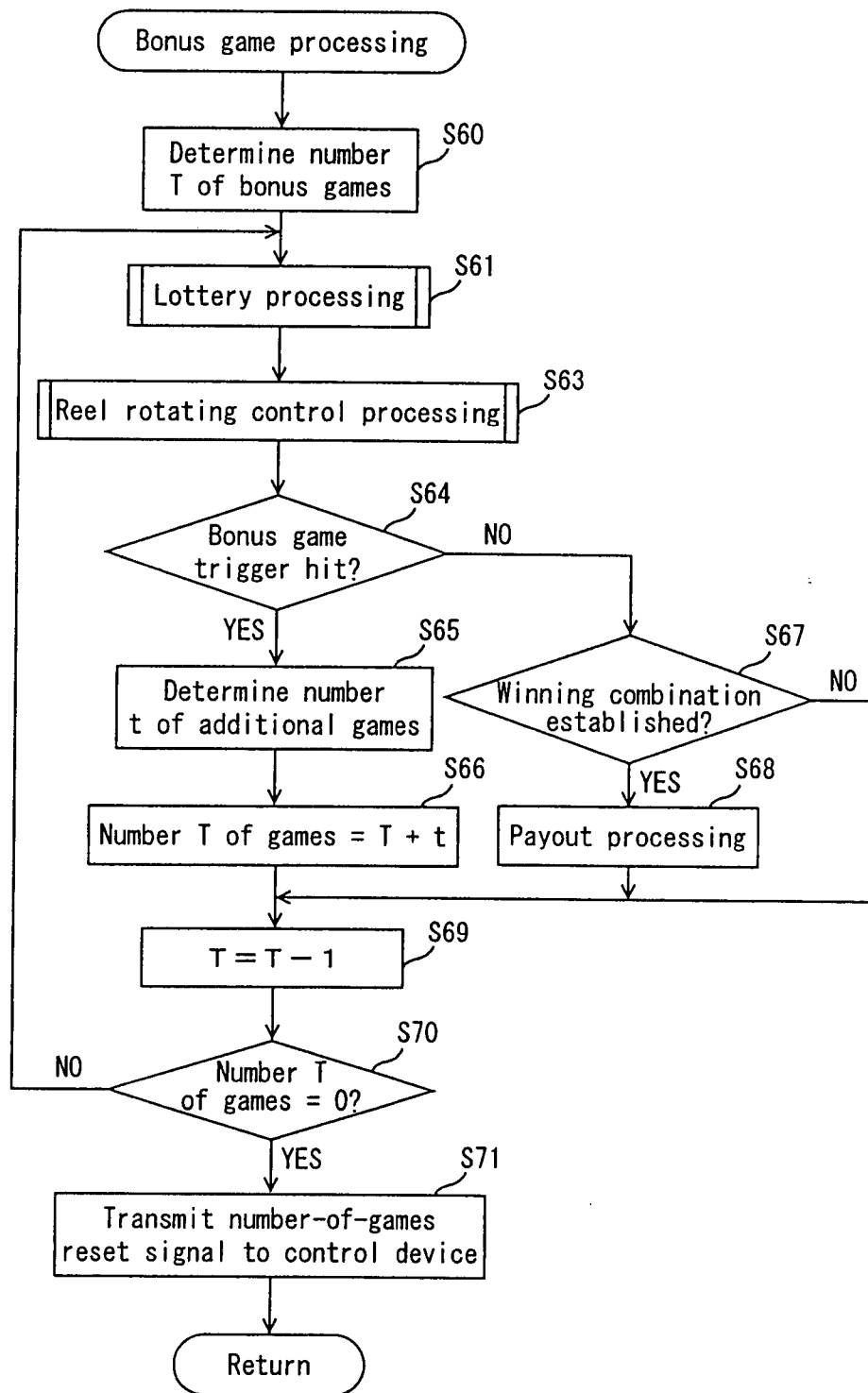


Fig. 17

15/30

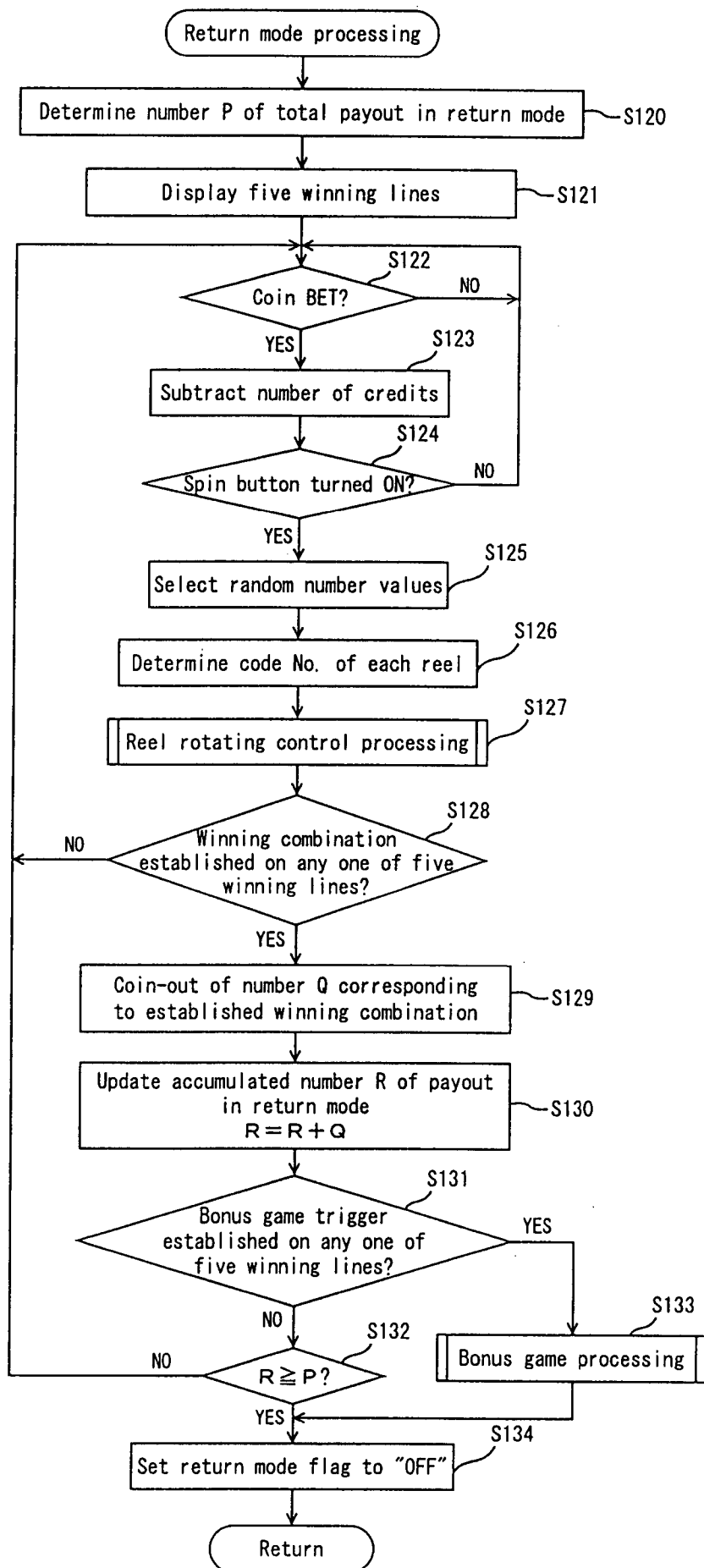


