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(11) **EP 1 589 505 A1**

(12) **EUROPEAN PATENT APPLICATION**

(43) Date of publication:
26.10.2005 Bulletin 2005/43

(51) Int Cl.7: **G07F 17/32**

(21) Application number: **05008749.3**

(22) Date of filing: **21.04.2005**

(84) Designated Contracting States:
**AT BE BG CH CY CZ DE DK EE ES FI FR GB GR
HU IE IS IT LI LT LU MC NL PL PT RO SE SI SK TR**
Designated Extension States:
AL BA HR LV MK YU

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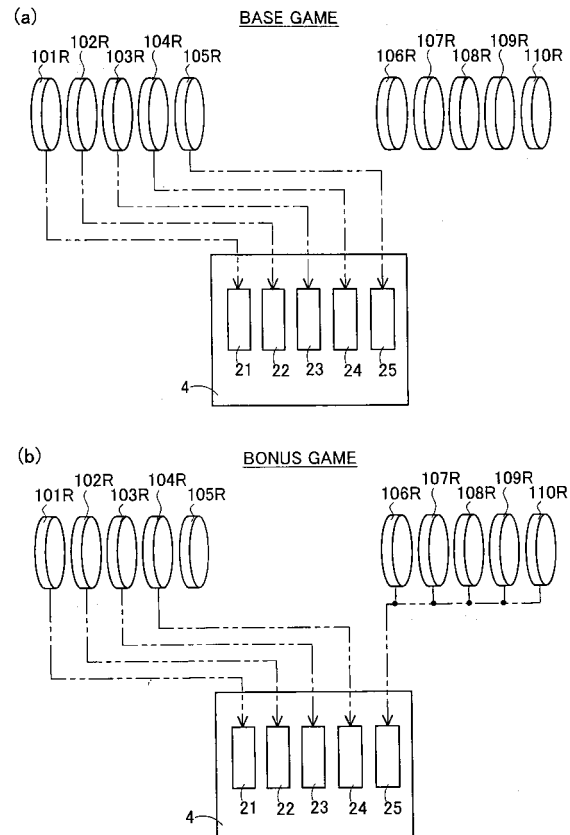
(30) Priority: **22.04.2004 JP 2004127170**

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(54) **Gaming machine**

(57) When the base game is conducted, the hypothetical reels 101R to 105R are variably displayed and stopped on each of the variable display portions 21 to 25 of the lower liquid crystal display 4. On the contrary, when the bonus game is conducted, the hypothetical reels 101R to 104R are variably displayed and stopped on each of the variable display portions 21 to 24 of the lower liquid crystal display 4, and concerning with the variable display portion 25 of the lower liquid crystal display 4, one hypothetical reel is selected among the hypothetical reels 106R to 110R and the one hypothetical reel selected is variably displayed and stopped on the variable display portion 25.

FIG. 1



EP 1 589 505 A1

DescriptionBACKGROUND OF THE INVENTION

1. Field of the Invention

[0001] The present invention relates to a gaming machine in which a video slot game is conducted.

2. Description of Related Art

[0002] In conventional gaming machines, for example, a slot machine, a plurality of reels are rotated for a predetermined time and coins are paid out corresponding to a symbol combination which is displayed when all reels are stopped. And in a case that slot machines are roughly classified based on kinds of reels, there exist a mechanical type of slot machine in which plural reels on each outer periphery of which symbols are formed are rotatably provided and a video slot machine in which a plurality of hypothetical reels (graphics of reels), which are displayed on a display device, are rotated as shown in Japanese Unexamined Publication No. 2003-180908.

[0003] Here, in the video slot machine, there is no mechanical restriction against each of the reels. Therefore, for example, it can be independently prepared a plurality of reels used only for a base game and a plurality of reels used only for a bonus game. And in the base game the reels used only therefor are rotated on a display device, and in the bonus game the reels used only therefor are rotated on the display device. Thereby, progress of a video slot game conducted in the video slot machine can be variously changed.

