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(54) **GAME SYSTEM AND GAME CONTROL METHOD**

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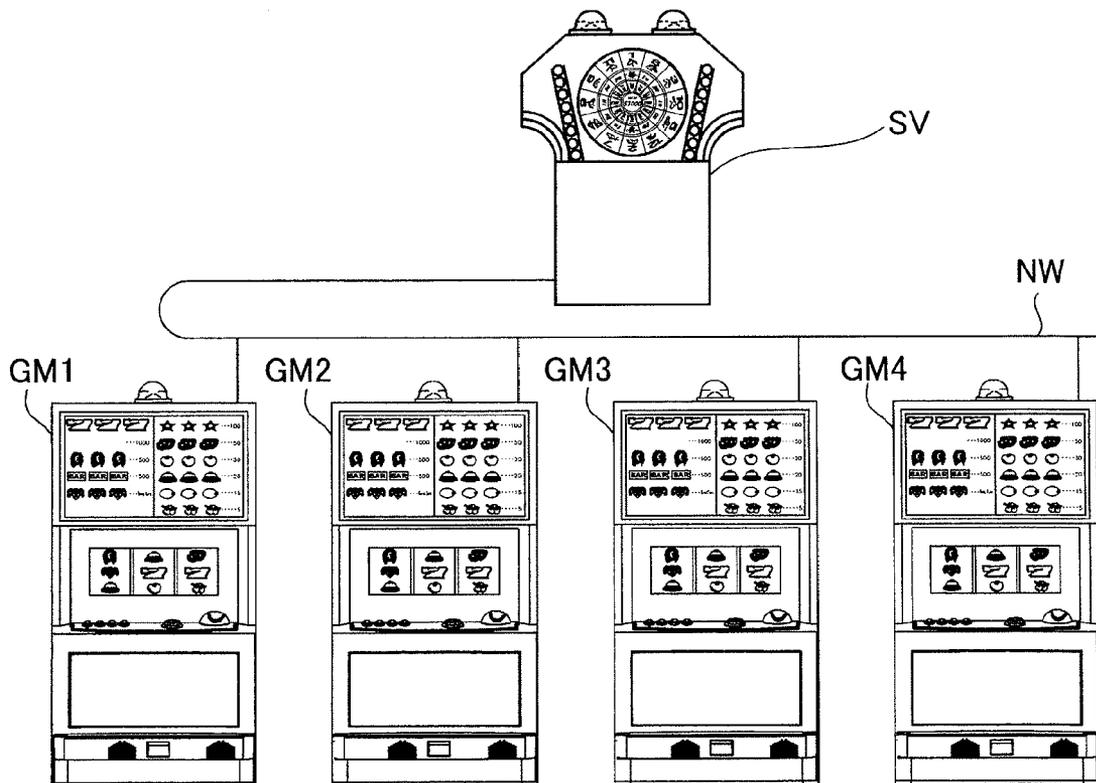
(57) **ABSTRACT**

A game system is provided where a main game and a second game can be executed, and a player can actively participate in a play.

In a game system where a main unit SV is connected to a plurality of game machines GM in which a play is conducted using a medal in a usual play, the main unit SV provides a second game which can be conducted in common at the plurality of game machines GM 1-GM 4. A token which is a play medium different from the metal is required for participating in the second game. The token is given when winning a lottery based on bet number information for each play in the game machines GM.