Fig. 18

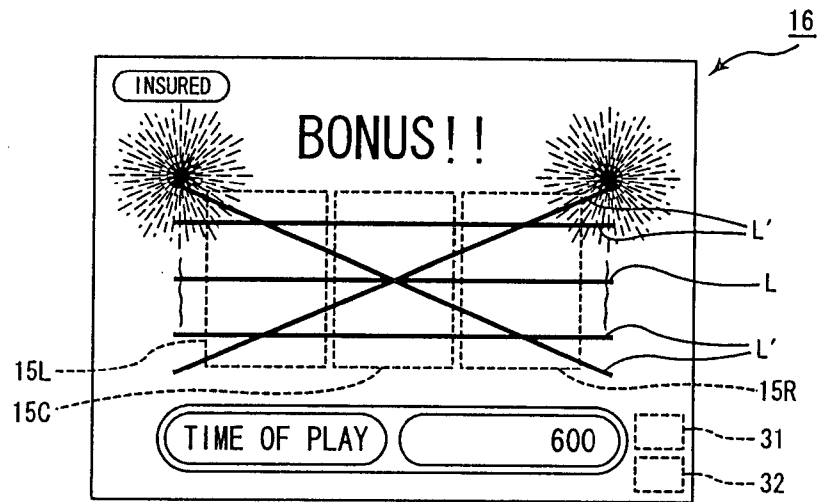


Fig. 19

(Counting processing)