[0004] However, in case of the bonus game, the reels used only for the bonus game are always rotated and stopped and thus a payout characteristic of the bonus game becomes substantially same in every time the bonus game is conducted. Accordingly, the player is rapidly accustomed to the bonus game in many cases, even if the reels used only for the base game and the reels used only for the bonus game are independently prepared as plural reels used in the video slot game and progress of the video slot game is variously changed.

SUMMARY OF THE INVENTION

[0005] The present invention has been done to dissolve the above problems and has an object to provide a gaming machine in which a bonus game characteristic in the video slot game can be variegated.

[0006] In order to accomplish the above object, according to one aspect of the present invention, it is provided a gaming machine having a plurality of first reel strips used in a base game, a display device on which the first reel strips are variably displayed and stopped, and a game controller for executing a video slot game including the base game and a bonus game on the dis-

play device,
the gaming machine comprising:

a plurality of second reel strips selectively used in the bonus game; and
a lottery device for determining at least one of the second reel strips used in the bonus game by a lottery;

wherein the game controller replaces at least one of the first reel strips with the second reel strip determined by the lottery device, and

wherein the game controller executes the bonus game to variably display and stop both the first reel strips remained after at least one thereof is replaced and the second reel strip determined by the lottery device on the display device.

[0007] That is to say, in the gaming machine according to the present invention, a video slot game including a base game and a bonus game is executed on a display device. At that time, at least one of the second reel strips determined by the lottery device is replaced with at least one of the first reel strips and the reel strips are variably displayed and stopped on the display device, thereby the bonus game is executed. Therefore, since there will exist many combinations of the first reel strips and at least one of the second reel strips, both reel strips being variably displayed and stopped on the display device while the bonus game is executed. Accordingly, the bonus game characteristic in the video slot game can be variegated.

[0008] And according to another aspect of the present invention, it is provided a gaming machine having a predetermined number of first reel strips used in a base game, a display device on which the first reel strips are variably displayed and stopped, and a game controller for executing a video slot game including the base game and a bonus game on the display device,
the gaming machine comprising:

second reel strips one of which is selectively used in the bonus game; and
a lottery device for determining the one second reel strip used in the bonus game by a lottery;

wherein the game controller prepares a plurality of strip combinations being comprised of a number of the first reel strips, the number being obtained by subtracting one from the predetermined number, and the one second reel strip determined by the lottery device, and

wherein the game controller selects one of the strip combinations and executes the bonus game to variably display and stop both the first reel strips and the one second reel strip included in the one strip combination on the display device.

[0009] According to the gaming machine of the present invention, a video slot game including a base

game and a bonus game is executed on a display device. At that time, the game controller prepares a plurality of strip combinations being comprised of a number of the first reel strips, the number being obtained by subtracting one from the predetermined number, and the one second reel strip determined by the lottery device. And the game controller selects one of the strip combinations and executes the bonus game to variably display and stop both the first reel strips and the one second reel strip included in the one strip combination on the display device. Therefore, since there will exist many combinations of the first reel strips and the second reel strip, both reel strips being variably displayed and stopped on the display device while the bonus game is executed. Accordingly, the bonus game characteristic in the video slot game can be variegated.

[0010] The above and further objects and novel features of the invention will more fully appear from the following detailed description when the same is read in connection with the accompanying drawings. It is to be expressly understood, however, that the drawings are for purpose of illustration only and not intended as a definition of the limits of the invention.

BRIEF DESCRIPTION OF THE DRAWINGS

[0011] The accompanying drawings, which are incorporated in and constitute a part of this specification illustrate embodiments of the invention and, together with the description, serve to explain the objects, advantages and principles of the invention.