(30) **Foreign Application Priority Data**

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**FIG. 1**

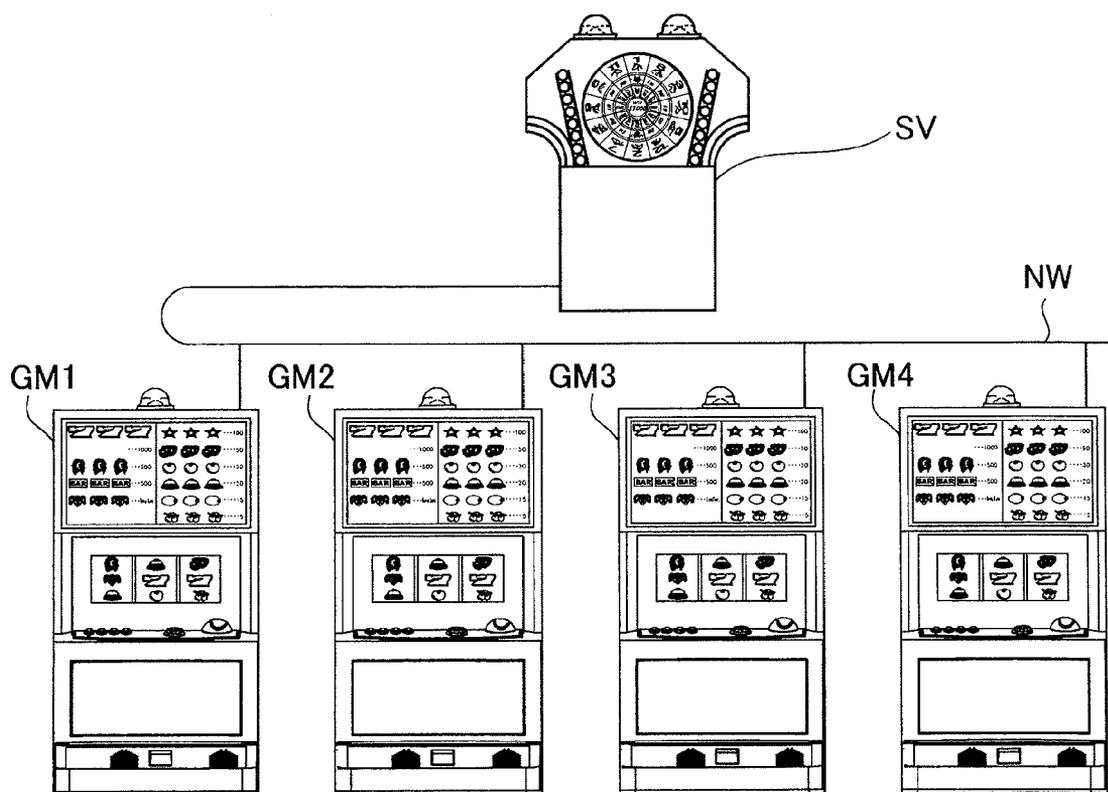


FIG. 2

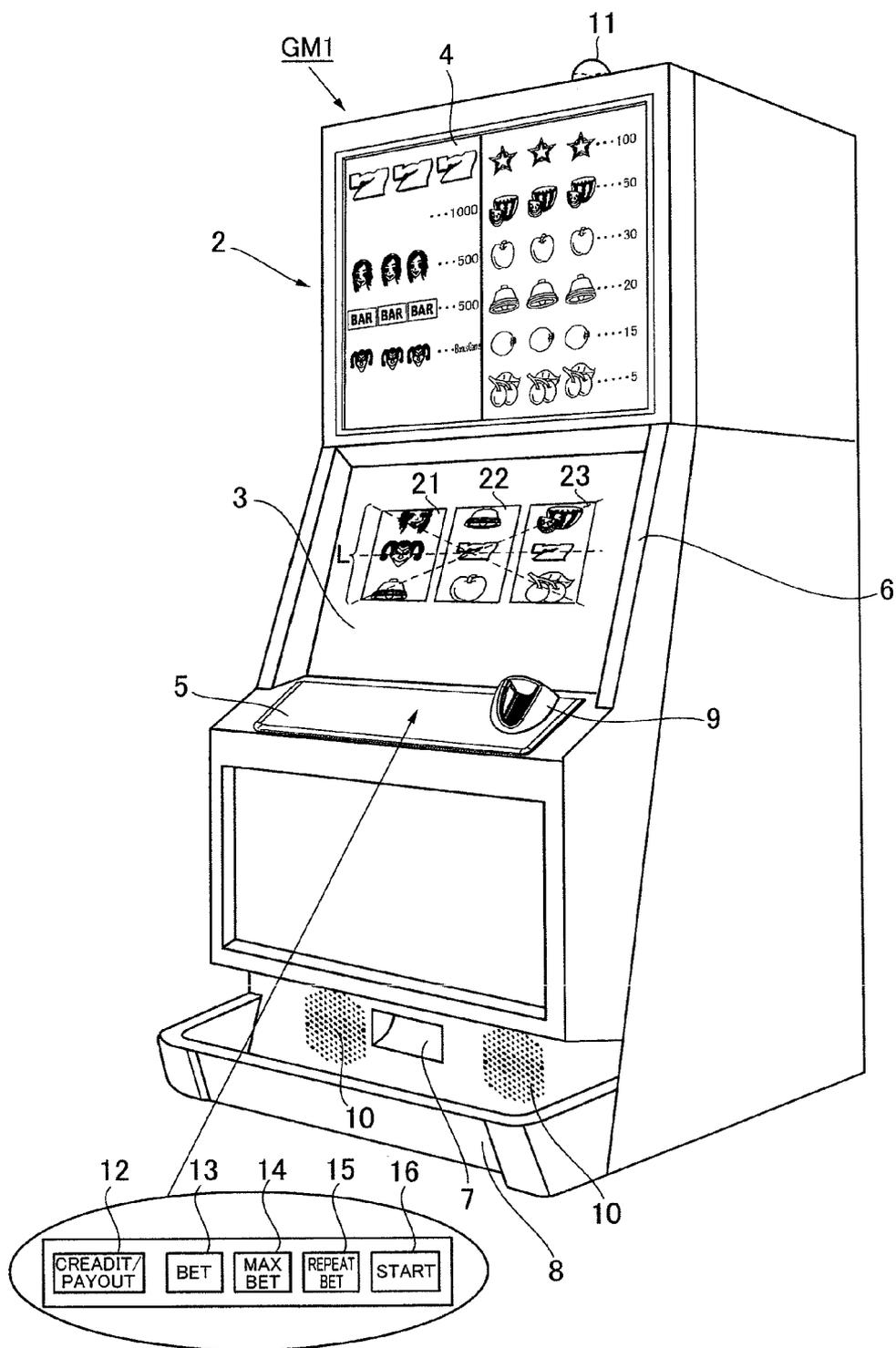


FIG. 3

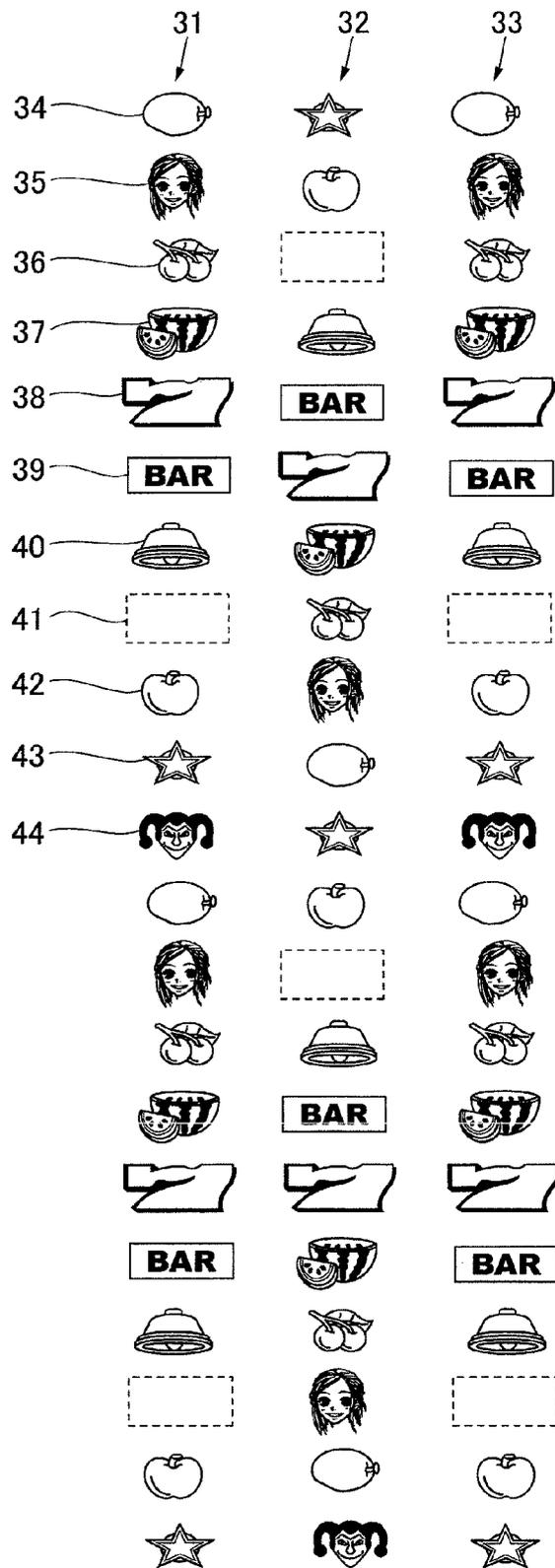
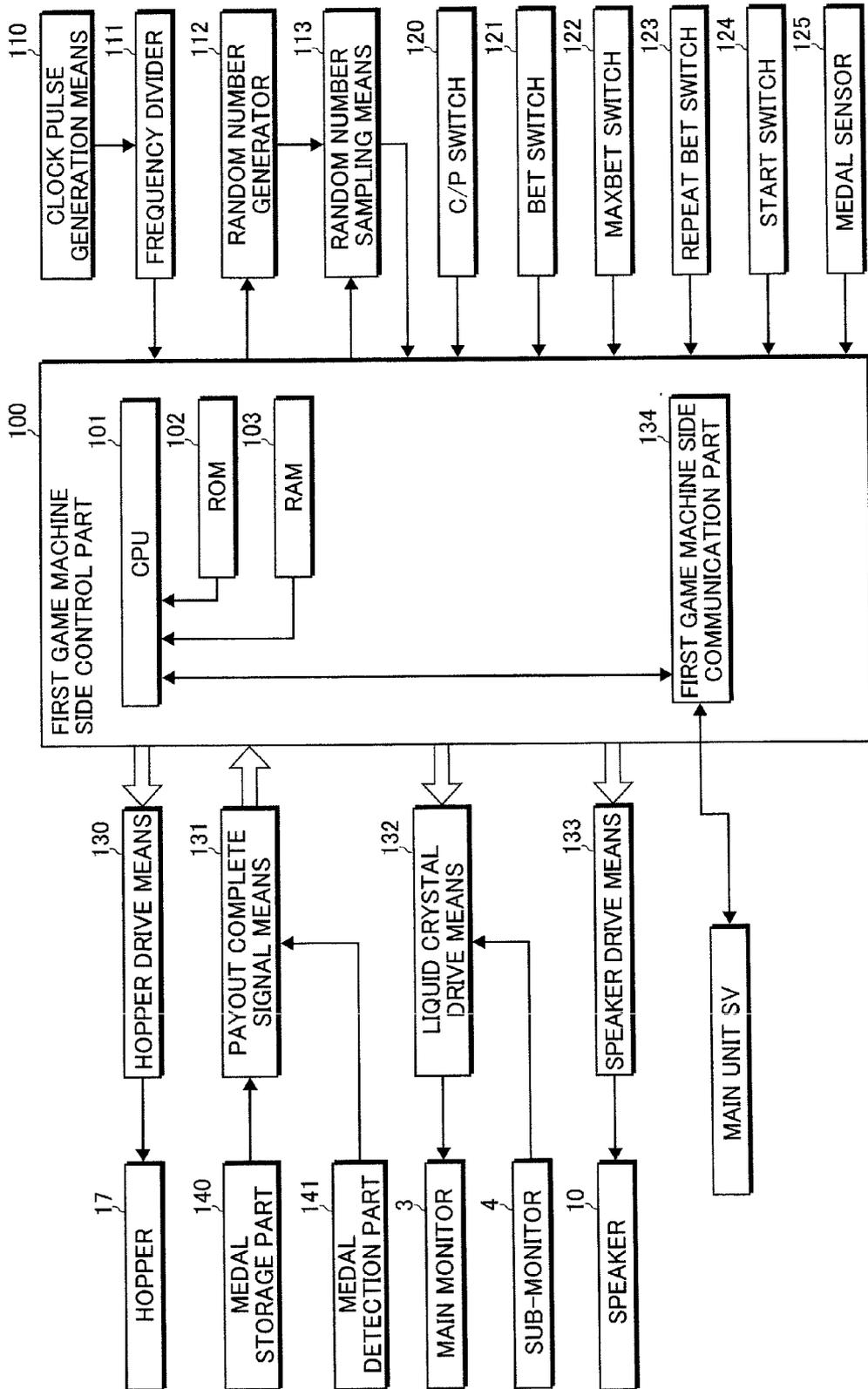
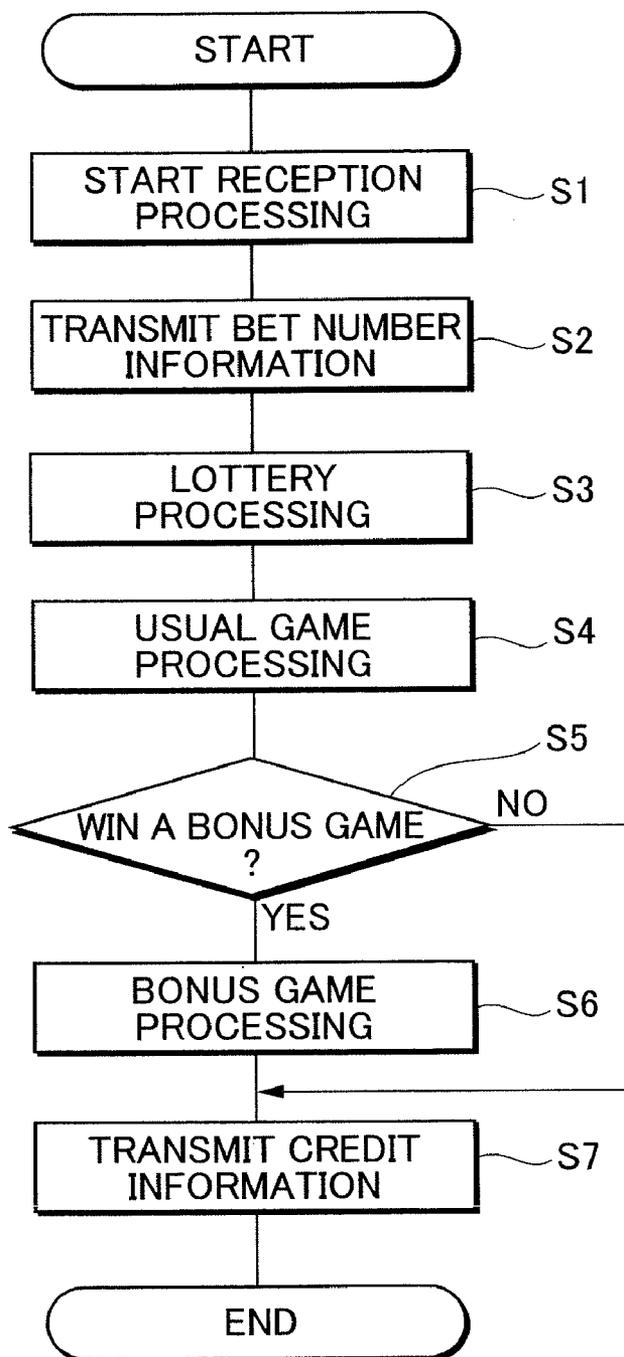


FIG. 4



**FIG.5**



**FIG. 6**

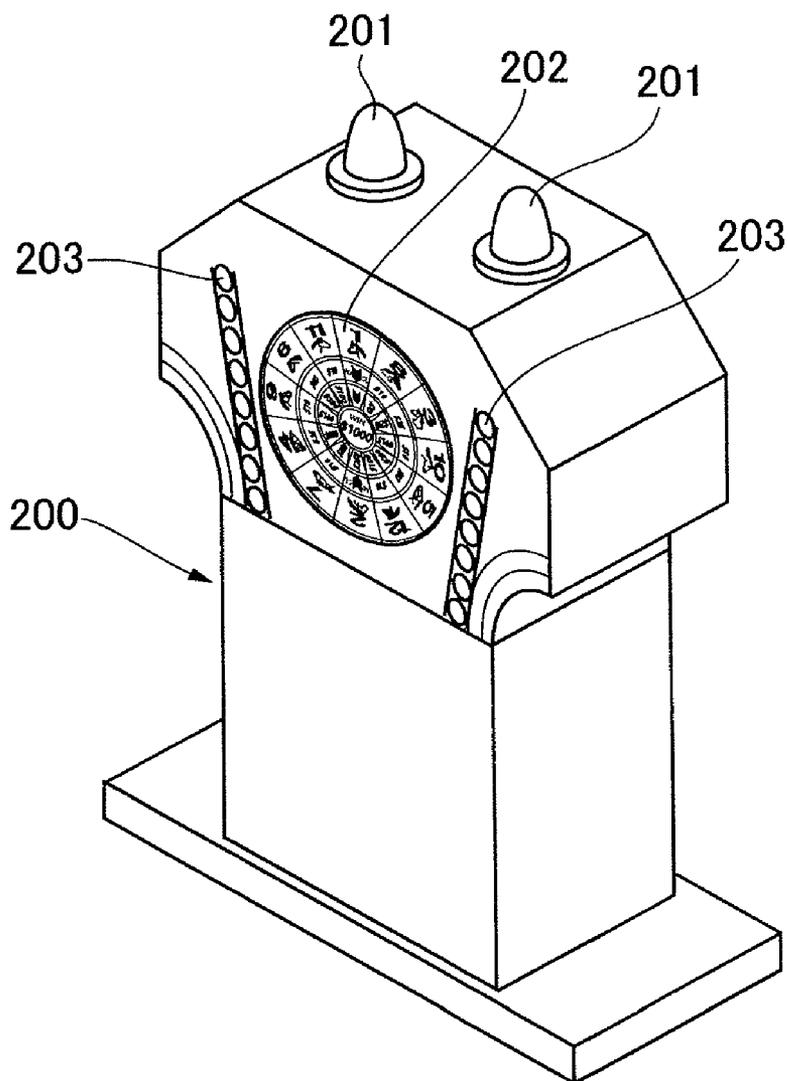
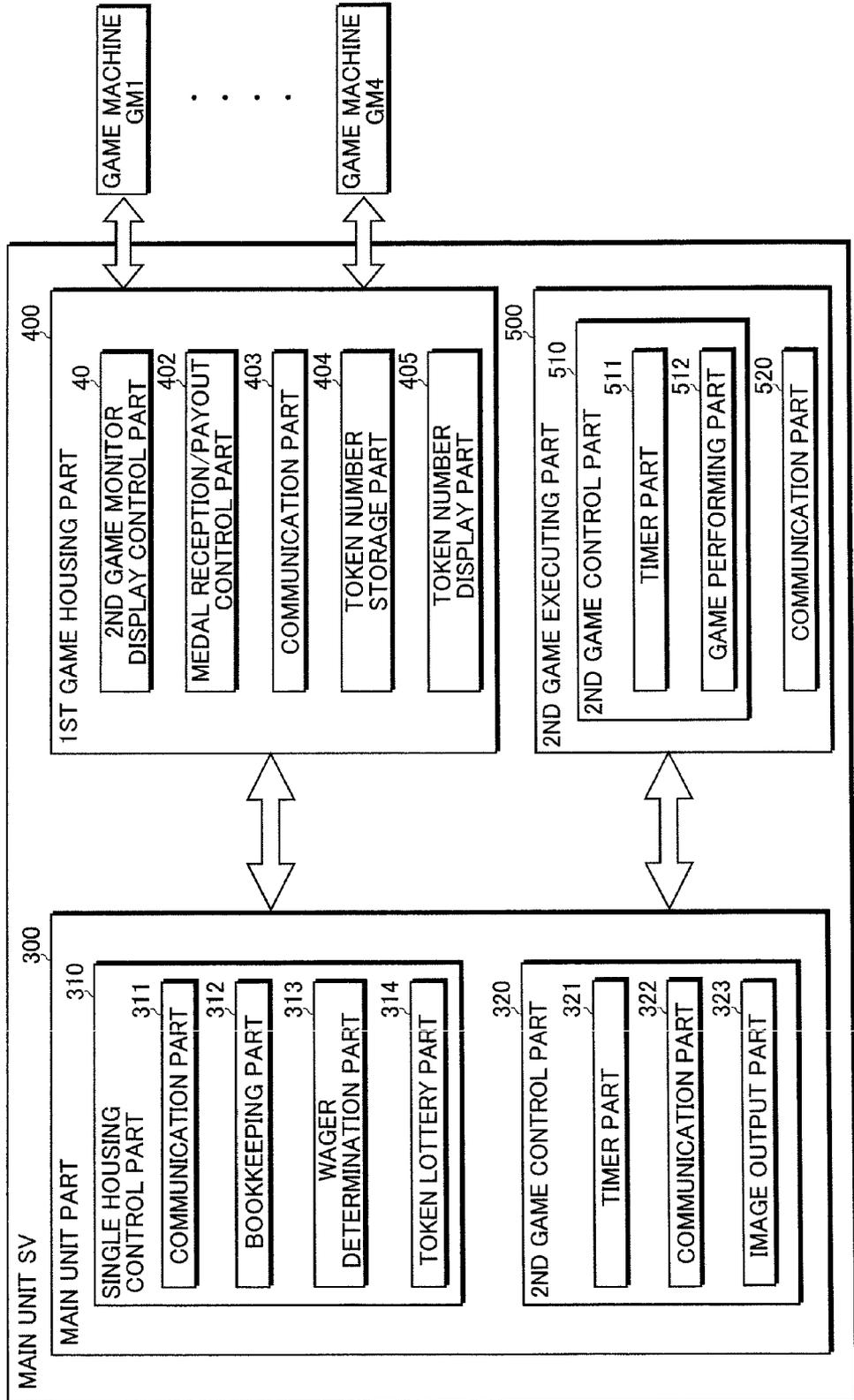
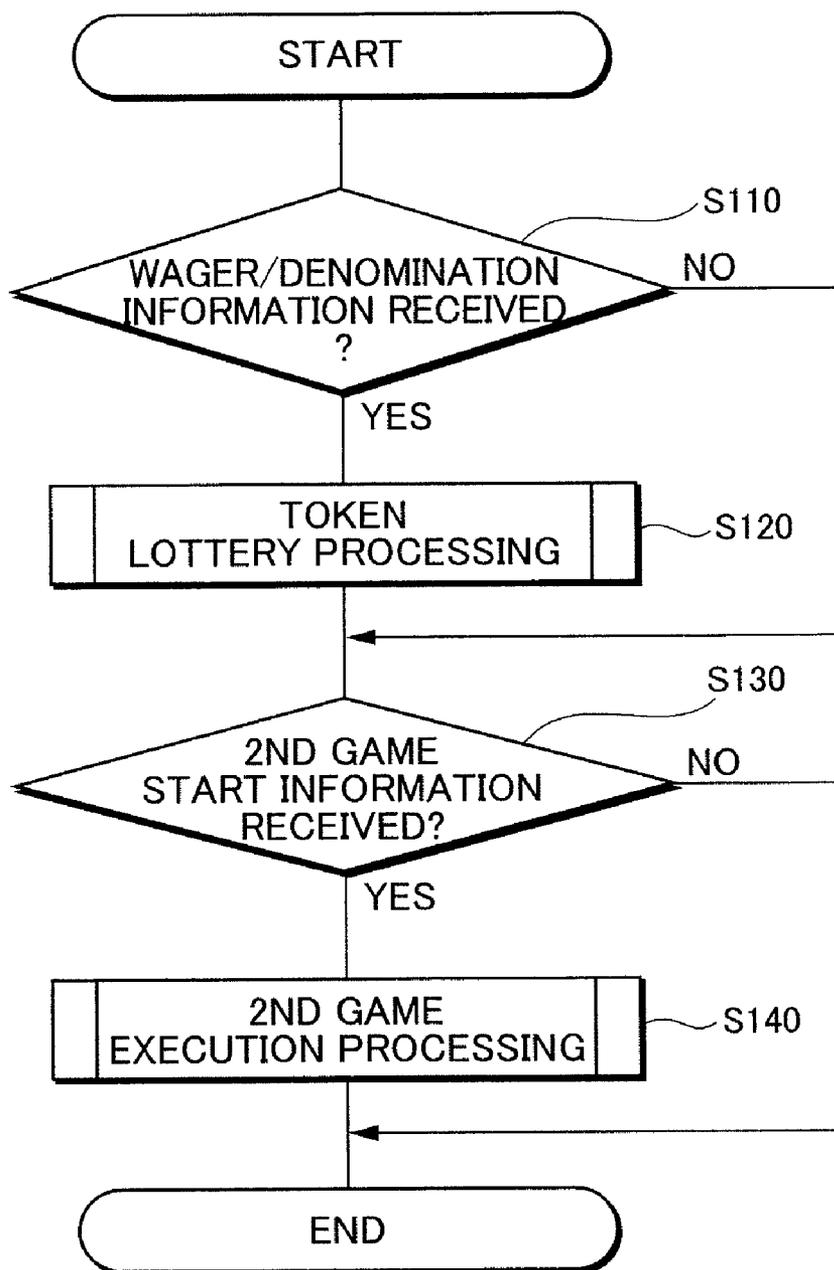