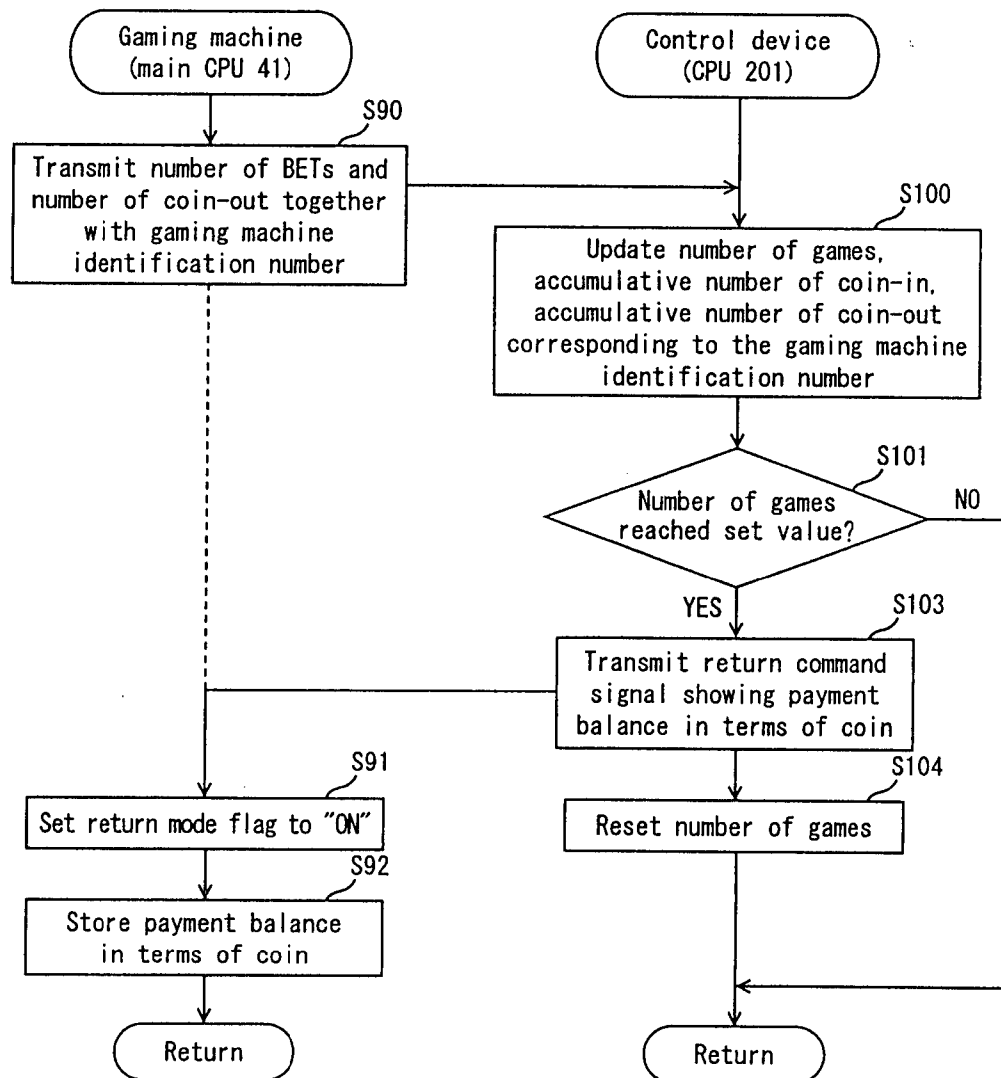


Fig. 20

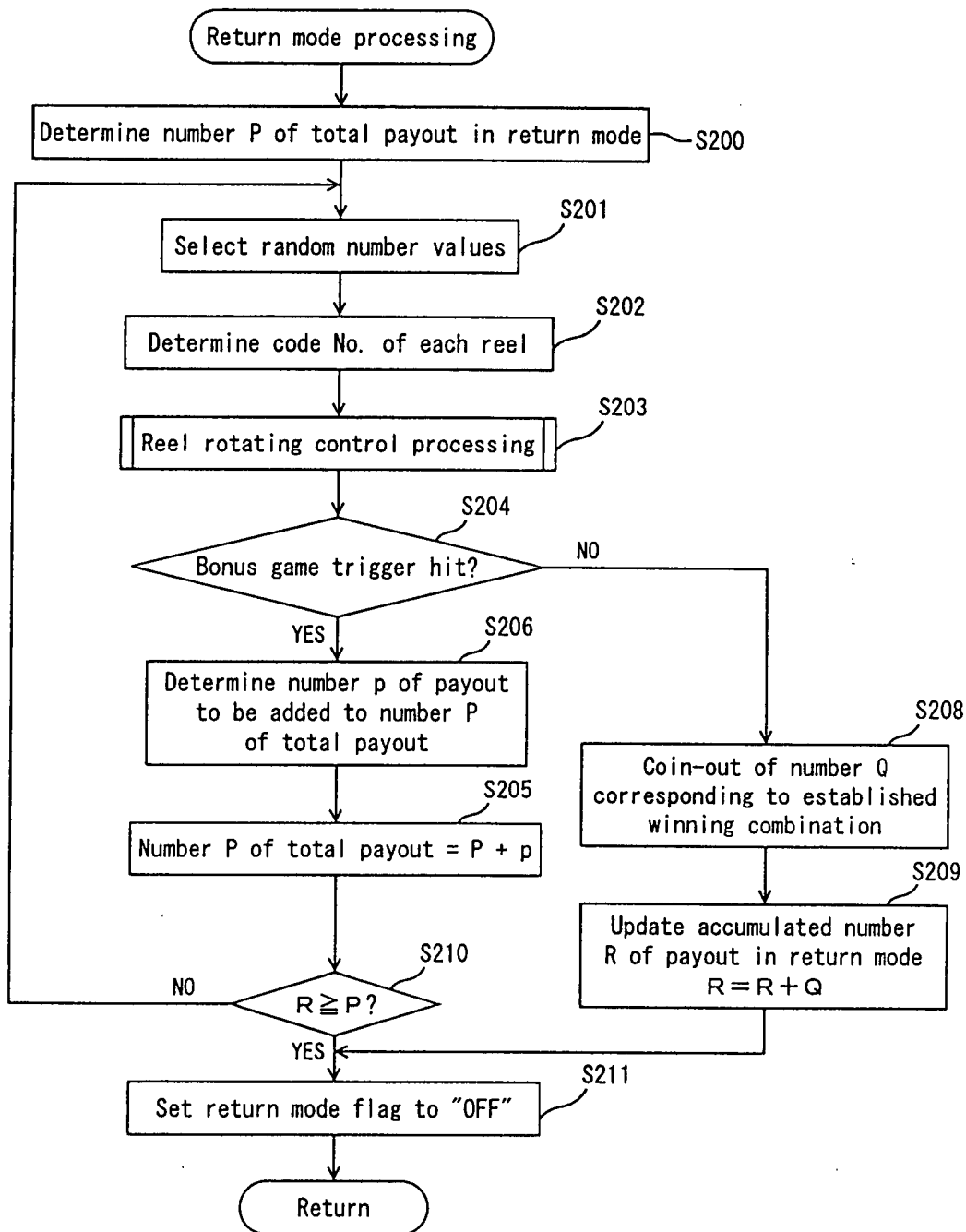


Fig. 21

Winning combination			Establishment possibility (%)	Number of coin-out
Bonus game trigger			0.5	3000(※1)
JACKPOT 7	JACKPOT 7	JACKPOT 7	0.8	50
BLUE 7	BLUE 7	BLUE 7	1.1	100
BELL	BELL	BELL	1.5	150
CHERRY	CHERRY	CHERRY	3.0	250
STRAWBERRY	STRAWBERRY	STRAWBERRY	3.0	250
PLUM	PLUM	PLUM	3.6	400
ORANGE	ORANGE	ORANGE	4.5	500
CHERRY	CHERRY	(ANY)	6.0	1000
ORANGE	ORANGE	(ANY)	6.0	1000
CHERRY	(ANY)	(ANY)	22.5	1500
ORANGE	(ANY)	(ANY)	22.5	1500
ハズレ			25.0	(※2)