[0012] In the drawings,

Fig. 1 is an explanatory view showing combinations of hypothetical reels used in both the base game and the bonus game,

Fig. 2 is a perspective view of a slot machine,

Fig. 3 is a front view of a control panel,

Fig. 4 is a block diagram of a control system in the slot machine,

Fig. 5 is a block diagram schematically showing a liquid crystal drive circuit for a lower liquid crystal display,

Fig. 6 is an explanatory view schematically showing symbol rows each of which is variably displayed on a variable display portion in a base game,

Fig. 7 is an explanatory view showing one of symbols which constructs a part of the symbol row,

Fig. 8 is an explanatory view showing winning combinations and payouts corresponding thereto,

Fig. 9 is an explanatory view showing a lottery table for the symbols which are stopped and displayed,

Fig. 10 is an explanatory view showing stop areas of five variable display portions,

Fig. 11 is an explanatory view showing the first pay line,

Fig. 12 is an explanatory view showing the second pay line,

Fig. 13 is an explanatory view showing the third pay line,

Fig. 14 is an explanatory view showing the fourth pay line,

Fig. 15 is an explanatory view showing the fifth pay line,

Fig. 16 is an explanatory view showing the sixth pay line,

Fig. 17 is an explanatory view showing the seventh pay line,

Fig. 18 is an explanatory view showing the eighth pay line,

Fig. 19 is an explanatory view showing the ninth pay line,

Fig. 20 is an explanatory view showing the tenth pay line,

Fig. 21 is an explanatory view showing the eleventh pay line,

Fig. 22 is an explanatory view showing the twelfth pay line,

Fig. 23 is an explanatory view showing the thirteenth pay line,

Fig. 24 is an explanatory view showing the fourteenth pay line,

Fig. 25 is an explanatory view showing the fifteenth pay line,

Fig. 26 is an explanatory view showing the sixteenth pay line,

Fig. 27 is an explanatory view showing the seventeenth pay line,

Fig. 28 is an explanatory view showing the eighteenth pay line,

Fig. 29 is an explanatory view showing the nineteenth pay line,

Fig. 30 is an explanatory view showing the twentieth pay line,

Fig. 31 is an explanatory view showing the twenty-first pay line,

Fig. 32 is an explanatory view showing the twenty-second pay line,

Fig. 33 is an explanatory view showing the twenty-third pay line,

Fig. 34 is an explanatory view showing the twenty-fourth pay line,

Fig. 35 is an explanatory view showing the twenty-fifth pay line,

Fig. 36 is a flowchart of a main process program,

Fig. 37 is a flowchart of a start acceptance process program,

Fig. 38 is a flowchart of a lottery process program,

Fig. 39 is a flowchart of a base game process program,

Fig. 40 is a flowchart of a bonus game process program,

Fig. 41 is an explanatory view schematically showing symbol rows which are variably displayed on variable display portions,

Fig. 42 is an explanatory view showing a lottery ta-

ble for the symbols which are stopped and displayed,

Fig. 43 is a flowchart of the main process program, Fig. 44 is an explanatory view showing a lottery table for the symbol rows,

Fig. 45 is an explanatory view showing combinations of hypothetical reels used in the base game, Fig. 46 is an explanatory view showing combinations of hypothetical reels used in the bonus game, and

Fig. 47 is an explanatory view of a lottery table for the symbol rows.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0013] Hereinafter, concerning with a gaming machine according to the present invention, an embodiment embodying the present invention in a slot machine will be described in detail with reference to the drawings. First, an outline construction of the slot machine will be described with reference to Figs. 2 to 4. Fig. 2 is a perspective view of the slot machine. Fig. 3 is a front view of a control panel. Fig 4 is a block diagram schematically showing a control system of the slot machine.