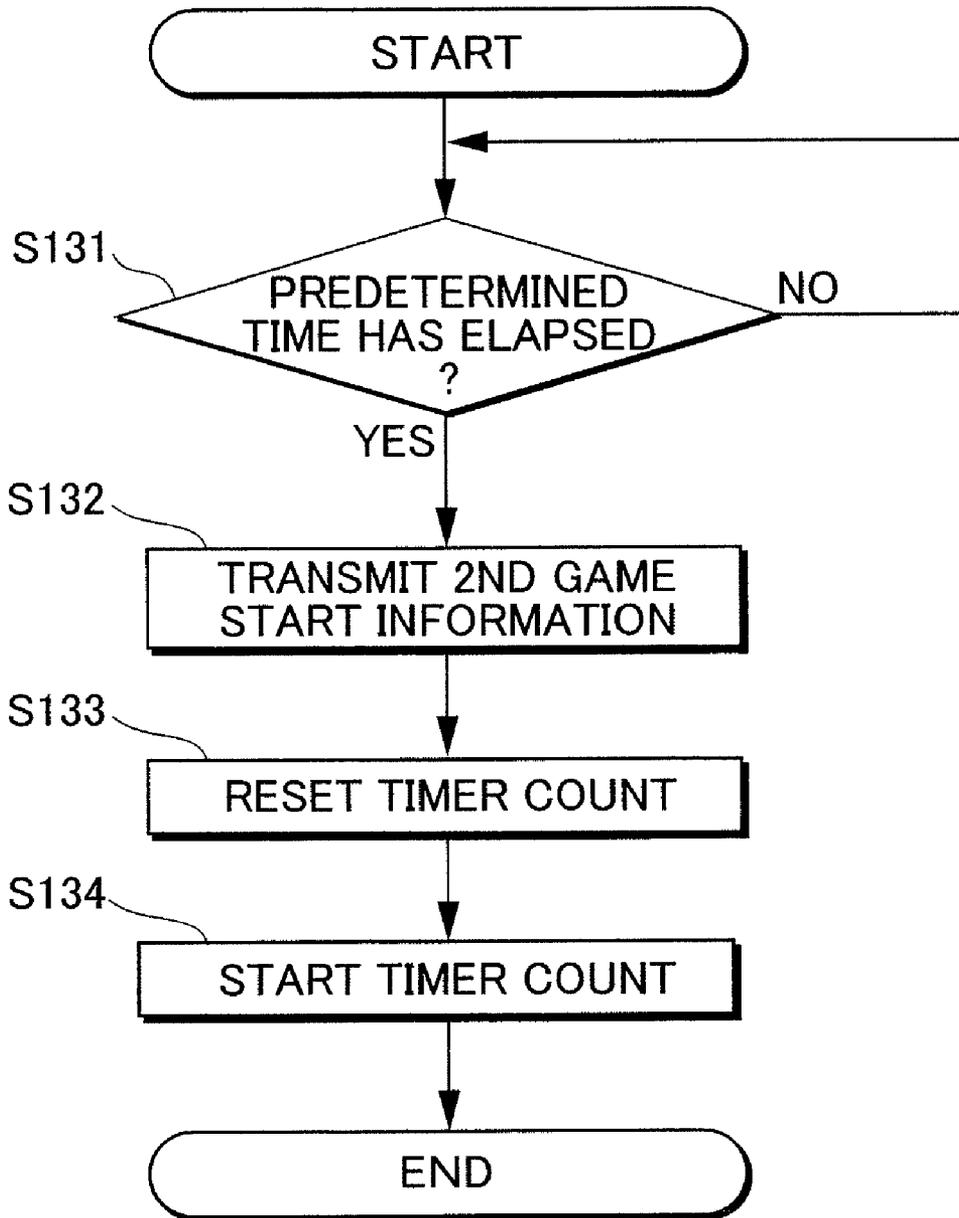
FIG. 7



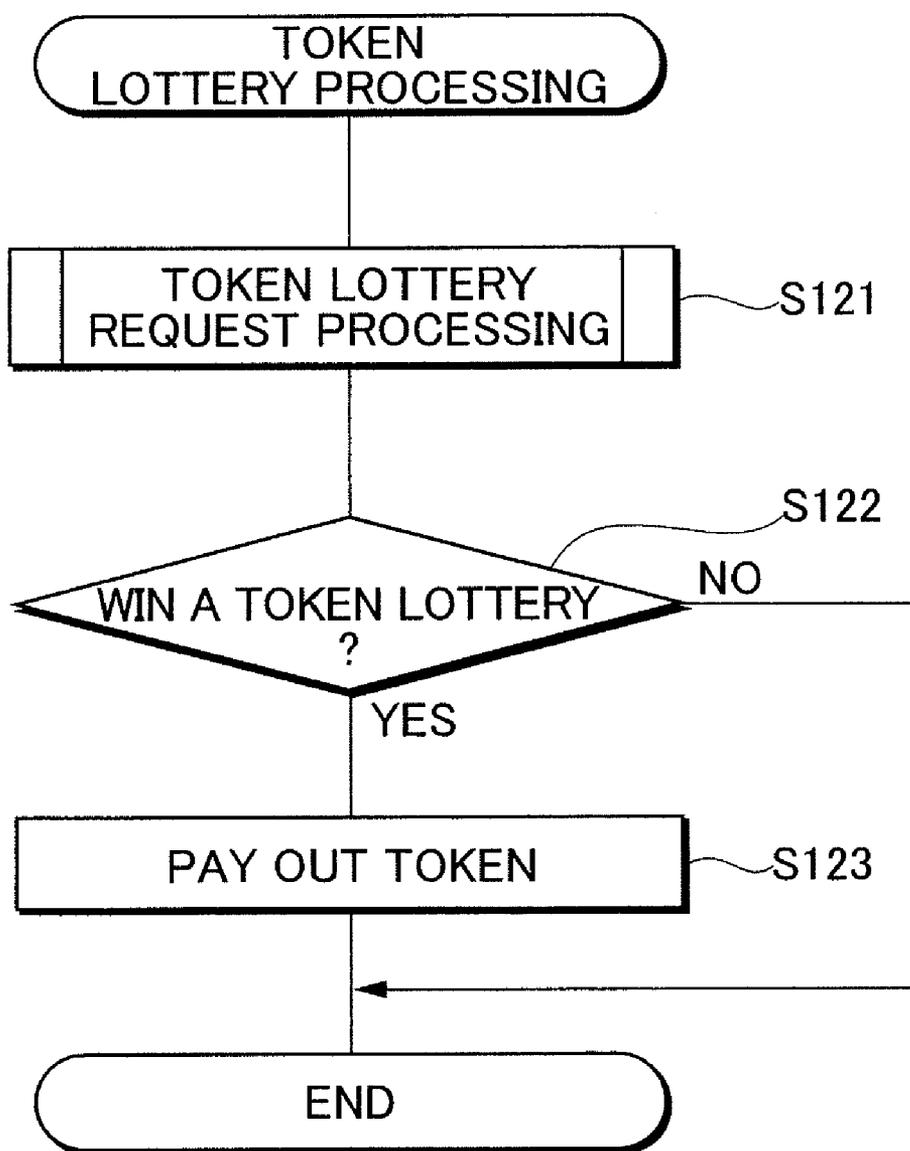
**FIG.8**



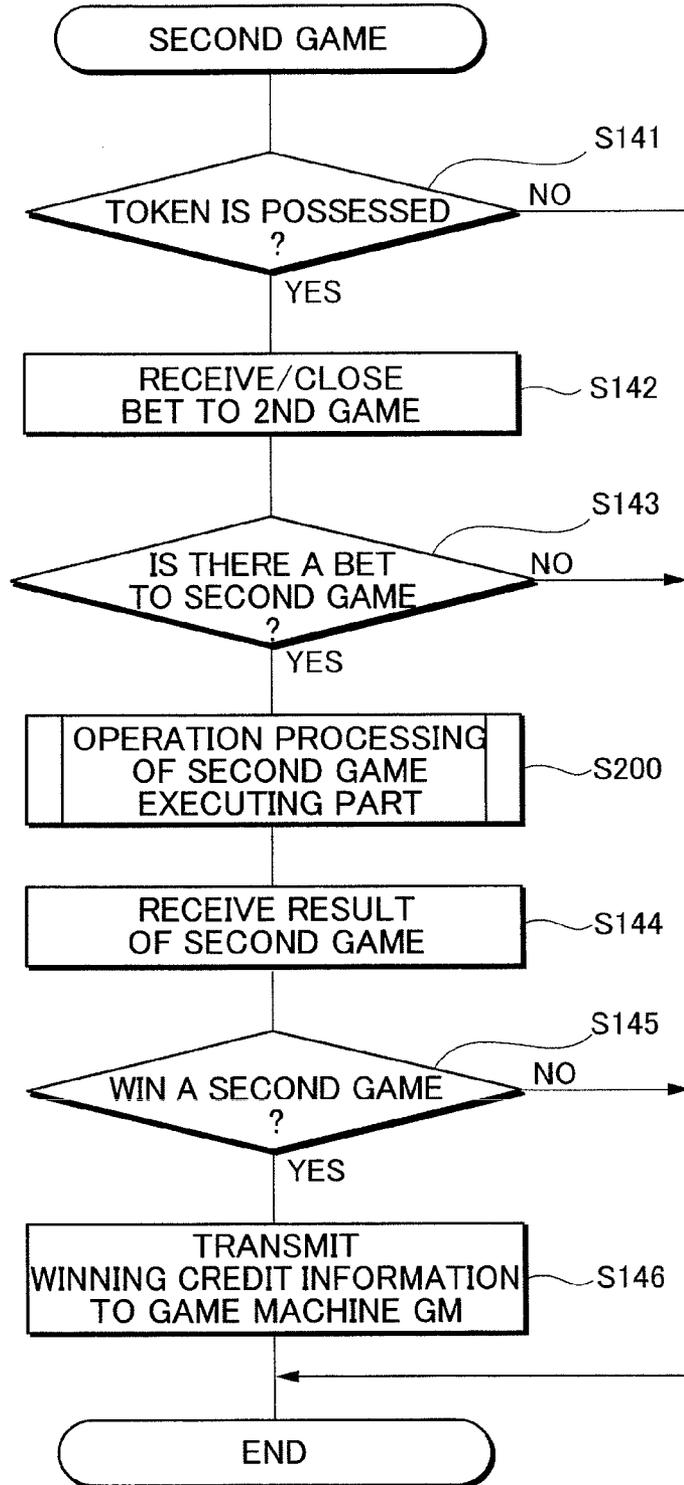
**FIG. 9**



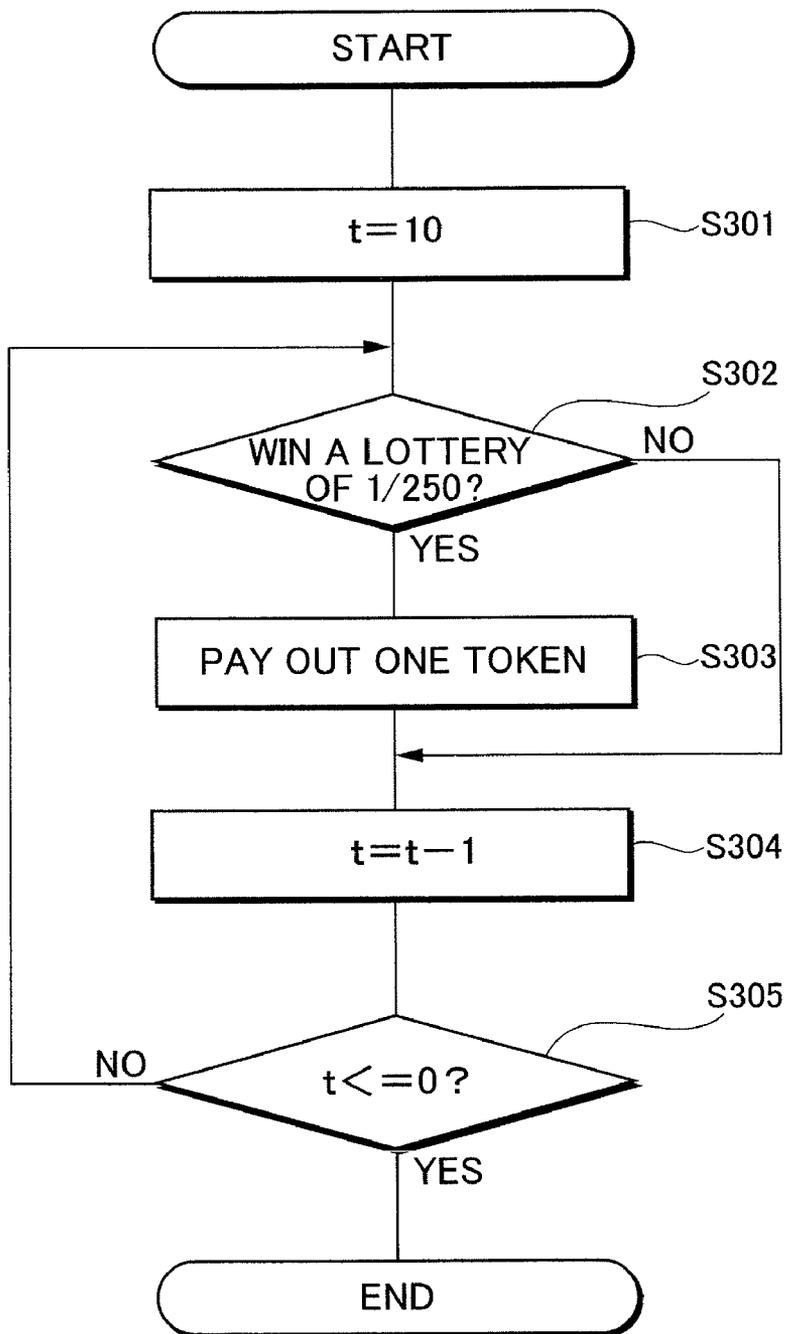
**FIG. 10**



**FIG. 11**



**FIG. 12**



**FIG. 13**

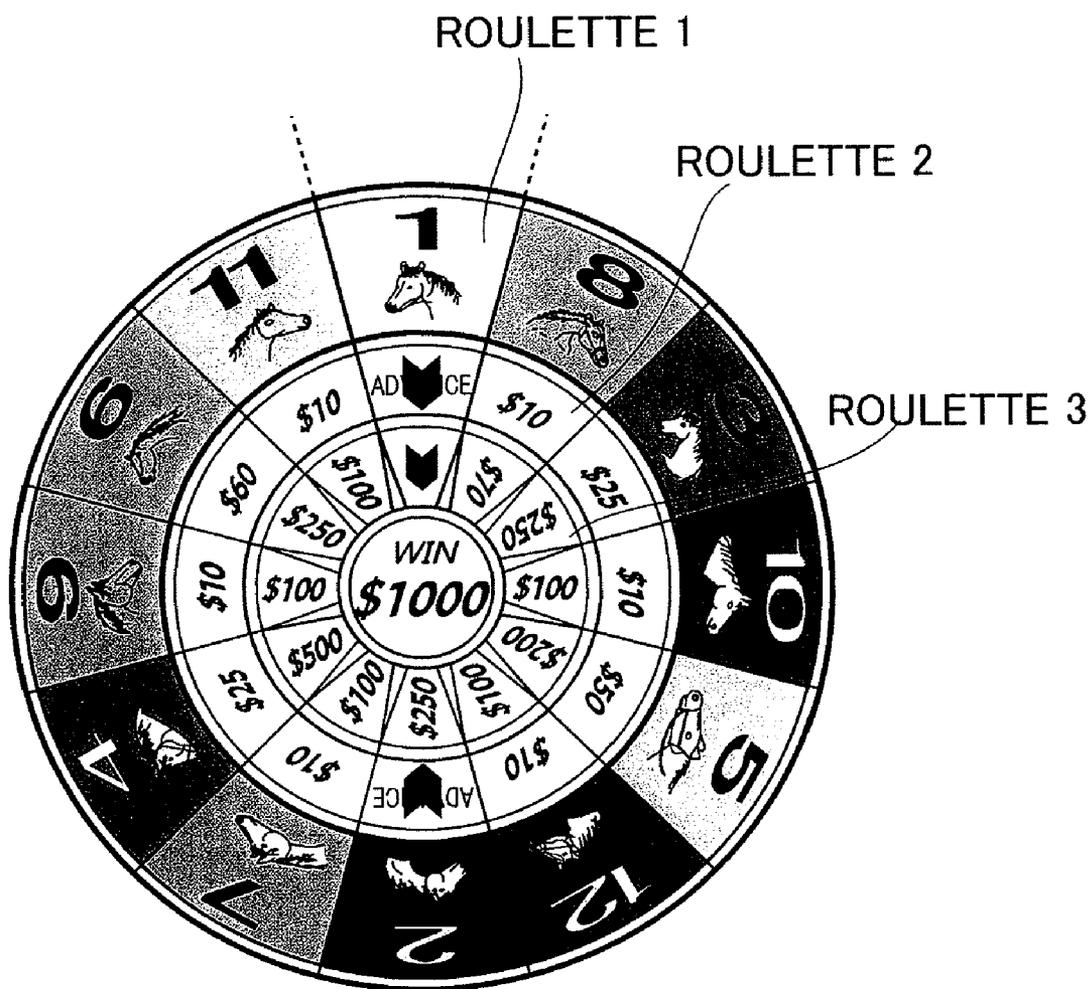
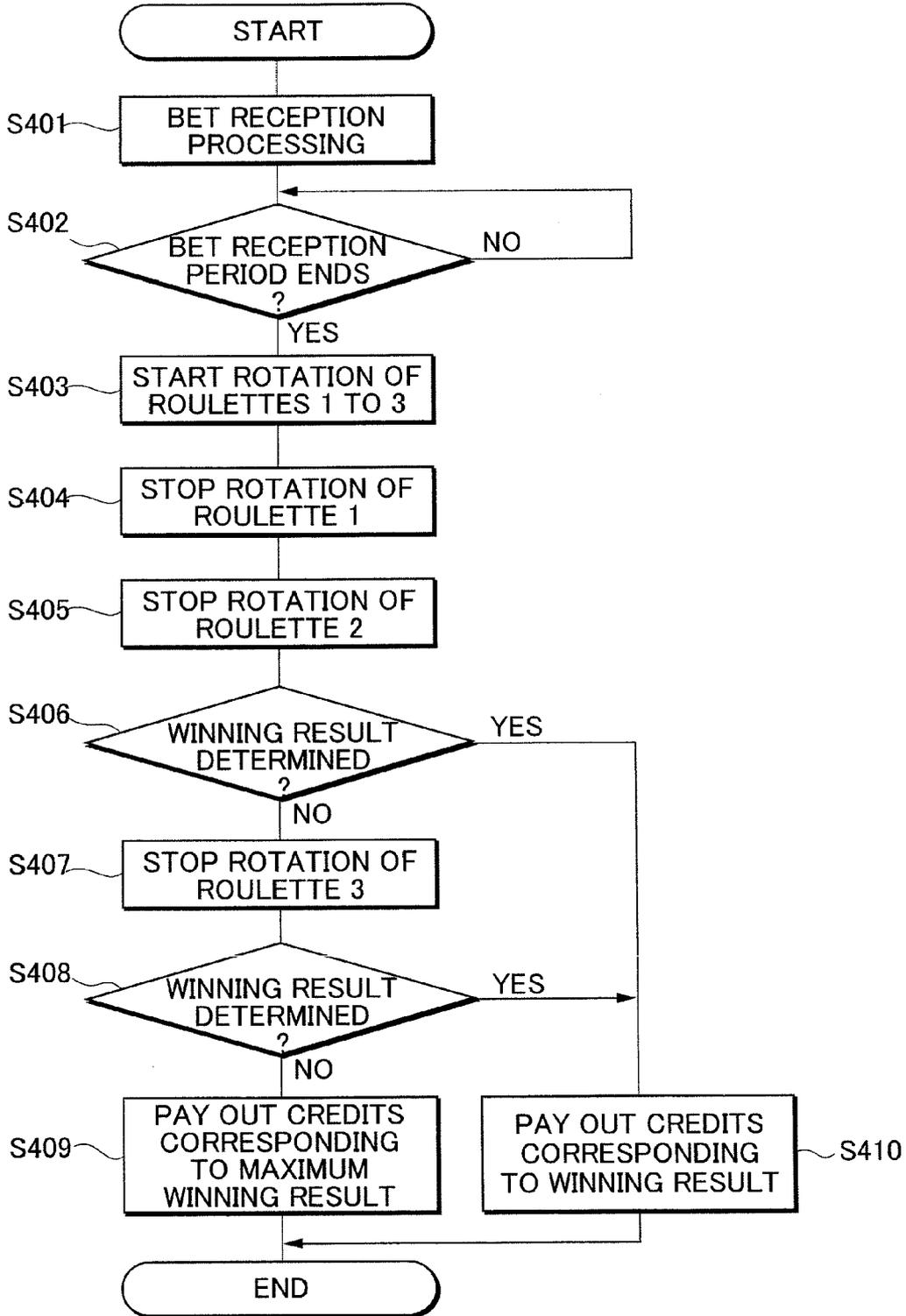


FIG.14



## GAME SYSTEM AND GAME CONTROL METHOD

### TECHNICAL FIELD

**[0001]** The present invention relates to a control device which is connectable to a plurality of game devices for a game in which a play medium is paid out according to a result of the game, and which provides a common game (a second game) to the plurality of game devices, and relates to a game system to which these are connected.

### BACKGROUND ART

**[0002]** Conventionally, in a game system having this kind of control device, while a player (a game player) is playing a 1st game (a main game) at each game device (hereinafter referred to as "a game machine"), at a predetermined timing, a 2nd game (a second game) in which respective players playing at a plurality of game machines can participate at the same time is executed. In this manner, the second game different from the game which serves as the main game can be played at the same game device. Hence, it is possible to provide a game with which a player is not easily bored compared with a game in which a play is conducted only with one main game.

**[0003]** For example, in a game system of PLT1, when a player wins a right to shift to a second game, this right is temporarily stocked. Additionally, since the player, who is playing at the game machine, is informed of the stocked right. Accordingly, the player can have a willingness to actively participate in the second game.

**[0004]** Further, a game system of PLT2 enables each player to participate in a second game using a credit won in a main game.

### CITATION LIST

#### Patent Literature

**[0005]** PLT1: Japanese Patent Application Laid-Open Publication No. 2008-49133

**[0006]** PLT2: United States Patent Application Publication No. 2005/218590

### SUMMARY OF INVENTION

#### Technical Problem

**[0007]** However, in the conventional technologies (PLT1 and PLT2), it is necessary to allot an appreciable extent of a total amount of play media paid back to the player to a payback by the second game, so as to make the second game attractive for the player. However, it is necessary to keep the amount of medals paid back by the first game to be low, and the consumption of play media becomes high compared with a game without a second game as described above. Therefore, as a result, it becomes a game which easily consumes the play media equal to or more than the play media inwardly acceptable for the player until the second game is generated, resulting in a reduction of enjoyment of a main game.

**[0008]** Additionally, in the conventional technologies, there is a possibility that the ability to pull in more customers decreases, due to the psychology of the player that it may take time until the next second game is started immediately after a high dividend is paid out, or immediately after the second game ends.

**[0009]** Furthermore, in the conventional technologies, in order to participate in the second game, it is necessary that the first game is being played immediately before the start of the second game. However, the player cannot know in advance when the second game will be held, since the holding time of the second game is irregular. Therefore, it is necessary for the player to keep playing of the first game, so that the player can participate in the second game whenever the second game is held. Moreover, in such a game machine, it is necessary to separately provide a means for determining whether or not the player is continuously conducting the play, and a cumbersome processing is required.

**[0010]** Additionally, in a case where the right to shift to the second game is stocked as in the above-mentioned PLT1, the player can use the stocked right to shift to the second game. However, after the second game is executed, a state occurs where the right that has been stocked till then is consumed. Thus, there is a trigger that the player stops playing of the main game at that time.