※1: Number p of payout to be added to number P of total payout

※2: Number provided by subtracting number R of accumulated payout in return mode from number P of total payout

Fig. 22

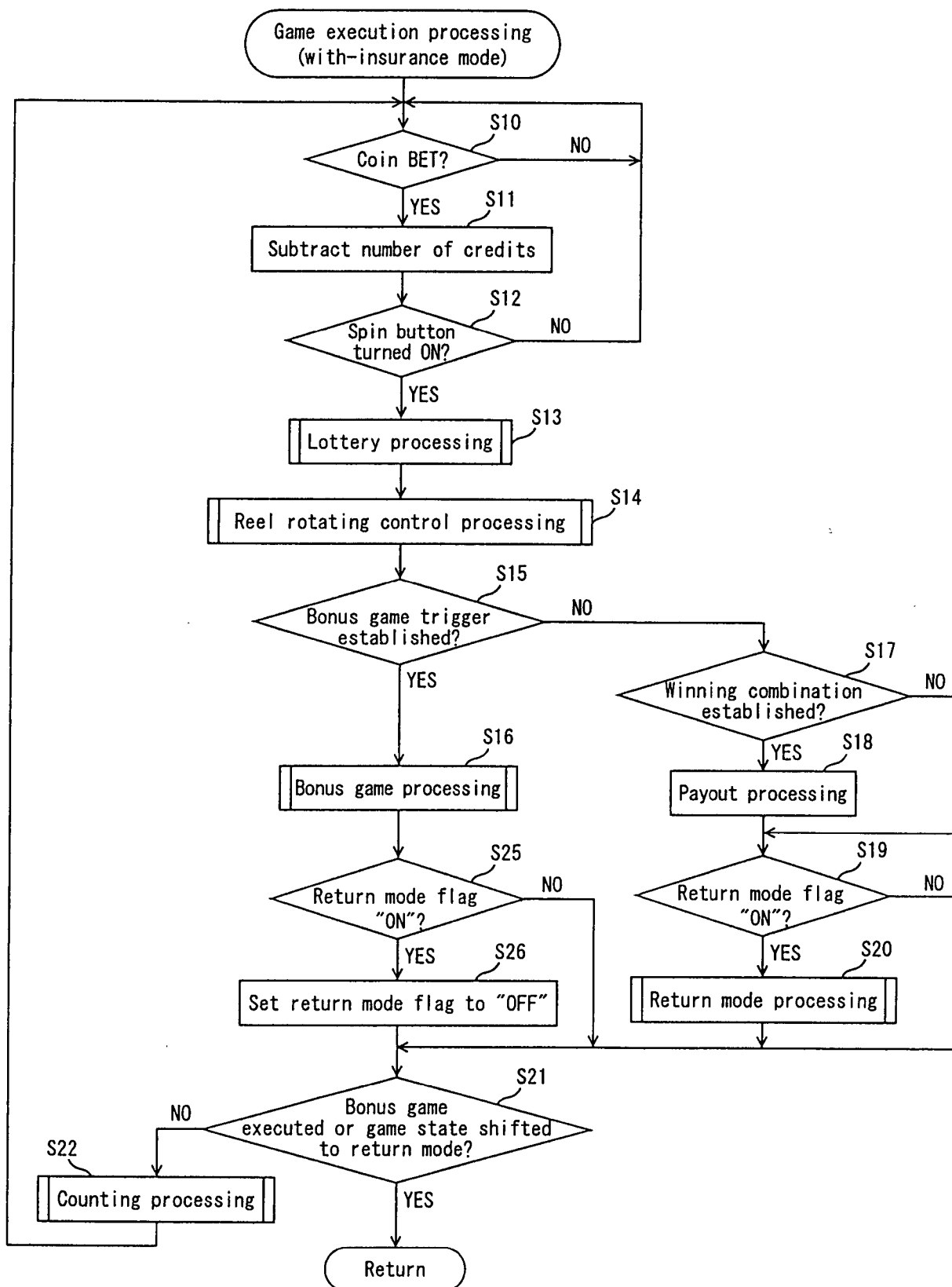


Fig. 23

Gaming machine identification number	Number of games	Accumulative number of coin-in	Accumulative number of coin-out	Payment balance	Return rate (%)	Set value
001	600	30000	27000	-3000	90	600
002	600	30000	33000	3000	110	600
003	1200	60000	45000	-15000	75	1200
⋮	⋮	⋮	⋮	⋮	⋮	⋮

Fig. 24

Set value	Number of coin-out
600	1000
1200	2000
2400	4000

Fig. 25

Set value	Number of coin-out
600	$(- \text{payment balance}) \times 50\%$ (provided that the number of coin-out = 1000 if a payment balance ≥ 0)
1200	$(- \text{payment balance}) \times 60\%$ (provided that the number of coin-out = 2000 if a payment balance ≥ 0)
2400	$(- \text{payment balance}) \times 70\%$ (provided that the number of coin-out = 4000 if a payment balance ≥ 0)