[0014] In Fig. 2, the slot machine 1 has a cabinet 2 which forms whole construction of the slot machine 1. At an upper position of a front plane of the cabinet 2, an upper liquid crystal display 3 is arranged and a lower liquid crystal display 4 is arranged on a device front panel 20 which is arranged at a center position of the front plane of the cabinet 2. Here, both the upper liquid crystal display 3 and the lower liquid crystal display 4 are constructed from liquid crystal display generally used. On the upper liquid crystal display 3, it is indicated information concerning with a game such as methods, kinds of winning combinations and payouts corresponding thereto and various effects. And on a surface of the lower liquid crystal display 4, a touch panel 121 is arranged. Further, on the lower liquid crystal display 4, credits are displayed and five variable display portions 21, 22, 23, 24 and 25 are basically displayed as shown in Fig. 2. On each of the variable display portion 21, 22, 23, 24 and 25, various symbols are variably displayed while being scrolled from an upper direction toward a lower direction, thereafter stopped and displayed.

[0015] Therefore, in the slot machine 1 of the embodiment, a slot game (there exist a base game and a bonus game) is conducted through a video reels which are realized by displaying variable display portions 21 to 25 on the lower liquid crystal display 4. In the slot game (there exist a base game and a bonus game), there exist three symbols stopped and displayed on each of the variable display portions 21 to 25. That is to say, as shown in Fig. 10, the variable display portions 21 to 25 are divided into first stop areas 211, 221, 231, 241, 251, second stop areas 212, 222, 232, 242, 252, and third stop areas 213, 223, 233, 243, 253. And the symbols are re-

spectively stopped and displayed on the stop areas 211 - 213, 221 - 223, 231 - 233, 241 - 243, 251 - 253.

[0016] And in this slot game (base game and bonus game), there exist twenty-five pay lines, each spanning five stop areas among the stop areas 211 ~ 213, 221 - 223, 231 - 233, 241 - 243, 251 - 253. If each of the pay lines is activated and specific symbols are aligned with a specific display mode on the activated pay line when the symbols are stopped and displayed, a predetermined payout is given to the player. Here, each of the pay lines will be concretely described with reference to Figs. 11 to 35. In Figs 11 to 35, one pay line is indicated by shaded portions.

[0017] That is to say, as shown in Fig. 11 by shaded portions, the first pay line L1 is formed from the second stop areas 212, 222, 232, 242, 252.

[0018] And as shown in Fig. 12 by shaded portions, the second pay line L2 is formed from the first stop areas 211, 221, 231, 241, 251.

[0019] And as shown in Fig. 13 by shaded portions, the third pay line L3 is formed from the third stop areas 213, 223, 233, 243, 253.

[0020] And as shown in Fig. 14 by shaded portions, the fourth pay line L4 is formed from the first stop areas 211, 221, 231, 241 and the third stop area 253.

[0021] And as shown in Fig. 15 by shaded portions, the fifth pay line L5 is formed from the first stop area 251 and the third stop areas 213, 223, 233, 243.

[0022] And as shown in Fig. 16 by shaded portions, the sixth pay line L6 is formed from the first stop areas 211, 221, 231, 241 and the second stop area 252.

[0023] And as shown in Fig, 17 by shaded portions, the seventh pay line L7 is formed from the second stop area 252 and the third stop areas 213, 223, 233, 243.

[0024] And as shown in Fig. 18 by shaded portions, the eighth pay line L8 is formed from the first stop areas 211, 221, 231, 251 and the second stop area 242.

[0025] And as shown in Fig. 19 by shaded portions, the ninth pay line L9 is formed from the second stop area 242 and the third stop areas 213,223, 233, 253.

[0026] And as shown in Fig. 20 by shaded portions, the tenth pay line L10 is formed from the first stop areas 211, 221, 231 and the third stop areas 243, 253.

[0027] And as shown in Fig. 21 by shaded portions, the eleventh pay line L11 is formed from the first stop areas 241, 251 and the third stop areas 213, 223, 233.

[0028] And as shown in Fig. 22 by shaded portions, the twelfth pay line L12 is formed from the first stop areas 211, 221, 231, 151 and the third stop area 243.