**[0011]** Further, in the game system where the credit won in the main game is used to participate in the second game as in the above-mentioned PLT2, a betting amount in the second game depends on credits won in each main game. Therefore, when the betting amount in each main game is greatly different from each other, the differences in winning credits won as the results of the main games naturally become great among the players. In this manner, there is a possibility that the players feel unfairness, since the betting amount in the second game is greatly different for each of the players.

**[0012]** Furthermore, some conventional technologies include a game system in which the amount of credits paid back in a second game is decided by considering the betting amount in a main game immediately before the second game is started. In such a game system, naturally, it becomes easier for a player, who plays the main game with a large amount of number of betting credits, to win a large amount of credits also in the second game. On the other hand, a player with a small betting amount can only obtain the number of credits that is not necessarily attractive for the player. Hence, there is a possibility that the motivation for participating in a play is reduced.

**[0013]** The present invention has been made to solve these conventional problems, and an object is to provide a game system where a main game and a second game can be executed, and a player can actively participate in a play.

#### Solution to Problem

**[0014]** The present invention is a central control device that is connectable to a plurality of play devices in which a play can be executed by using a predetermined play medium, and provides to the plurality of play devices a second play different from the play, the central control device including: play media usage number information reception means for receiving play media usage number information with respect to the play from each of the plurality of play devices; and specific play media lottery means for executing a lottery on whether or not to give a specific play medium required when participating in the second play, based on the play media usage number information received by the play media usage number information reception means.

**[0015]** According to the present invention, the specific play medium which is different from the predetermined play medium used in a usual play (each play conducted at each play device) is required for participating in the second play.

Additionally, as for the giving of the specific play medium, a lottery is held based on the usage number information of predetermined play media used (bet, inserted) in the usual play. With such a configuration, even when a plurality of players conduct the second play together, they can conduct the second play by betting the specific play media having the same value. Therefore, it is possible to provide a play which does not cause a feeling of unfairness among the players simultaneously participating in the second play.

**[0016]** In the present invention, the specific play media lottery means holds the lottery with lottery tables of different winning rates in accordance with a number of the play media based on the play media usage number information.

**[0017]** According to the present invention, the winning probability of the lottery of giving the specific play medium changes, in accordance with the betting amount at the time when the player conducts the play at the play device. For example, when the winning probability is set high if the betting amount is large, and the winning probability is low if the betting amount is small, it is possible to increase the probability of giving the specific play medium if the betting amount is increased. Therefore, even in a case where players conduct plays at the play devices with the different betting amounts or the different settings, it is possible to provide a play which does not cause a feeling of unfairness among the players.

**[0018]** In the present invention, the specific play media lottery means holds the lottery only by a predetermined number of times for a number of the play media used based on the play media usage number information.