Fig. 26A

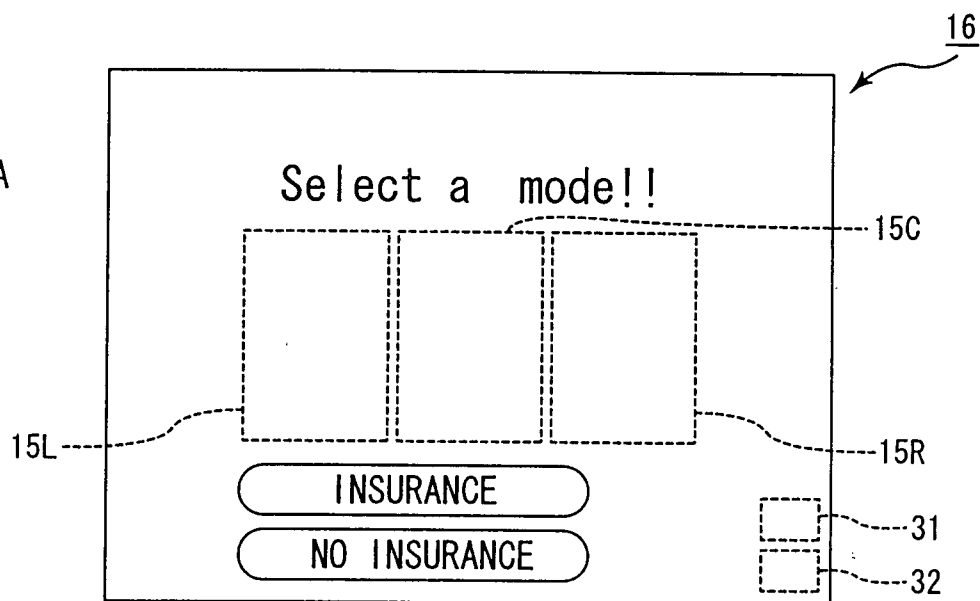


Fig. 26B

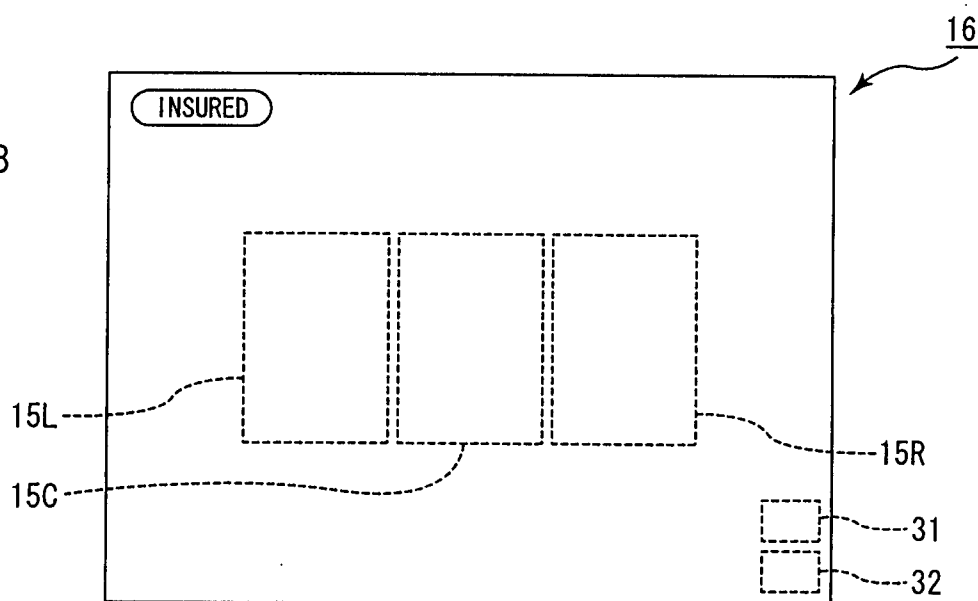


Fig. 27

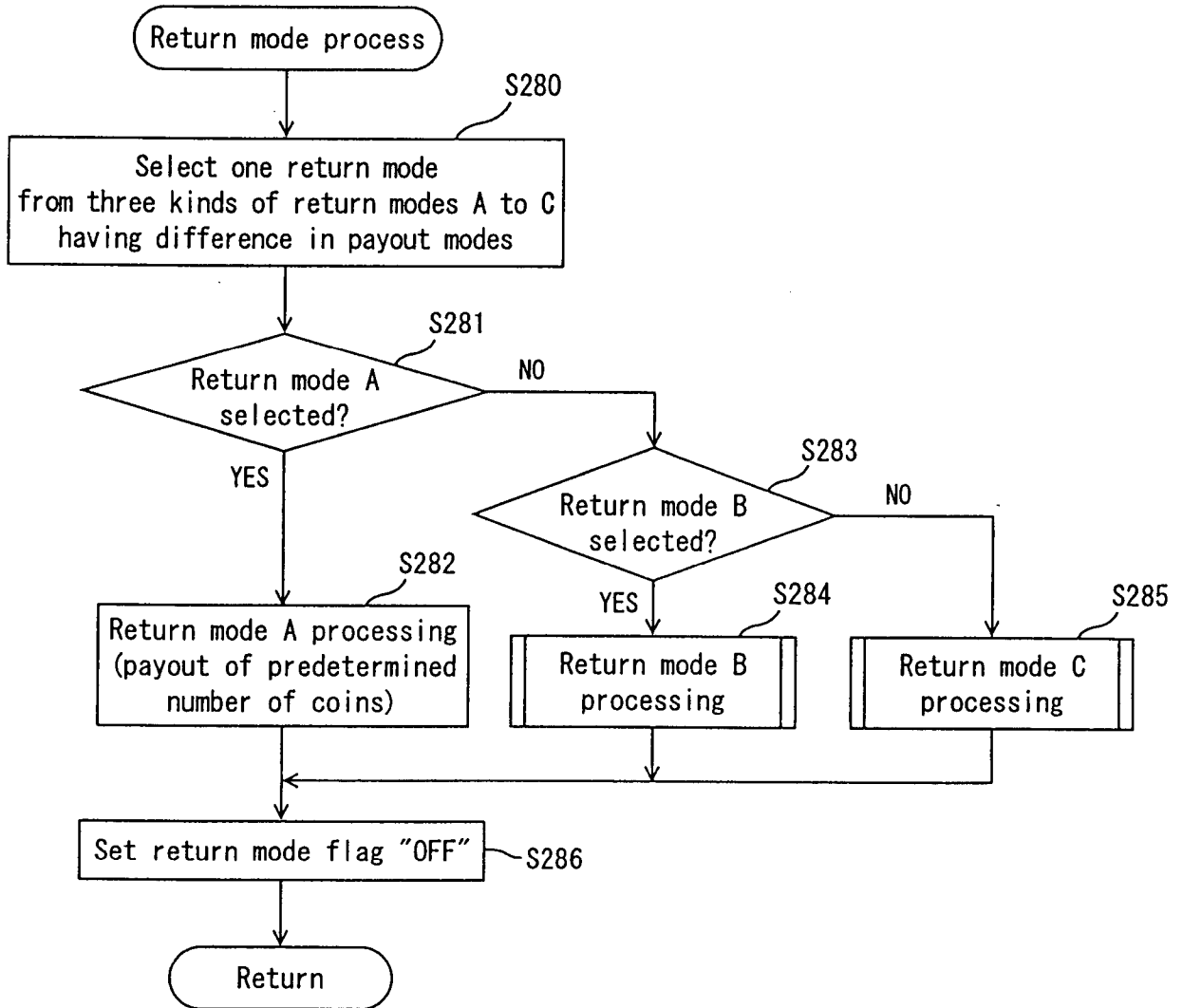


Fig. 28

Return mode	Payout mode
A	Payout of 1000 coins
B	Free game (continued until 1000 coins are paid out)
C	Game in which the number of coin-out in response to winning combination is increased (continued until the increased number of coin-out reaches 1000 coins)