[0029] And as shown in Fig. 23 by shaded portions, the thirteenth pay line L13 is formed from the first stop area 241 and the third stop areas 213, 223, 233, 253.

[0030] And as shown in Fig. 24 by shaded portions, the fourteenth pay line L14 is formed from the first stop areas 241, 251 and the second stop areas 212, 222, 232.

[0031] And as shown in Fig. 25 by shaded portions, the fifteenth pay line L15 is formed from the second stop

areas 212, 222, 232 and the third stop areas 243, 253.

[0032] And as shown in Fig. 26 by shaded portions, the sixteenth pay line L16 is formed from the first stop area 241 and the second stop areas 212, 222, 232, 252.

[0033] And as shown in Fig. 27 by shaded portions, the seventeenth pay line L17 is formed from the second stop areas 212, 222, 232, 252 and the third stop area 243.

[0034] And as shown in Fig. 28 by shaded portions, the eighteenth pay line L18 is formed from the first stop area 251 and the second stop areas 212, 222, 232, 242.

[0035] And as shown in Fig. 29 by shaded portions, the nineteenth pay line L19 is formed from the second stop areas 212, 222, 232, 242 and the third stop area 253.

[0036] And as shown in Fig. 30 by shaded portions, the twentieth pay line L20 is formed from the first stop areas 241, 251 and the second stop areas 212, 222 and the third stop area 233.

[0037] And as shown in Fig. 31 by shaded portions, the twenty-first pay line L21 is formed from the first stop area 231 and the second stop areas 212, 222 and the third stop areas 243, 253.

[0038] And as shown in Fig. 32 by shaded portions, the twenty-second pay line L22 is formed from the first stop areas 221, 241 and the second stop area 212 and the third stop areas 233, 253.

[0039] And as shown in Fig. 33 by shaded portions, the twenty-third pay line L23 is formed from the first stop areas 231, 251 and the second stop area 212 and the third stop areas 223, 243.

[0040] And as shown in Fig. 34 by shaded portions, the twenty-fourth pay line L24 is formed from the first stop areas 211, 231 and the third stop areas 223, 243, 253.

[0041] And as shown in Fig. 35 by shaded portions, the twenty-fifth pay line L25 is formed from the first stop areas 221, 241, 251 and the third stop areas 213, 233.

[0042] Here, the pay line (s) activated among the 25 pay lines is/are called as "activated pay line (s)"

[0043] Back to Fig. 2, at a lower position of the lower liquid crystal display 4, a control panel 5 which is projected forward is formed. In the control panel 5 as shown in Fig. 3, a COLLECT button 31 and a GAME RULES button 32 are arranged in an upper step from the most left side, and a BET 1 PER LINE button 33, a BET 2 PER LINE button 34, a BET 3 PER LINE button 35, a BET 5 PER LINE button 36, a BET 8 PER LINE button 37 and a WIN START FEATURE button 38 are arranged in a middle step from the most left side. Further, a RED PLAY 1 LINE button 39, a PLAY 2 LINES button 40, a PLAY 5 LINES button 41, a PLAY 20 LINES button 42, a BLACK PLAY 25 LINES button 43 and a GAMBLE RESERVE button 44 are arranged in a lower step from the most left side. And as shown in Fig. 2, at the right side of the control panel 5, a coin insertion slot 9 and a bill insertion portion 10 are provided.

[0044] Here, the COLLECT button 31 is a button

which is pressed when the base game is terminated, and when the COLLECT button 31 is pressed, coins equal to the credits obtained in the game are paid out from a coin payout opening 15 to a coin tray 16. To the COLLECT button 31, a COLLECT switch 45 is attached and a switch signal is output to a CPU 50 from the COLLECT switch 45 on the basis of press of the COLLECT button 31 (see Fig. 4).