**[0019]** According to the present invention, the lottery of giving the specific play medium is held only by the predetermined number of times in accordance with the betting amount when the player conducts the play at the play device. For example, when the number of times of lottery is increased if the betting amount is large, and the number of times of lottery is decreased if the betting amount is small, it is possible to increase the probability of giving the specific play medium if the betting amount is increased. Therefore, even in a case where the players conduct plays at the play devices with the different betting amounts or the different settings, it is possible to provide a play which does not cause a feeling of unfairness among the players.

**[0020]** In the present invention, the play media usage number information reception means receives, as the play media usage number information, betting amount information with respect to the play from each of the plurality of play devices, and the specific play media lottery means executes a lottery on whether or not to give a specific play medium required when participating in the second play, based on the betting amount information received by the play media usage number information reception means.

**[0021]** According to the present invention, as for the giving of the specific play medium, a lottery is held based on the betting amount information of the predetermined play medium bet in the usual play. With such a configuration, even when a plurality of players conduct the second play together, they can conduct the second play by betting the specific play media having the same value. Therefore, it is possible to provide a play which does not cause a feeling of unfairness among the players simultaneously participating in the second game.

**[0022]** In the present invention, the play media usage number information reception means receives, as the play media

usage number information, insertion information of the play medium with respect to the play from each of the plurality of play devices, and the specific play media lottery means executes a lottery on whether or not to give a specific play medium required for participating in the second play, based on the insertion number information received by the play media usage number information reception means.

**[0023]** According to the present invention, as for the giving of the specific play medium, a lottery is held based on the inserted number information on the predetermined play media inserted in the usual play. With such a configuration, even when a plurality of players conduct the second play together, they can conduct the second play by betting the specific play media having the same value. Therefore, it is possible to provide a play which does not cause a feeling of unfairness among the players simultaneously participating in the second game.

**[0024]** In the present invention, a specific play media storage means for storing that the specific play medium is given, when winning the lottery by the specific play media lottery means; and a specific play medium giving informing means for informing, when giving of the specific play medium is stored in the specific play media storage means, that the giving of the specific play medium is stored in the specific play media storage means are further provided.

**[0025]** According to the present invention, the central control device stores that the specific play medium is given, and also informs the player that the specific play medium is given. As a result, it is possible to inform the player of the acquisition of the specific play medium, and to positively motivate the player to participate in the second play.

**[0026]** In the present invention, a second play control means for starting/executing the second play at predetermined intervals is further provided.

**[0027]** According to the present invention, the second play which can be enjoyed in common at a plurality of play devices is started/executed at the predetermined intervals. That is, by periodically holding the second play, there is no possibility that the player consumes the play media more than expected by continuously playing the main game at the game device until the second game is held, or possibility that the motivation for playing is decreased because the player worries about the probability that the second game may not be conducted in the worst case, since the player does not know when the 2nd game (the second play) will be held as in a conventional manner. Therefore, it is possible to actively involve the player in participating in the main game.

**[0028]** In the present invention, the play media usage number information reception means receives the play media usage number information with respect to the play from the plurality of play devices after converting a value of one play medium used in each of the plurality of play devices into a common.

**[0029]** According to the present invention, when the values of the play media are different for the plurality of play devices, the values are converted (adjusted) into common values and then are received as the play media usage number information. The values of the play media being different means that, for example, "ten play media are required when conducting a play once in a play device 1, and one play medium is required when conducting a play once in a play device 2", or that, even in a case where the same play medium is used, the values are different for the play devices, such as "one play medium has a value by which ten times of play can

be conducted in the play device 1, and one play medium has only a value by which play can be conducted once in the play device 2". Therefore, even in a case where the values of one play medium are different among the plurality of play devices, an equal lottery can be held after converting these different values into common, when holding the lottery of the specific play media, and unfairness is not caused among the players.

**[0030]** A game system of the present invention includes a plurality of game devices in which a game can be executed each time using a predetermined play medium, and a central control device that is connected to the plurality of game devices and provides a second game common to the plurality of game devices, the game device including play media usage number transmission means for transmitting play media usage number information to the central control device, and the central control device including play media usage number information reception means for receiving the play media usage number information transmitted from the play media usage number transmission means; specific play media lottery means for executing a lottery on whether or not to give a specific play medium required when participating in the second game, based on the play media usage number information; and specific play media storage means for storing that the specific play medium is given, when winning the lottery by the specific play media lottery means.

**[0031]** According to the present invention, the specific play medium which is different from the predetermined play medium used in a usual play (each play conducted at each play device) is required for participating in the second play. Additionally, as for the giving of the specific play medium, a lottery is held based on the usage number information (the information on the betting amount, the information of the inserted number, etc.) of predetermined play media bet in the usual play. With such a configuration, even when a plurality of players conduct the second play together, they can conduct the second play by betting the specific play media having the same value. Therefore, it is possible to provide a play which does not cause a feeling of unfairness among the players simultaneously participating in the second play. Further, the central control device stores that the specific play medium is given, and the player is also informed that the specific play medium is given. As a result, it is possible for the player to know the acquisition of the specific play medium, and to have a motivation for participating in the second play.

**[0032]** In the game system of the present invention, the central control device further includes second game control means for starting/executing the second game at predetermined intervals.

**[0033]** According to the present invention, the second play which can be enjoyed in common at a plurality of play devices is started/executed at the predetermined intervals. That is, by periodically holding the second play, there is no possibility that the player consumes the play media more than expected by continuously playing the main game at the game device until the second game is held, or possibility that the motivation for playing is decreased because the player worries about the probability that the second game may not be conducted in the worst case, since the player does not know when the 2nd game (the second game) will be held as in a conventional manner. Therefore, it is possible to actively involve the player in participating in the main game.

**[0034]** In the game system of the present invention, the central control device further includes second game privilege

giving means for giving, when a win is obtained as a result of the second game, the play medium used in the game device as a privilege for the win.

**[0035]** According to the game system of the present invention, the specific play medium is required for participating in the second game, while the play medium given when winning the second game is the predetermined play medium used in the usual play. Therefore, the player can enjoy the main game and the second game smoothly, since it is not necessary for the player to convert the specific play media given into the predetermined play media (realization) for using them in the usual play. Therefore, in the game system where the main game and the second game can be executed, it is possible to positively involve the players in participating in the plays.

**[0036]** In the game system of the present invention, the play media usage number information reception means receives play media usage number information with respect to the play from the plurality of game devices after converting a value of one play medium used in each of the plurality of game devices into a common.

**[0037]** According to the game system of the present invention, when the values of the play media are different for the plurality of play devices, the values are converted (adjusted) into common values, and then are received as the play media usage number information. The values of the play media being different means that, for example, "ten play media are required when conducting a play once in the play device 1, and one play medium is required when conducting a play once in the play device 2", or that, even in a case where the same play medium is used, the values are different for the play devices, such as "one play medium has a value by which ten times of play can be conducted in the play device 1, and one play medium has only a value by which play can be conducted once in the play device 2". Therefore, even in a case where the value of one play medium is different among the plurality of play devices, an equal lottery can be held after converting these different values into common, when holding the lottery of the specific play media, and unfairness is not caused among the players.

**[0038]** A control method of a game system according to the present invention is a control method of a game system where a plurality of game devices, in which a game can be executed each time using a predetermined play medium, are connected to a central control device that is connected to the plurality of game devices and provides a second game common to the plurality of game devices, the control method including: play media usage number obtaining step for obtaining play media usage number information used to an execution of a game in each of the plurality of game devices; specific play media lottery step for executing a lottery on whether or not to give a specific play medium required when participating in the second game, based on the play media usage number information obtained by the play media usage number obtaining step; and specific play media storage step for storing that the specific play medium is given, when winning the lottery in the specific play media lottery step.

**[0039]** According to the control method of the game system of the present invention, the usage number information (the information on the betting amount, the information of the inserted number, etc.) of the predetermined play media bet in the usual play is obtained, and the lottery of giving of the specific play medium is held based on the usage number information obtained on this occasion. Additionally, when the specific play medium is given, the giving of the specific play

medium is stored. With such a configuration, even when a plurality of players conduct the second game together, they can conduct the second game by betting the specific play media having the same value. Therefore, it is possible to provide a play which does not cause a feeling of unfairness among the players simultaneously participating in the second game. As a result, the player can know the acquisition of the specific play medium, and can have a motivation for participating in the second game.

[0040] In the control method of game system according to the present invention, the play media usage number information obtaining step further includes play media value conversion step for play media usage number information with respect to the play from the plurality of game devices, and converting a value of one play medium used in each of the plurality of game devices into a common.

[0041] According to the control system of the game system of the present invention, when the values of the play media are different for the plurality of play devices, the play media usage number obtaining step further includes the play media value conversion step for converting (adjusting) the values into common values. The values of the play media being different means that, for example, “ten play media are required when conducting a play once in the play device 1, and one play medium is required when conducting a play once in the play device 2”, or that, even in a case where the same play medium is used, the values are different for the play devices, such as “one play medium has a value by which ten times of play can be conducted in the play device 1, and one play medium has only a value by which play can be conducted once in the play device 2”. Therefore, even in a case where the value of one play medium is different among the plurality of play devices, an equal lottery can be held after converting these different values into common, when holding the lottery of the specific play media, and unfairness is not caused among the players.

#### Advantageous Effects of Invention

[0042] According to the present invention, it is possible to provide a main game which does not damage the charms of a game that can be originally obtained, in a game system where a main game and a second game can be executed.

#### BRIEF DESCRIPTION OF THE DRAWINGS

[0043] FIG. 1 is a figure illustrating an embodiment of a game system according to the present invention.

[0044] FIG. 2 is a perspective view illustrating an external appearance of a game device (a first game housing) GM of FIG. 1.

[0045] FIG. 3 is an explanatory drawing illustrating symbol rows used in the game device GM of FIG. 1.

[0046] FIG. 4 is a block diagram illustrating the game device GM of FIG. 1.

[0047] FIG. 5 is a flow chart illustrating a control program of the game device GM of FIG. 1.

[0048] FIG. 6 is a perspective view illustrating an external appearance of a main unit (a second game housing) SV of FIG. 1.

[0049] FIG. 7 is a block diagram schematically illustrating control in the main unit SV of FIG. 1.

[0050] FIG. 8 is a flow chart illustrating control in a first game housing part.

[0051] FIG. 9 is a flow chart illustrating control of a second game control part.

[0052] FIG. 10 is a flow chart illustrating token lottery processing.

[0053] FIG. 11 is a flow chart illustrating second game execution processing.

[0054] FIG. 12 is a flow chart illustrating a token lottery by a token lottery part.

[0055] FIG. 13 is a figure illustrating an image of a roulette game displayed on a second game monitor of the main unit SV.

[0056] FIG. 14 is a flow chart illustrating processing of a roulette game performed by a second game executing part.

#### DESCRIPTION OF EMBODIMENTS

[0057] Hereinafter, an embodiment of a game system according to the present invention will be described with reference to the drawings.

[0058] FIG. 1 is an explanatory drawing illustrating an embodiment of a game system according to the present invention, FIG. 2 is a perspective view illustrating an external appearance of a game device (a first game housing) GM of FIG. 1, FIG. 3 is an explanatory drawing illustrating symbol rows used in the game device GM of FIG. 1, FIG. 4 is a block diagram which functionally illustrates the game device GM of FIG. 1, and FIG. 5 is a flow chart illustrating a main processing program in the game device of FIG. 1.

[0059] As illustrated in FIG. 1, in the present embodiment, a game system is constructed where a main unit (a second game housing) SV is connected to a plurality of different game devices (hereinafter referred to as “the game machines”) GM 1, GM 2, GM 3 and GM 4 (It is not limited to four devices.) through a network NW. In addition, it can be a gaming machine, or a play machine or the like, a main purpose of which is betting, though it is referred to as the game device or the game machine in the present embodiment.

[0060] Additionally, the game machines GM 1-GM 4 correspond to play devices in the present embodiment, and the main unit SV corresponds to a central control device in the present embodiment.

[0061] The game machines GM 1-GM 4 include a cabinet 2 which forms the entirety thereof, as illustrated in FIG. 2 (the GM 1 is illustrated as an example in this figure). A JP informing lamp 11 (a second display part), which is formed by a revolving light for informing a player of information related to a 2nd game (also referred to as a second game, and will be described in details later), is provided on a top part of the cabinet 2. The jackpot informing lamp 11 is lit for a short time period when the game device GM can participate in a jackpot lottery, so that the status of the jackpot lottery can be visibly confirmed.

[0062] A main monitor 3 (a first indicator) is arranged at an equipment front panel 6 provided in a front center part of the cabinet 2. Moreover, a sub-monitor 4 (a second indicator) is arranged at a front upper part of the cabinet 2. The main monitor 3 and the sub-monitor 4 are formed by liquid crystal displays used widely in general.

[0063] As illustrated in FIG. 2, on the main monitor 3, a credit is displayed, and three variable display parts 21, 22 and 23 are also displayed. It should be noted the credit in the present embodiment represents a virtual play medium such as electronic data, and indicates a concept of a unit value of betting in a play machine. On each of the variable display parts 21-23, various symbols described later are variably

displayed while scrolling from an upper direction toward a lower direction (hereinafter also referred to as “the scrolling display”). Then, the various symbols are stopped and displayed. In this manner, a slot game, which is an original game of the game machine GM, is executed.

[0064] Moreover, as illustrated in the figure, usually, the sub-monitor 4 displays a list of dividend of each prize of the slot game in the game machine GM, and displays the status of play of the second game when the second game is executed in the main unit SV, details of which will be described later. Hereinafter, a game executed in the game machine GM is referred to as a main game (a first game).

[0065] As described above, in the game machine GM according to the present embodiment, usually, the slot game (a usual game and a bonus game), which is the main game, is conducted with video reels realized by scrolling displaying symbol rows 31-33 described later (see FIG. 3) from the upper direction toward the lower direction, on the respective variable display parts 21-23 of the main monitor 3. After a predetermined time has elapsed, the symbol rows 31-33 scrolling displayed are stopped and displayed with a predetermined combination of symbols. Then, in this slot game (the usual game and the bonus game), a credit is given when the symbols which are stopped and displayed on a valid winning line L (indicated by a dotted line in FIG. 2) on each of the variable display parts 21-23 are a predetermined combination, and the player progresses the play by using the symbol rows displayed and various operation buttons.