Fig. 29

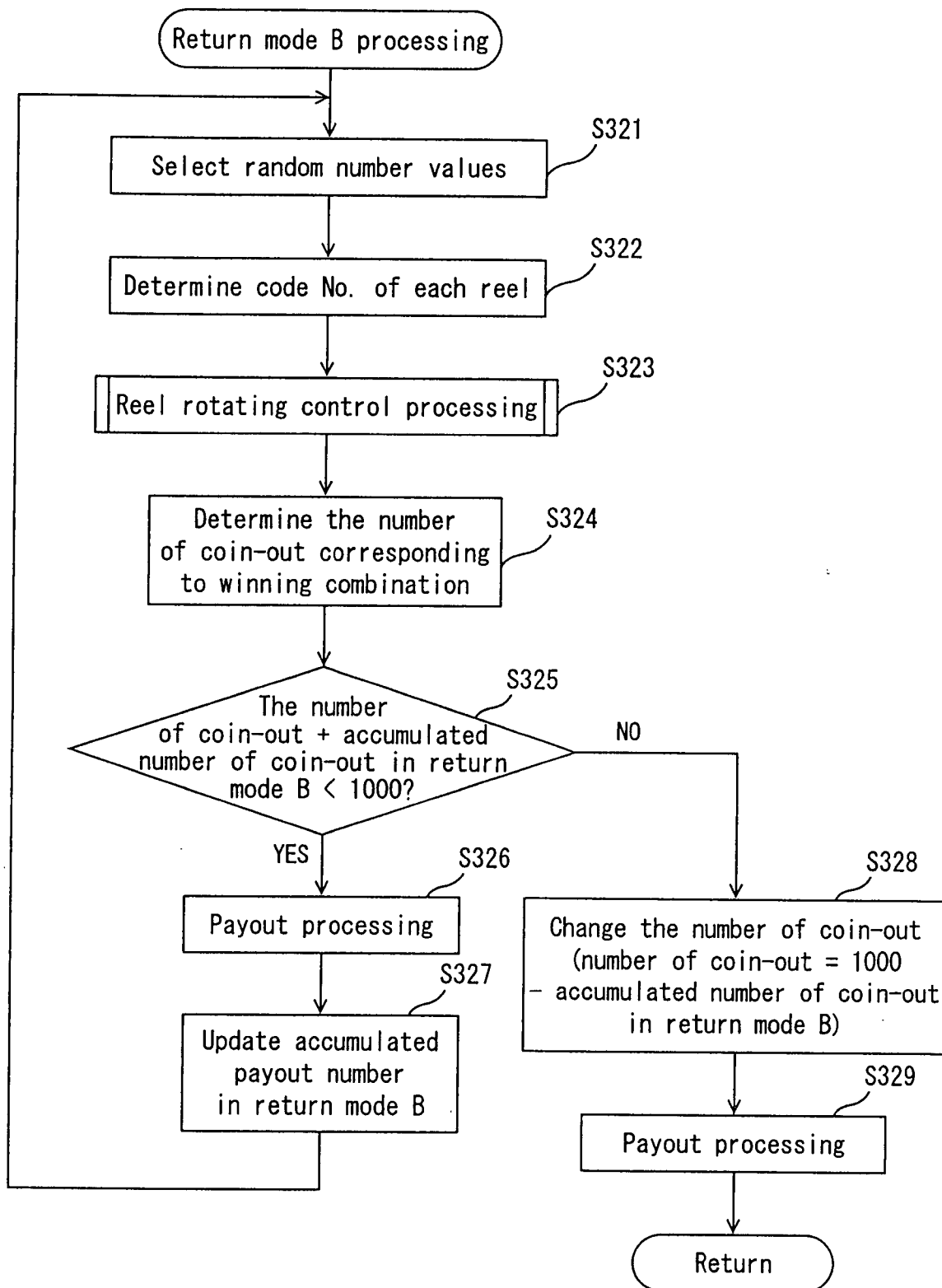


Fig. 30

Winning combination			Establishment possibility (%)	Number of coin-out
Bonus game trigger			0.8	(※)
JACKPOT 7	JACKPOT 7	JACKPOT 7	1.5	500
BLUE 7	BLUE 7	BLUE 7	1.5	400
BELL	BELL	BELL	1.5	300
CHERRY	CHERRY	CHERRY	3.0	100
STRAWBERRY	STRAWBERRY	STRAWBERRY	3.0	100
PLUM	PLUM	PLUM	6.0	50
ORANGE	ORANGE	ORANGE	7.5	40
CHERRY	CHERRY	(ANY)	15.0	30
ORANGE	ORANGE	(ANY)	15.0	30
CHERRY	(ANY)	(ANY)	22.5	20
ORANGE	(ANY)	(ANY)	22.5	20

※: Number of coin-out = 1000 - (accumulated number of coin-out in return mode B)