[0045] The GAME RULES button 32 is a button which is pressed if operation methods of the game cannot be understood, and when the GAME RULES button 32 is pressed, various help information is displayed on the upper liquid crystal display 3 or the lower liquid crystal display 4. To the GAME RULES button 32, a GAME RULES switch 46 is attached and a switch signal is output to the CPU 50 from the GAME RULES switch 46 on the basis of press of the GAME RULES button 32 (see Fig. 4).

[0046] To the coin insertion slot 9, a coin sensor 49 is arranged and when a coin is inserted in the coin insertion slot 9, a coin detection signal is output to the CPU 50 through the coin sensor 49 (see Fig. 4) and credit corresponding to the inserted coin is added. And to the bill insertion portion 10, a bill sensor 67 is arranged and when a bill is inserted in the bill insertion portion 10, a bill detection signal is output to the CPU 50 through the bill sensor 67 (see Fig. 4), and credit corresponding to the inserted bill is added.

[0047] The BET 1 PER LINE button 33 is a button to bet one credit to each of the activated pay lines every one press thereof. To this BET 1 PER LINE button 33, a 1-BET switch 57 is attached and when the BET 1 PER LINE button 33 is pressed, a switch signal is output to the CPU 50 from the 1-BET switch 57 (see Fig. 4). The BET 2 PER LINE button 34 is a button to start the game with 2 bets against each of the activated pay lines on the basis of press thereof. To the BET 2 PER LINE button 34, a 2-BET switch 58 is attached and when the BET 2 PER LINE button 34 is pressed, a switch signal is output to the CPU 50 from the 2-BET switch 58 (see Fig. 4).

[0048] The BET 3 PER LINE button 35 is a button to start the game with 3 bets against each of the activated pay lines on the basis of press thereof. To the BET 3 PER LINE button 35, a 3-BET switch 59 is attached and when the BET 3 PER LINE button 35 is pressed, a switch signal is output to the CPU 50 from the 3-BET switch 59 (see Fig. 4). And the BET 5 PER LINE button 36 is a button to start the game with 5 bets against each of the activated pay lines on the basis of press thereof. To the BET 5 PER LINE button 36, a 5-BET switch 60 is attached and when the BET 5 PER LINE button 36 is pressed, a switch signal is output to the CPU from the 5-BET switch 60 (see Fig. 4).

[0049] The BET 8 PER LINE button 37 is a button to start the game with 8 bets against each of the activated pay lines on the basis of press thereof. To the BET 8 PER LINE button 37, a 8-BET switch 61 is attached and when the BET 8 PER LINE switch 37 is pressed, a switch signal is output to the CPU 50 from the 8-BET

switch 61 (see Fig. 4).

[0050] Therefore, there will exist 1 bet, 2 bets, 3 bets, 5 bets and 8 bets as the bet number which can be betted by press of the BET 1 PER LINE button 33, the BET 2 PER LINE button 34, the BET 3 PER LINE button 35, the BET 5 PER LINE button 36 and the BET 8 PER LINE button 37.

[0051] The WIN START FEATURE button 38 is a button to start a bonus game or add the payout obtained in the bonus game to the credit on the basis of press thereof. To the WIN START FEATURE button 38, a WIN-START switch 47 is attached and when the WIN START FEATURE button 38 is pressed, a switch signal is output to the CPU 50 from the WIN-START switch 47 (see Fig. 4).

[0052] The RED PLAY 1 LINE button 39 is a button to start the game while retaining the number of the activated pay line to "1" on the basis of press thereof. To the RED PLAY 1 LINE button 39, a 1-LINE switch 62 is attached and when the RED PLAY 1 LINE button 39 is pressed, a switch signal is output to the CPU 50 from the 1-LINE switch 62 (see Fig. 4). And the PLAY 2 LINES button 40 is a button to start the game while retaining the number of the activated pay line to "2" on the basis of press thereof. To the PLAY 2 LINES button 49, a 2-LINES switch 63 is attached and when the PLAY 2 LINES button 40 is pressed, a switch signal is output to the CPU 50 from the 2-LINES switch 63 (see Fig. 4).