[0066] Additionally, an operating table 5 projecting toward a front side is provided below the main monitor 3. As illustrated in FIG. 2, the operating table 5 is provided with a C/P (credit/payout) button 12, a BET (bet) button 13, a MAXBET (max bet) button 14, a repeat bet (REPEAT BET) button 15, and a start button 16 are arranged in this order from the left. A medal insertion slot 9 is provided to the right side of the start button 16.

[0067] The C/P button 12 is a button which is usually pressed when ending the play, and a credit that the player currently possesses is paid out as medals corresponding to the credit value thereof. Therefore, the medals are paid out to the player from a hopper 17 (see FIG. 4) through a medal payout port 7, when the C/P button 12 is pressed. In addition, when the C/P button 12 is not pressed, a medal(s) which is to be given as the privilege as a result of the play is automatically carried forward as the credit, and is stored in a medal storage part 140 (see FIG. 4).

[0068] Further, the BET button 13 is a button which is operated when betting the credited medal(s). Here, each time the BET button 13 is pressed once, the number of bets is incremented by one with respect to the valid winning line L. In addition, only the number of bets is decremented by one from the credit that the player currently possesses. In a slot machine 1 according to the present embodiment, it is possible to conduct a game by setting the number of bets from “1” to “10” with respect to the valid winning line L.

[0069] The MAXBET button 14 is a button which is operated when betting the credited medals by the maximum number of bets (ten bets in the present embodiment) with respect to the valid winning line L. Here, when the MAXBET button 14 is pressed in a case where the credit that the player currently possesses is ten or more, the number of bets with respect to the valid winning line L is set to “10”. Additionally, in a case where the credit that the player currently possesses

is ten or less, the number of bets with respect to the valid winning line is set to be the number of credits possessed.

[0070] Further, the repeat bet button 15 is a button which is operated when starting a game in the game machine GM based on a current number of bets or a previous number of bets. Therefore, when the repeat bet button 15 is pressed, variable display of each of the symbols is started on each of the variable display parts 21-23 of the main monitor 3, in a state where betting is made as many credits as the previous number of bets to the valid winning line.

[0071] The start button 16 is a button which is operated when starting a game in the game device GM 1, based on the number of bets which is bet by the BET button 13 and the MAXBET button 14. Therefore, when the start button 16 is pressed, variable display of each of the symbols is started on each of the variable display parts 21-23 of the main monitor 3.

[0072] In addition, a start switch 124 (see FIG. 4) is built into the start button 16. When the start button 16 is pressed, a switch signal from the start switch 124 is output to a CPU 101 (see FIG. 4).

[0073] Moreover, at a lower part of the cabinet 2, the medal payout port 7 is formed, and a medal receiving part 8 which receives the medals paid out from the medal payout port 7 is provided. In addition, a medal detection sensor (not shown) is arranged inside the medal payout port 7, and the number of medals paid out from the medal payout port 7 is detected by the medal detection sensor.

[0074] Next, a description will be given of each of the symbol rows 31-33 which are scrolling displayed, and are stopped and displayed on the variable display parts 21-23 of the main monitor 3. FIG. 3 is a pattern diagram illustrating each of the symbol rows displayed on the variable display parts 21-23 according to the present embodiment.

[0075] The symbol rows shown on the main monitor 3, which are scrolling displayed and are stopped and displayed, are three rows in total. The symbol row 31 is a symbol row variably displayed on the variable display part 21, the symbol row 32 is a symbol row variably displayed on the variable display part 22, and the symbol row 33 is a symbol row variably displayed on the variable display part 23. Additionally, the usual game and the bonus game described later are conducted by using each of the symbol rows 31-33.

[0076] Both of the symbol rows 31 and 33 include the same symbol arrangement. Each of these symbol rows includes a arbitrary combination of eleven symbols, i.e., a plum 34, a woman 35, a cherry 36, a watermelon 37, a seven 38, a BAR 39, a bell 40, an apple 42, a star 43, a joker 44, and a blank (an area where a symbol does not exist) 41.

[0077] Moreover, the symbol row 32 includes a combination of the plum 34, the woman 35, the cherry 36, the watermelon 37, the seven 38, the BAR 39, the bell 40, the apple 42, the star 43, the joker 44, and the blank (the area where the symbol does not exist) 41, which is similar to the symbol rows 31 and 33, but the arrangement of the symbols is different.

[0078] Additionally, when each of the symbol rows 31-33 scrolled on each of the variable display parts 21-23 is stopped and displayed, three symbols are stopped and displayed on the respective variable display parts 21-23. The symbols stopped and displayed on this occasion are preliminarily decided based on the result of an internal lottery described later, and display of the main monitor 3 is controlled based on the result.

[0079] Further, various prizes are preliminarily set based on a plurality of kinds of combination of each of the symbols.

When a combination of the symbols corresponding to a prize stops on the valid winning line L, the credit is incremented according to the prize. When the same kinds of symbols all stop on the valid winning line, a combination of the symbols corresponding to a prize is completed, and payout of medals corresponding to the prize, or the like, is carried out. The payout number of medals according to main prizes are decided respectively as follows: one thousand coins for the seven **38**; five hundred medals for the woman **35**; five hundred medals for the BAR **39**; one hundred medals for the star **43**; fifty medals for the watermelon **37**; thirty medals for the apple **42**; twenty medals for the bell **40**; fifteen medals for the plum **34**; and five medals for the cherry **36**. In addition, the payout number of these medals may be increased in proportion to the number of bets.

**[0080]** Among the combinations of the symbols corresponding to the prizes, when the jokers **44** are stopped and displayed on the valid winning line L, a privilege to shift to the bonus game described later is given. The bonus game is a game which is conducted after the usual game is conducted when a predetermined specific prize is whether or not. Generally, the bonus game is a game which is more advantageous for the player than the usual game. In the present embodiment, the game machine GM includes the usual game and the bonus game as the play contents. In the present embodiment, when shifting to the bonus game is made, the game is automatically conducted continuously for 10-20 games in accordance with a lottery result at the time of shifting to the bonus game, without betting the credit or the like (a so-called free game).

**[0081]** Moreover, in the present embodiment, a slot game is executed as the main game in the game machines GM 2-GM 4, as in the game machine GM 1, though it is not illustrated in detail in the figures. In addition, contents of the slot game in the game machines GM 1-GM 4, for example, types of various kinds of symbols or a configuration thereof, or a dividend of each of the prizes or the like, may be different in each of the game machines GM 1-GM 4. In addition, the content of game in the game machines GM 1-GM 4 is not limited to the slot game, and may be a card game, a horseracing game, a racing game, a pusher game, a bingo game or the like. Furthermore, each of the game machines GM 1-GM 4 may be configured with the above-mentioned different contents of game, for example, the game machine GM 1 may be configured with the slot game, the game machine GM 2 may be configured with the card game, . . . , the game machine GM 4 may be configured with the horseracing game. Additionally, the main game is not limited to a game which is conducted only by the game machine GM, and may be a game that all or a part of the game machines GM 1-GM 4 execute the play together.

**[0082]** FIG. 4 is a block diagram schematically illustrating control of the game machine GM. The game machine GM 1 is provided with a first game machine side control part **100** which is formed by including the CPU **101** as a main portion, and executes various processing. A ROM **102** and a RAM **103** are connected to the CPU **101**. The ROM **102** stores a control program for usual game processing, bonus game processing and the like described later, and other various data tables which are necessary for the control of the game machine GM, such as a lottery table for holding a lottery of symbols which are stopped and displayed in the usual game and the bonus game. Moreover, the RAM **103** is a memory which temporarily stores various data calculated by the CPU **101**.

**[0083]** A clock pulse generation means **110** for generating a standard clock pulse and a frequency divider **111** are connected to the CPU **101**, and a random number generator **112** which generates a random number and a random number sampling means **113** are connected to the CPU **101**. A random number sampled through the random number sampling means **113** is used for various lotteries of prizes and the like. Furthermore, a C/P switch **120** attached to the C/P button **12**, a BET switch **121** attached to the BET button **13**, a MAXBET switch **122** attached to the MAXBET button **14**, and a repeat bet switch **123** attached to the repeat bet button **15** are connected to the CPU **101**, respectively. The CPU **101** performs control to execute various corresponding operations based on switch signals output from each of the switches, when each of the buttons is pressed or the like.

**[0084]** Moreover, a medal sensor **125** arranged at the medal insertion slot **9** is connected to the CPU **101**. The medal sensor **125** detects a medal inserted from the medal insertion slot **9**, and the CPU **101** calculates the number of medals inserted in the medal insertion slot **9** by the player, based on a medal detection signal that is output from the medal sensor **125**.

**[0085]** Moreover, the hopper **17** is connected to the CPU **101** through a hopper drive means **130**. When a driving signal is output from the CPU **101** to the hopper drive means **130**, the hopper **17** pays out a predetermined number of medals from the medal payout port **7**.

**[0086]** Moreover, the medal storage part **140** and a medal detection part **141** are connected to the CPU **101** through a payout complete signal means **131**. Here, the medal storage part **140** is a means for storing, as a credit, a medal inserted from the medal insertion slot **9** and a medal given as a privilege, and can store the medals as the credit until a predetermined maximum allowable number of medals is reached. On the other hand, the medal detection part **141** is a means for counting medals paid out from the hopper **10**.

**[0087]** Additionally, in a case where a medal is given as a privilege, when the payout complete signal means **131** detects that the medal is stored as a credit, or payout of the medal from the hopper **10** is completed through the medal storage part **140** or the medal detection part **141**, the payout complete signal means **131** outputs a corresponding payout complete signal to the CPU **101**. Furthermore, in a case where payout of the medal stored as the credit is performed, when the payout complete signal means **131** detects that the payout of the medal stored as the credit from the hopper **10** is completed through the medal storage part **140** or the medal detection part **141**, the payout complete signal means **131** outputs a corresponding payout complete signal to the CPU **101**.

**[0088]** Moreover, the main monitor **3** and the sub-monitor **4** are connected to the CPU **101** through a liquid crystal drive means **132**, and the main monitor **3** and the sub-monitor **4** are controlled by the CPU **101**.

**[0089]** In addition, a speaker **10** is connected to the CPU **101** through a speaker drive means **133**. When various kinds of performance are conducted based on an output signal from the speaker drive means **133**, the speaker **10** generates various sound effects.

**[0090]** Further, a first game machine side communication part **134** is connected to the CPU **101**. The first game machine side communication part **134** is a device which converts and transmits to outside a signal to be transmitted from the game machine GM into a signal in a transmittable form according to a communication format of a phone line, a LAN cable or the

like, receives and converts an incoming signal into a signal in a form readable by the game machine GM. Further, the first game machine side communication part **134** is wirelessly connected to the network NW, and is connected to a server communication part of the main unit SV, which is described later, through the network NW.

[0091] It should be noted that the first game machine side communication part **134** corresponds to a betting amount information transmission means in the present embodiment.

[0092] Next, the control program carried out in the game machine GM will be explained based on FIG. 5. FIG. 5 is a flow chart of the control program of the game machine GM. It should be noted that this control program is stored in the ROM **102** provided in the game machine GM, and is executed by the CPU **101**.

#### (Step S1)

[0093] First, start reception processing is carried out in step **1**. The start reception processing is processing which receives an execution start of a slot game using a credit. Therefore, in the start reception processing, determination is performed as to whether or not a credit exists.

[0094] The number of credits increases by inserting a medal from the medal insertion slot **9** and winning in the slot game and a roulette game, and decreases by betting in the slot game (the main game). That is, when the credit is 0, the processing is on standby at the start reception processing, until the credit increases by insertion of a medal.

[0095] When a credit exists, the CPU **101** receives switch signals that are output from the BET switch **121**, the MAX-BET switch **122**, the repeat bet switch **123**, and the start switch **124**, based on an operation of the BET button **13**, an operation of the MAXBET button **14**, an operation of the repeat bet button **15**, and an operation of the start button **16**, respectively. Additionally, upon reception of the switch signal that is output from the repeat bet switch **123** or the start switch **124**, a game is started with the number of bets that is set by the player or the number of bets the same as the last time.

#### (Step S2)

[0096] When the start reception processing of step **S1** is performed, the CPU **101** transmits betting number information to the main unit SV. Here, the betting number information refers to the number of credits that the player bets to start a play in the game machine GM. In other words, it means information of the number of credits which is bet to start the play in the game machine GM, and, as a result, is subtracted from the credits possessed before the start of the play.

[0097] In addition, in a case where there is a game which directly uses the medal, such as a pusher game, in the game machines GM **1**-GM **4**, "play media (medal) insertion number information" is transmitted instead of the information on the betting number information. Here, if it is a game that starts a play immediately after insertion of a play medium such as a medal, the play media insertion number information indicates information which represents the number of the play media. On the other hand, if it is a game where the play medium is used at the time when an operation means, such as a start button or an insertion button, is operated after insertion of the play medium, the play media insertion number information indicates operating information of the operation means, which serves as a trigger for using the play medium. In the present embodiment, play media usage number information

includes the betting number information and the play media insertion number information.

#### (Step S3)

[0098] When the start reception processing of step **S1** is performed, various lottery processing is carried out based on the switch signals that are output from the BET switch **121**, the MAXBET switch **122**, the repeat bet switch **123**, and the start switch **124**. Specifically, a lottery of the prize in the usual game carried out by using the variable display parts **21-23** is carried out by using a random number value sampled by the random number sampling means **113** and a predetermined lottery table, and symbols which are stopped and displayed are decided. Additionally, a prize and a dividend thereof are determined based on the combination of symbols which are stopped and displayed on the valid winning line **L**.

#### (Step S4)

[0099] In the usual game processing, the variable display of the symbol rows **31-33** is started on the variable display parts **21-23**, and after a predetermined time period has elapsed, the symbols are stopped and displayed based on a lottery result of the lottery processing of the above-described step **S3**. Further, the credit corresponding to a predetermined dividend is paid out, based on the combination of the symbols which are stopped and displayed on the valid winning line **L**.