Fig. 31

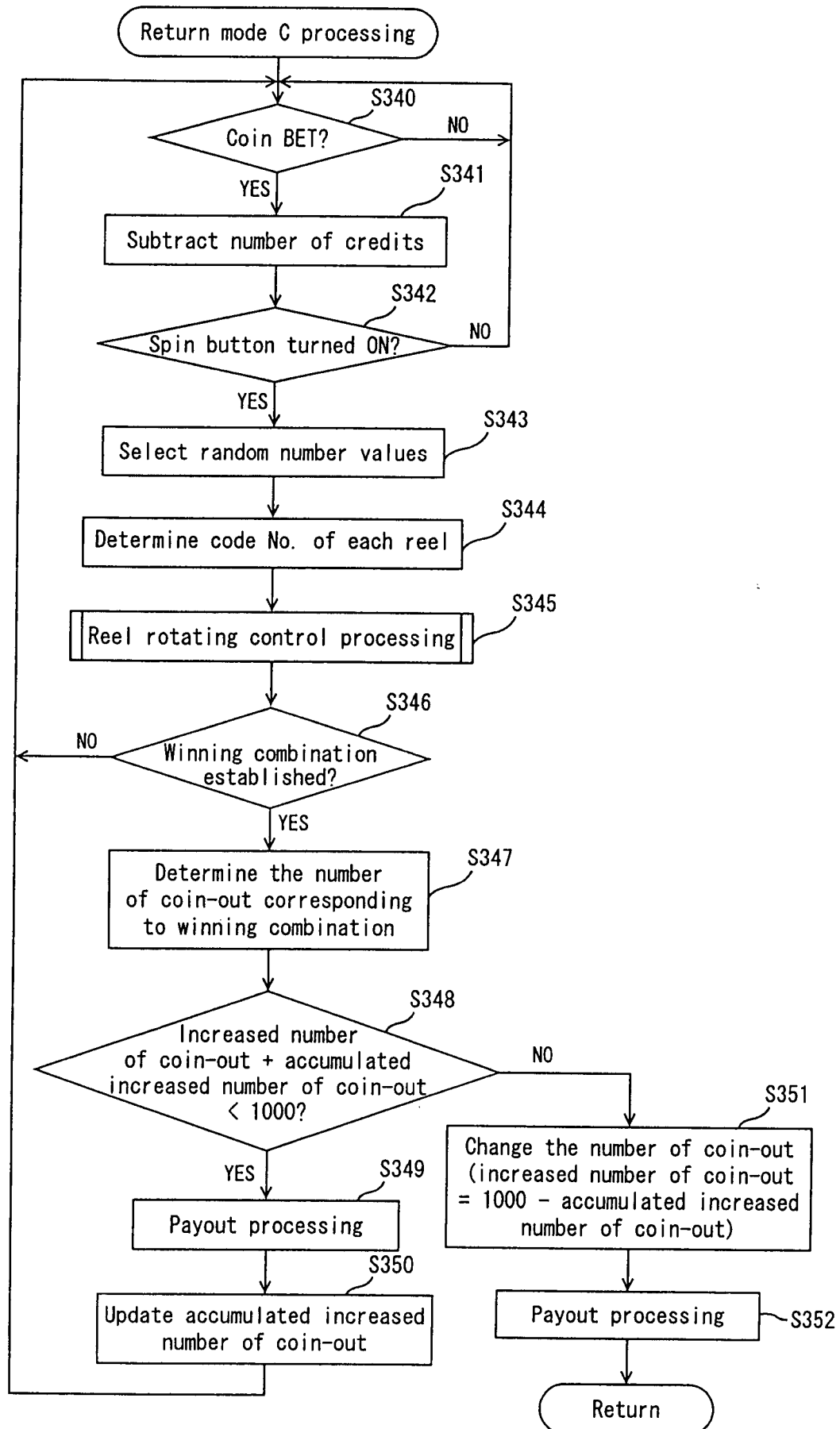


Fig. 32

Winning combination			Establishment possibility (%)	Number of coin-out (※1)	
				Normal number of coin-out	Increased number of coin-out
Bonus game trigger			0.5	0	(※2)
JACKPOT 7	JACKPOT 7	JACKPOT 7	0.5	30	15
BLUE 7	BLUE 7	BLUE 7	0.8	10	5
BELL	BELL	BELL	1.1	8	4
CHERRY	CHERRY	CHERRY	1.5	5	3
STRAWBERRY	STRAWBERRY	STRAWBERRY	1.5	5	3
PLUM	PLUM	PLUM	1.8	4	2
ORANGE	ORANGE	ORANGE	2.3	3	2
CHERRY	CHERRY	(ANY)	3.0	2	1
ORANGE	ORANGE	(ANY)	3.0	2	1
CHERRY	(ANY)	(ANY)	7.5	1	1
ORANGE	(ANY)	(ANY)	7.5	1	1