[0053] The PLAY 5 LINES button 41 is a button to start the game while retaining the number of the activated pay line to "5" on the basis of press thereof. To the PLAY 5 LINES button 41, a 5-LINES switch 64 is attached and when the PLAY 5 LINES button 41 is pressed, a switch signal is output to the CPU 50 from the 5-LINES switch 64 (see Fig. 4). And the PLAY 20 LINES button 42 is a button to start the game while retaining the number of the activated pay line to "20" on the basis of press thereof. To the PLAY 20 LINES button 42, a 20-LINES switch 65 is attached and when the PLAY 20 LINES button 42 is pressed, a switch signal is output to the CPU 50 from the 20-LINES switch 65 (see Fig. 4).

[0054] The BLACK PLAY 25 LINES button 43 is a button to start the game while retaining the number of the activated pay line to "25" on the basis of press thereof. To the BLACK PLAY 25 LINES button 43, a 25-LINES switch 66 is attached and when the BLACK PLAY 25 LINES button 43 is pressed, a switch signal is output to the CPU 50 from the 25-LINES switch 66 (see Fig. 4).

[0055] Therefore, there will exist "1" pay line, "2" pay lines, "5" pay lines, "20" pay lines and "25" pay lines as the number of the activated pay lines which can be determined by press of the RED PLAY 1 LINE button 39, the PLAY 2 LINES button 49, the PLAY 5 LINES button 41, the PLAY 20 LINES button 42, the BLACK PLAY 25 LINES button 43.

[0056] Here, when the RED PLAY 1 LINE button 39 is pressed, the pay line L1 shown in Fig. 11 is activated. And when the PLAY 2 LINES button 40 is pressed, the

pay lines L1, L2 shown in Figs. 11 and 12 are activated. And when the PLAY 5 LINES button 41 is pressed, the pay lines L1 ~ L5 shown in Figs. 11 to 15 are activated. And when the PLAY 20 LINES button 42 is pressed, the pay lines L1 ~ L20 shown in Figs. 11 to 30 are activated. And when the BLACK PLAY 25 LINES button 43 is pressed, the pay lines L1 ~ L25 shown in Figs. 11 to 35 are activated.

[0057] And each of the RED PLAY 1 LINE button 39, the PLAY 2 LINES button 49, the PLAY 5 LINES button 41, the PLAY 20 LINES button 42 and the BLACK PLAY 25 LINES button 43 is a button to start the game with the present bet number and the number of the activated pay lines and to start variable display of the symbols on each of the variable display portions 21 to 25 in the lower liquid crystal display 4.

[0058] Here, the RED PLAY 1 LINE button 39 and the BLACK PLAY 25 LINES button 43 are also used for selecting red or black in the double down game which is conducted by using the credit obtained in the bonus game.

[0059] The GAMBLE RESERVE button 44 is a button to be pressed when the player leaves the seat and to shift to the double down game after the bonus game is terminated. To the GAMBLE RESERVE button 44, a GAMBLE · RESERVE switch 48 is attached and when the GAMBLE RESERVE button 44 is pressed, a switch signal is output to the CPU 50 from the GAMBLE · RESERVE switch 48 (see Fig. 4).

[0060] And at a lower position of the cabinet 2, a coin payout opening 15 is formed and a coin tray 16 for receiving coins paid out from the coin payout opening 15 is provided. Within the coin payout opening 15 it is arranged a coin detection portion 73 (mentioned later) which is constructed from sensors and the like (see Fig. 4). And the coin detection portion 73 counts the number of coins paid out from the coin payout opening 15.