#### (Step S5)

[0100] In the above-described step **S4**, when the combination of the symbols which are stopped and displayed on the valid winning line **L** is the predetermined combination (here, the jokers **44**), the bonus game is started. The CPU **101** determines whether or not the jokers **44** are arranged on the valid winning line **L**.

#### (Step S6)

[0101] In the above-described step **S5**, the bonus game processing is carried out when it is determined that the bonus game is won. In this bonus game processing, the CPU **101** continuously varies, and stops and displays the symbol rows **31-33**, for the number of times of game that is set by the lottery, without consuming the credit, and pays out the credit corresponding to a dividend (a so-called free game).

[0102] On the other hand, in the above-described step **S5**, the CPU **101** ends the control program, when it is determined that the bonus game is not won.

#### (Step S7)

[0103] When any one of the prizes is whether or not in the above-described step **S4** or step **S6**, and a medal is paid out, the CPU **101** transmits credit information to the main unit SV.

[0104] It should be noted that, in the game machine GM according to the present embodiment, it is possible to participate in the second game at the main unit SV, even while the slot game is being executed.

[0105] Next, the main unit SV will be explained with reference to FIG. 6 to FIG. 8. As illustrated in FIG. 6, the main unit SV includes a cabinet **200** which forms the entirety. JP informing lamps **201**, which are formed by revolving lights for informing the player of information of the lottery status related to the JP, are provided on a top part of the cabinet **200**.

When the game machine GM exists which wins the jackpot in the second game, the JP informing lamps 201 are lit.

[0106] A second game display monitor 202 and side LEDs 203 are provided on a front face of the cabinet 200. The second game display monitor 202 is formed by a liquid crystal display widely used in general. In addition, a roulette game, which is the second game, and the amount of money of won in the roulette game are displayed on the second game display monitor 202.

[0107] A main unit part 300, a first game housing part 400, and a second game executing part 500 are provided inside the main unit SV. Each of these is formed by a substrate provided with a CPU and the like. FIG. 7 is a block diagram schematically illustrating the inside of the main unit SV.

[0108] The main unit part 300 is divided into a single housing control part and a second game control part 320. A communication part 311, a bookkeeping part 312, a wager determination part 313, and a token lottery part 314 are provided in the single housing control part 310.

[0109] The communication part 311 transmits and receives betting amount information and denomination information to and from each of the control parts 400 and 500 through the main unit control part 300. It should be noted that the communication part 311 corresponds to betting amount information receiving means and to play media usage number information reception means in the present embodiment.

[0110] The bookkeeping part 312 has a role to record the number of medals inserted by the player, the number of medals paid out, the number of times of play, and the operation result such as operating time, and to display, on the monitors 3, 4 and the like of the game machine GM 1 according to a request of an administrator of the game machine GM and the main unit SV.

[0111] The wager determination part 313 obtains, for each game, the betting number information of the credit that is bet by the player in the game machine GM. Additionally, the number of times of token lottery (described in details later) is automatically calculated based on the denomination information and the betting number information obtained. Further, in the present embodiment, the game machine GM determines, for each game, the betting number information of the credit. However, the game machine GM may determine the total number of bets of the credit for a predetermined number of times of game. The same applies to a token lottery (described in details later). The token lottery may be collectively performed by adding up the wager for a predetermined number of times of game in the game machine GM.

[0112] The token lottery part 314 holds a lottery on whether or not to give a token to the player, based on the amount of bets determined by the wager determination part 313. A lottery is held for the token for each game according to the amount of bet. The token is a play medium different from the medal that is inserted into the game machine GM, and the credit that is bet for each game by the player. In addition, the token may be the one which is actually paid out to the player as a play medium other than the medal, and may be the one which is stored in the game machine GM or the main unit SV as data or the like, but not be paid out to the player as a tangible entity, such as a medal or currency. Further, when there is a possessed token when the player ends the play, it can be converted into medals. When the possessed token is converted into medals, the possessed token may be directly converted into medals, or the possessed token may be temporarily converted into the credit of the main game, and the credit may be

converted into medals. It should be noted that the token corresponds to a specific play medium in the present embodiment. Moreover, the token lottery part 314 corresponds to specific play media lottery means in the present embodiment.

[0113] Moreover, the second game control part 320 is provided with a timer part 321, a communication part 322, and an image output part 323. The timer part 321 measures the timing of an opening performance and the timing of a game start in the second game. In the present embodiment, the second game is started/executed at fifteen-minute intervals. The communication part 322 transmits and receives various kinds of information in the second game to and from the second game executing part 500. The image output part 323 outputs various image data in the second game to the second game display monitor 202.

[0114] The first game housing part 400 is provided with a second game monitor display control part 401, a medal reception/payout control part 402, a communication part 403, a token number storage part 404, and a token number display part 405. The second game monitor display control part 401 performs control for displaying various kinds of performance in the second game on the second game display monitor 202. The medal reception/payout control part 402 controls the betting and the payout in the game machines GM. It should be noted that the medal reception/payout control part 402 corresponds to second game privilege giving means in the present embodiment. The communication part 403 transmits and receives various kinds of information to and from the main unit part 300 and the game machines GM. It should be noted that the communication part 403 corresponds to betting amount information reception means and play media usage number information reception means in the present embodiment. When winning a lottery by the token lottery part 314, the token number storage part 404 stores the token number thereof. In a case where the token is already obtained, and further the token lottery is won, the token amount that is won and the current token amount are added up and stored. It should be noted that the token number storage part 404 corresponds to a specific play media storage means in the present embodiment. When some token amount is stored in the token number storage part 404, the token number display part 405 displays the possessed token amount (This display may be made in the game machine GM, or may be made by providing a display part to the main unit SV. Additionally, another display device may be provided in the vicinity of the game machine GM for displaying the token amount). It should be noted that the token number display part 405 corresponds to a specific play media giving informing means in the present embodiment.

[0115] Additionally, the first game housing part 400 includes the same structure as the game machine GM, which is described in FIG. 2, so as to function as a game machine (a game machine in which the main game can be conducted), in a case where the main unit SV further functions in a stand-alone manner (a detailed description and an illustration are omitted, since they are already described in FIG. 2).

[0116] The second game executing part 500 is provided with a second game control part 510 and a communication part 520. The second game control part 510 is further divided into a timer part 511 and a game performing part 512. The timer part 511 measures the timing of the opening performance and the timing of the game start in the second game, as in the timer part 321. However, since the function of the timer part 511 is the same as that of the timer part 321, the timer part

**511** may be omitted. The game performing part **512** carries out control from the start to the end of the second game. The communication part **520** transmits and receives various kinds of information to and from the main unit part **300**.

[**0117**] Next, control in the first game housing part **400** will be explained with reference to FIG. **8**.

(Step S110)(Step S120)

[**0118**] When the main game is conducted in the game machine GM, the betting amount information is transmitted, for each game, to the first game housing part **400**, as already explained in FIG. **5**. Additionally, the first game housing part **400** receives the betting amount information (wager information) and the denomination information (“wager information/denomination information”). In addition, the “denomination information” will be described later.

[**0119**] When the betting amount information is received, token lottery processing is executed (step S120). That is, when a game in the game machine GM is conducted, the token lottery processing is carried out. This token lottery processing will be described later.

[**0120**] In addition, as mentioned above, even when there is a game that directly uses a medal, such as the pusher game, in the game machines GM 1-GM 4, the same as described above, the first game housing part **400** receives the medal usage number information and the denomination information (“medal usage number information/denomination information”).

(Step S130) (Step S140)

[**0121**] When the token lottery processing is carried out in the above-described step S120, or it is determined that the betting amount information from the game machine GM is not received in the above-described step S110, it is determined whether or not second game starting information is received.

[**0122**] When the second game starting information is received, second game execution processing is carried out (Step S140).

[**0123**] On the other hand, in the above-described step S130, when it is determined that the second game starting information is not received, the processing ends.

[**0124**] As described above, in the above-described step S130, it is determined whether or not the second game starting information is received in the first game housing part **400**. The starting information on the second game is transmitted from the second game control part **320** in the main unit part **300** to the first game housing part **400**. Specifically, the timer part **321** of the second game control part **320** measures a predetermined time period (as described above, fifteen minutes), and transmits information on the start/execution of the second game to the first game housing part **400**, every time the predetermined time period has elapsed. Here, control in the second game control part **320** will be explained with reference to FIG. **9**.

(Step S131)

[**0125**] The second game control part **320** determines whether or not the predetermined time period (fifteen min-

utes) has elapsed in the timer part **321**. The determination is repeated until the predetermined time period has elapsed.

(Step S132)

[**0126**] In the above-described step S131, when it is determined that the predetermined time period has elapsed, the second game control part **320** transmits the second game starting information to the first game housing part **400**.

(Step S133) (Step S134)

[**0127**] When the second game starting information is transmitted in the above-described step S132, the second game control part **320** resets the timer count of the timer part **321** (step S133), and actuates the timer part **321** again to start the timer count (step S134).

[**0128**] In this manner, the second game control part **320** manages the start/execution of the second game, and controls to execute the second game in the game machines GM 1-GM 4 at the predetermined time intervals (fifteen minutes). As a result, players who play different games mutually at normal time can participate in the second game together. Therefore, it is possible to provide the characteristics of a game, such as a sense of unity and competitive spirit, which cannot be obtained from the main game. Moreover, a player who plays the main game can clearly recognize a time when the second game is started next. Therefore, the limitation is not imposed on the player that the main game must be continued without rest in order to participate in the second game. As a result, the player can continue the play with free pace. Moreover, since the next start time of the second game is clear, there is no possibility of decreasing the ability to pull in more customers, even immediately after a high dividend payout is performed or immediately after the end of the second game.

[**0129**] Next, the token lottery processing in the above-described step S120 will be explained with reference to FIG. **10**.

(Step S121)

[**0130**] In the token lottery processing, first, token lottery request processing is carried out. In the token lottery request processing, information for holding the token lottery is transmitted from the first game housing part **400** to the main unit part **300**. Additionally, the token lottery is held by the token lottery part **314** of the main unit part **300**.

[**0131**] Further, when the token lottery is held by the token lottery part **314**, information on whether or not a win is obtained is transmitted from the main unit part **300** to the first game housing part **400**.

[**0132**] Then, when the token lottery information on whether or not a win is obtained transmitted from the main unit part **300** is received in the first game housing part **400**, the token lottery request processing ends.

(Step S122) (Step S123)

[**0133**] When winning the token lottery in the above-described step S121, token is paid out (step S123). As described above, the token may be actually paid out to the player as the play medium which is different from the medals, or may be stored, as data or the like, in the game machine GM or the main unit SV without actually paid out to the player.

[0134] Next, the second game execution processing in the above-described step S140 will be explained with reference to FIG. 11.

(Step S141)

[0135] First, it is determined whether or not there is a token that the player possesses. Here, the processing ends when it is determined that there is no token that the player possesses.

(Step S142) (Step S143)

[0136] On the other hand, in the above-described step S141, when it is determined that there is a token that the player possesses, betting to the second game is accepted for a certain period of time. When the betting to the second game is closed, it is determined whether or not there is a bet to the second game (step S143). Here, the processing ends when it is determined that there is no bet to the second game.

(Step S200)

[0137] In step S143, when it is determined that there is a bet to the second game, information for conducting the second game is transmitted from the first game housing part 400 to the second game control part 320 of the main unit part 300. Additionally, the second game control part 320 controls the second game executing part 500 to start the second game.

[0138] Further, when the second game is conducted by the second game executing part 500, information on the result thereof is transmitted from the second game executing part 500 to the first game housing part 400 via the main unit part 300 (the second game control part 320). In addition, the second game control part 320 and the second game executing part 500 correspond to second game control means in the present embodiment.

(Step S144)

[0139] When operation processing of the second game executing part in the above-described step S200 ends, thereafter, the first game housing part 400 receives the result information on the second game transmitted from the main unit part 300 (the second game control part 320).

(Step S145)

[0140] In addition, it is determined whether or not the result information on the second game is a win in the second game (step S145).

(Step S146)

[0141] In the above-described step S145, when it is determined that a win is obtained in the second game, credit information corresponding to the winning result is transmitted to the game machine GM.

[0142] On the other hand, in the above-described step S145, when it is determined that a win is not obtained in the second game, the processing ends.

[0143] Here, the token lottery by the token lottery part 314 of the main unit part 300 will be explained with reference to FIG. 12.

[0144] The token lottery is carried out based on the wager information and the denomination information (credit unit price information) in the game machine GM, as already explained. Among these, the denomination information defines a value, i.e., how many medals correspond to one

credit in the first game, and is set to one (i.e., one credit=one medal) in the present embodiment. In addition, a plurality of settings can be provided in advance for the denomination information. For example, by preparing a plurality of settings, such as Setting 1 “one credit=one medal”, Setting 2 “one hundred credit=one medal” and the like, even when each of the game machines GM 1-GM 4 is a game machine with different denominations, the second game can be played together after holding the token lottery without contradiction.

[0145] That is, the credit unit price information is converted from the wager information in the game machine GM, based on a credit conversion table which sets in advance the value of a medal used in the game machine GM, i.e., how much credit corresponds to the value of the medal (tables which are divided for respective plurality of settings, such as the above-described Setting 1 and Setting 2). In other words, it further includes, as a component, credit unit price conversion means (play media value conversion means, play media value conversion step) for converting the value of the medal (the play medium) used in the game machine GM (the game device) based on a predetermined conversion table.

[0146] Here, the denomination information will be explained more specifically, taking a case where currency can be used in the game machines GM 1 and GM 2 as an example. In the game machine GM 1, one hundred-yen (about one dollar) is set to be one credit. On the other hand, in the game machine GM 2, one yen (about one cent) is set to be one credit. In such a case, there is one hundred times of difference in the value of one credit between the game machines GM 1 and GM 2. As a result, the potential values of token are obviously different among the players, when lottery is held based only on the betting information in each of the game machines GM 1 and GM 2. Under such circumstances, when the second game, which is a game to be played together, is played, unfairness obviously occurs among the game players. However, as mentioned above, the credit unit prices between the game machines GM 1 and GM 2 can be adjusted by setting the denomination information and holding the token lottery based on the betting information and the denomination information in the present embodiment. In addition, when the credit unit prices are constant among the game machines GM 1-GM 4, it is also possible to omit the use of the denomination information.