※1: the number of coin-out per one coin-in

※2: Number of coin-out = 1000 - (accumulated increased number of coin-out in return mode C)

Fig. 33

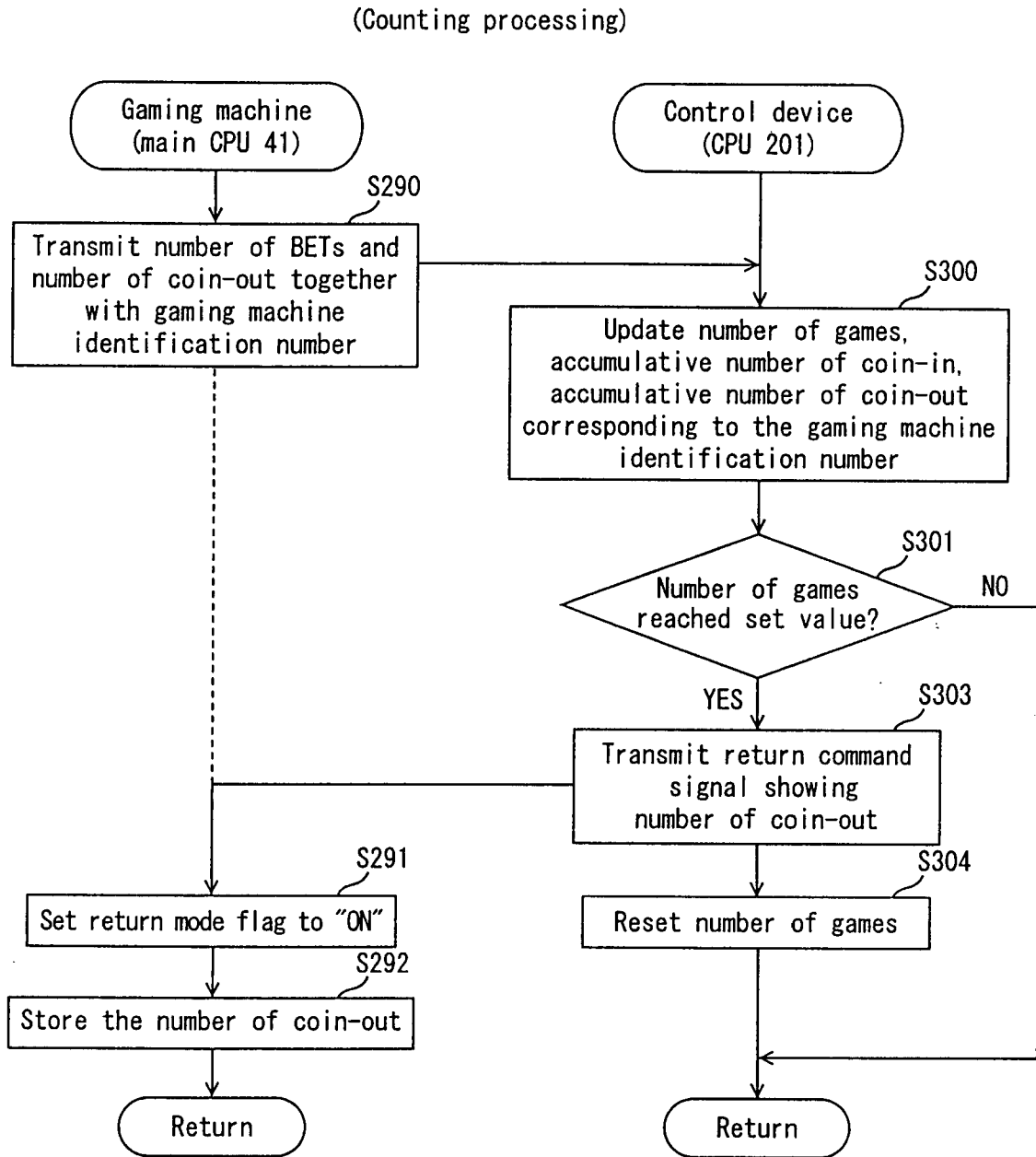


Fig. 34

Gaming machine identification number	Number of games	Accumulative number of coin-in	Accumulative number of coin-out	Payment balance	Return rate (%)	Set value
001	600	30000	27000	-3000	90	600
002	600	30000	33000	3000	110	600
003	1200	60000	45000	-15000	75	1200
⋮	⋮	⋮	⋮	⋮	⋮	⋮

Fig. 35

Set value	Number of coin-out
600	1000
1200	2000
2400	4000

Fig. 36

Set value	Number of coin-out
600	$(- \text{payment balance}) \times 50\%$ (provided that the number of coin-out = 1000 if a payment balance ≥ 0)
1200	$(- \text{payment balance}) \times 60\%$ (provided that the number of coin-out = 2000 if a payment balance ≥ 0)
2400	$(- \text{payment balance}) \times 70\%$ (provided that the number of coin-out = 4000 if a payment balance ≥ 0)

Fig. 37