(Step S301) (Step S302)

[0147] Here, “t” represents the betting information, i.e., the number of times of holding the token lottery which is automatically calculated from the denomination information and the number of credits bet in the main game. For example, in a case where token lottery is held once every time one medal is bet, when one credit is set to correspond to one medal, the token lottery is held once every time there is a one-credit bet, while when one credit is set to correspond to one hundred medals, the token lottery is held once every time there is a one-hundred-credit bet. Here, a description will be given by taking a case as an example where the token lottery is held once every time one credit is bet, and when  $t=10$ , i.e. when ten credits are bet in the main game. For example, the token lottery is held with a winning probability of  $1/250$  in the present embodiment.

(Step S303)

[0148] When winning the token lottery in the above-described step S302, one token is paid out. Additionally, the

token amount is stored in the token number storage part 404, and further the player is informed of the token amount possessed by displaying the number of possessed tokens on the display part 405. On the other hand, when not winning the token lottery, the payout of the token is not performed, and the processing proceeds to step S304.

(Step S304) (Step S305)

[0149] Unless the token is paid out in the above-described step S303, or the token lottery is won in step S302,  $t$  is decremented by 1 (step S304).

[0150] Additionally, the processing from the above-described step S302 to step S304 is repeated until  $t=0$  is satisfied.

[0151] In this manner, in the token lottery, the number of times of token lottery corresponding to the denomination and the number of credits bet are held. Therefore, when the denomination and the number of credits bet are increased, the probability of winning the token lottery is also increased for the corresponding amount.

[0152] In addition, the winning probability of the token lottery may be changed in accordance with the denomination and the number of credits bet. For example, a plurality of lottery tables are prepared for the token lottery in accordance with the denomination and the number of credits bet, and the lottery table is selected depending on the denomination and the number of credits bet by the player. It is assumed that, when the denomination and the number of credits bet are high, the lottery table having a high winning probability is selected. According to this configuration, when the denomination and the number of credits bet are increased, the probability of winning the token lottery is increased for the corresponding amount.

[0153] Additionally, the above-mentioned embodiment is merely one example of the token lottery. For example, it is possible to apply a lottery method where, when  $t=10$ , a lottery is held once with the winning probability (probability of  $1/25$  in the above-mentioned example) ten times that of the case when  $t=1$ .

[0154] In this manner, in the present embodiment, the token lottery is held based on the number of credits each player bets in a play of the main game. Therefore, even among the players having the different numbers of credits bet to the play of the main game, the winning probability of the token to be obtained is  $1/250$  with respect to one credit. Thus, the value of one token each possesses is the same. With such a configuration, even when a plurality of players play the second game together, they can conduct a play of the second game by betting the tokens having the same value. Therefore, it is possible to provide a play which does not cause a feeling of unfairness among the players simultaneously participating in the second game.

[0155] Moreover, in the present embodiment, in a case where there is a difference among the denomination (the credit unit price) of the game machines GM 1-GM 4 in the play of the main game, an adjustment of the number of times of token lottery (or an adjustment of the winning probability) is performed based on the number of credits and the denomination information. Therefore, the betting amount required in theory for obtaining one token becomes equal, even among the game machines GM 1-GM 4 with the different denomination (credit unit price) and the different numbers of credits bet to the play of the main game. With such a configuration, even when a plurality of players, who conduct plays at the

game machines GM 1-GM 4 with different denomination (credit unit price), play the common second game, they can conduct the play of the second game by betting the tokens having the same value. Therefore, it is possible to provide a play which does not cause a feeling of unfairness among the players simultaneously participating in the second game.

[0156] Next, a roulette game, which is conducted as the second game, will be explained with reference to FIG. 13 and FIG. 14. FIG. 13 is a figure illustrating an image of a roulette game displayed on the second game monitor of the main unit SV. FIG. 14 is a flow chart illustrating processing of the roulette game performed by the second game executing part 500. In addition, this processing is stored in a proper ROM (not illustrated) provided in the main unit SV, and is executed by a CPU (not illustrated) provided in the main unit SV.

(Step S401) (Step S402)

[0157] First, bet reception processing is performed in step 401. This bet reception processing is processing of receiving participation in the second game by using a token. Therefore, in the bet reception processing, it is first determined whether or not a token is possessed. Additionally, the bet reception processing loops until a predetermined time period has elapsed (step S402).

[0158] In the present embodiment, when there is a token that the player possesses, the player can perform an operation of betting of the possessed token from the game machine GM, by an operation similar to that in the main game. In addition, operation means dedicated to the second game may be separately provided in the vicinity of the game machine GM, and the operation may be accepted from the operation means during the second game.

[0159] That is, when there is a possessed token, the main unit SV (specifically, the second game control part 320) receives switch signals that are output from the BET switch 121, the MAXBET switch 122, and the start switch 124, based on an operation of the BET button 13, an operation of the MAXBET button 14, and an operation of the start button 16, respectively. Further, upon reception of the switch signal that is output from the start switch 124, the game is started with the number of bets set.

[0160] In addition, in a case where the player does not possess token, information is transmitted for displaying, on the sub-monitor 4, that there is no eligibility for participation in the second game. Moreover, in a case where the player does not participate in the second game even when the player possesses the token (does not bet), information is transmitted for displaying, on the sub-monitor 4, that the player is not participating in the second game.

[0161] Additionally, in the second game, as illustrated in FIG. 13, at a roulette 1 where pictures of horses from No. 1 to No. 12 are drawn, which horse wins (wins a prize) is anticipated. On this occasion, when the player possesses a plurality of tokens, the tokens can be bet to a plurality of horses, or the plurality of tokens can be bet to one horse.

(Step S403)

[0162] In the above-described step S402, when a bet reception period ends, the second game executing part 500 starts rotations of all roulettes 1, 2 and 3.

[0163] Here, in FIG. 13, the roulette 1 represents an outmost roulette where the horses to which numbers from 1 to 12 are attached are drawn, and the roulette 2 represents a second

outmost roulette where characters from \$10 to \$60 are drawn. Additionally, the roulette 3 represents a roulette which is located in a second from a center, and on which characters from \$70 to \$500 are drawn. Moreover, there are frames where characters “ADVANCE” are drawn in the roulette 2 and the roulette 3. When the “ADVANCE” is hit, there is a privilege that the next roulette lottery can be obtained. Further, though characters “WIN \$1000” are drawn in the center, it is not a roulette and does not rotate.

[0164] In addition, when the rotations of the roulettes are stopped, the result stopped in a frame where “1” of the roulette 1 is stopped in FIG. 13 becomes the result of the second game. Additionally, the same applies to the roulette 2 and the roulette 3 (both of the roulettes 2 and 3 stopped at “ADVANCE” in this figure). That is, the example of FIG. 13 represents that a player who bets a token to the horse “No. 1” wins \$1000.

(Step S404) (Step S405)

[0165] In the above-described step S403, when the roulettes 1, 2 and 3 starts to rotate, the second game executing part 500 first stops the rotation of the roulette 1 after a predetermined time period had elapsed step S404), and further stops the rotation of the roulette 2 after a predetermined time period has elapsed (step S405). In addition, the predetermined time period until the rotation of the roulette 1 is stopped may be the same as or different from the predetermined time period until the rotation of the roulette 2 is stopped.

(Step S406)

[0166] In the above-described step S405, when the rotation of the roulette 2 is stopped, it is determined whether or not prize money is determined.

(Step S407)

[0167] In the above-described step S406, when a winning result is determined, the first game housing part 300 pays out credits corresponding to the winning result to the player (to the game machine GM at which the player is playing).

(Step S408)

[0168] On the other hand, in the above-described step S406, when it is determined that the winning result is not determined, the second game executing part 500 stops the rotation of the roulette 3.

(Step S409)

[0169] In the above-described step S408, when the rotation of the roulette 3 is stopped, it is determined whether or not the winning result is determined.

(Step S410)

[0170] Also in the above-described step S409, when it is determined that the winning result is not determined yet, i.e., when the winning result is not determined in any of the roulettes 1, 2 and 3, the credits corresponding to \$1000 are paid out as the maximum winning result.

[0171] On the other hand, in the above-described step S409, when the winning result is determined, the credits corresponding to the winning result are paid out in step S407.

[0172] In addition, in the present embodiment, as for the internal components of the main unit SV, the main unit part 300, the first game housing part 400, and the second game executing part 500 are separated and explained as the separate components, but this is not the limitation. For example, the main unit part 300 may include both the functions of the first game housing part 400 and the second game executing part 500. The first game housing part 400 may include the functions of the main unit part 300. It is possible to apply various modifications of the configurations.

[0173] In addition, a medal payout unit (the above-described hopper drive means 130 and hopper 17) can be provided to the main unit SV, though it is not illustrated in detail in the figures. According to such a configuration, when a player hits a jackpot in the second game, the number of medals corresponding to the jackpot can be added as the credit to the game machine GM, or the number of medals corresponding to the jackpot can be received at the main unit SV.

INDUSTRIAL APPLICABILITY

[0174] Although the above-mentioned embodiments relate to a game in which a medal is used as a play medium, needless to say, the present invention can be applied to an arbitrary game system including a plurality of game devices in which a coin, a bill, or currency or the like is used as a play medium.

REFERENCE SIGNS LIST

- [0175] SV Main unit (Central control device)
- [0176] GM 1-GM 4 Game device (Play device)
- [0177] 134 First game machine side communication part (Betting amount information transmitting means)
- [0178] 311 Communication part (Betting amount information reception means, Play media usage number information reception means)
- [0179] 314 Token lottery part (Specific play media lottery means)
- [0180] 320 Second game control part (Second play control means, Second game control means)
- [0181] 402 Medal reception/payout control part (Second game privilege giving means)
- [0182] 403 Communication part (Betting amount information reception means, Play media usage number information reception means)
- [0183] 404 Token number storage part (Specific play media storage means)
- [0184] 405 Token number display part (Specific play medium giving informing means)
- [0185] 500 Second game executing part (Second play control means, Second game control means)

1. A central control device that is connectable to a plurality of play devices in which a play can be executed by using a predetermined play medium, and provides to the plurality of play devices a second play different from the play, the central control device comprising:

- play media usage number information reception means for receiving play media usage number information with respect to the play from each of the plurality of play devices; and
- specific play media lottery means for executing a lottery on whether or not to give a specific play medium required when participating in the second play, based on the play

media usage number information received by the play media usage number information reception means.

2. The central control device according to claim 1, wherein the specific play media lottery means holds the lottery with lottery tables of different winning rates in accordance with a number of the play media based on the play media usage number information.

3. The central control device according to claim 1, wherein the specific play media lottery means holds the lottery only by a predetermined number of times for a number of the play media used based on the play media usage number information.

4. The central control device according to claim 1, wherein the play media usage number information reception means receives, as the play media usage number information, betting amount information with respect to the play from each of the plurality of play devices, and the specific play media lottery means executes a lottery on whether or not to give a specific play medium required when participating in the second play, based on the betting amount information received by the play media usage number information reception means.

5. The central control device according to claim 1, wherein the play media usage number information reception means receives, as the play media usage number information, insertion information of the play medium with respect to the play from each of the plurality of play devices, and the specific play media lottery means executes a lottery on whether or not to give a specific play medium required for participating in the second play, based on the insertion number information received by the play media usage number information reception means.

6. The central control device according to claim 1, further comprising:  
a specific play media storage means for storing that the specific play medium is given, when winning the lottery by the specific play media lottery means; and  
a specific play medium giving informing means for informing, when giving of the specific play medium is stored in the specific play media storage means, that the giving of the specific play medium is stored in the specific play media storage means.

7. The central control device according to claim 1, further comprising a second play control means for starting/executing the second play at predetermined intervals.

8. The central control device according to claim 1, wherein the play media usage number information reception means receives the play media usage number information with respect to the play from the plurality of play devices after converting a value of one play medium used in each of the plurality of play devices into a common.

9. A game system comprising a plurality of game devices in which a game can be executed each time using a predetermined play medium, and a central control device that is con-

nected to the plurality of game devices and provides a second game common to the plurality of game devices,

the game device including play media usage number transmission means for transmitting play media usage number information to the central control device, and  
the central control device including play media usage number information reception means for receiving the play media usage number information transmitted from the play media usage number transmission means;  
specific play media lottery means for executing a lottery on whether or not to give a specific play medium required when participating in the second game, based on the play media usage number information; and  
specific play media storage means for storing that the specific play medium is given, when winning the lottery by the specific play media lottery means.

10. The game system according to claim 9, wherein the central control device further includes second game control means for starting/executing the second game at predetermined intervals.

11. The game system according to claim 9, wherein the central control device further includes second game privilege giving means for giving, when a win is obtained as a result of the second game, the play medium used in the game device as a privilege for the win.

12. The game system according to claim 9, wherein the play media usage number information reception means receives play media usage number information with respect to the play from the plurality of game devices after converting a value of one play medium used in each of the plurality of game devices into a common.

13. A control method of a game system where a plurality of game devices, in which a game can be executed each time using a predetermined play medium, are connected to a central control device that is connected to the plurality of game devices and provides a second game common to the plurality of game devices, the control method comprising:

play media usage number obtaining step for obtaining play media usage number information used to an execution of a game in each of the plurality of game devices;  
specific play media lottery step for executing a lottery on whether or not to give a specific play medium required when participating in the second game, based on the play media usage number information obtained by the play media usage number obtaining step; and  
specific play media storage step for storing that the specific play medium is given, when winning the lottery in the specific play media lottery step.

14. The control method of the game system according to claim 13, wherein the play media usage number information obtaining step further includes play media value conversion step for play media usage number information with respect to the play from the plurality of game devices, and converting a value of one play medium used in each of the plurality of game devices into a common.

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