[0061] Next, with reference to Fig. 6, it will be described the symbol rows which are variable displayed while being scrolled on each of the variable display portions 21 to 25, the symbol rows being displayed on the lower liquid crystal display 4 in the base game. In Fig. 6, the symbol row indicated by a first reel strip 101 corresponds to a symbol row variably displayed on the variable display portion 21, the symbol row indicated by a second reel strip 102 corresponds to a symbol row variably displayed on the display portion 22, the symbol row indicated by a third reel strip 103 corresponds to a symbol row variably displayed on the variable display portion 23, the symbol row indicated by a fourth reel strip 104 corresponds to a symbol row variably displayed on the variable display portion 24 and the symbol row indicated by a fifth reel strip 105 corresponds to a symbol row variably displayed on the variable display portion 25.

[0062] Here, the symbol rows respectively indicated by the first to fifth reel strips 101 to 105 have different symbol rows from each other and each symbol row is constructed from 12 symbols by voluntarily combining

"LOBSTER", "SHARK", "FISH", "PUNK", "OCTOPUS", "CRAB", "WORM", "A", "K", "Q", "J" and "SARDINE".

[0063] Here, "LOBSTER" shows the symbol of lobster as shown in Fig. 7. And although "SHARK", "FISH", "PUNK", "OCTOPUS", "CRAB", "WORM", "SARDINE" are not shown, each symbol shows a shark, a fish, a punk, an octopus, a crab, a worm and a sardine, respectively. And "A", "K", "Q" and "J" shows a symbol of English character, respectively.

[0064] Further, "SARDINE" is a scatter symbol to shift to the bonus game as mentioned later and in a case that more than three "SARDINE" symbols are totally displayed on the variable display portions 21 to 25, the game state can be shifted to the bonus game.

[0065] Here, in a case that the symbol rows indicated by the first to fifth reel strip 101 to 105 are scrolled on the variable display portions 21 to 25 and thereafter stopped and displayed, three symbols are stopped and displayed in each variable display portion, as mentioned in the above.

[0066] And various winning symbol combinations are preset based on plural kinds of symbol combinations and when the symbol combination corresponding to the winning symbol combination is stopped on the activated pay line, the payout is added to the credit corresponding to the winning symbol combination. This point is as same as that in the convention slot machine, thus explanation thereof will be omitted.

[0067] Next, it will be described a construction of control system in the slot machine 1 with reference to Fig. 4. Fig. 4 is a block diagram schematically showing a control system of the slot machine 1.

[0068] In Fig. 4, the control system of the slot machine 1 is basically constructed from a CPU 50, and a ROM 51 and a RAM 52 are connected to the CPU 50. In the ROM 51, a main process program mentioned later, a base game process program, a bonus game process program, a lottery table used when it is conducted lottery to determine the symbols which are stopped and displayed in the base game, a lottery table used when it is conducted lottery to determine the symbols which are stopped and displayed in the bonus game, and the other various programs necessary for control of the slot machine 1 and data tables. And the RAM 52 is a memory to temporarily store various data calculated by the CPU 50.

[0069] And to the CPU 50, a clock pulse generator 53 for generating standard clock pulses and a frequency divider 54 are connected, and a random number generator 55 for generating random numbers and a random number sampling circuit 56 are also connected. The random number sampled through the random number sampling circuit 56 is utilized in various lotteries of the winning symbol combinations and the like. Further, to the CPU 50, the COLLECT switch 45 attached to the COLLECT button 31, the GAME · RULES switch 46 attached to the GAME RULES button 32, the 1-BET switch 57 attached to the BET 1 PER LINE button 33, the 2-BET

switch 58 attached to the BET 2 PER LINES button 34, the 3-BET switch 59 attached to the BET 3 PER LINES button 35, the 5-BET switch 60 attached to the BET 5 PER LINES button 36, the 8-BET switch 60 attached to the BET 8 PER LINES button 37, the WIN · START switch 47 attached to the WIN START FEATURE button 38, the 1-LINE switch 62 attached to the RED PLAY 1 LINE button 39, the 2-LINES switch 63 attached to the PLAY 2 LINES button 40, the 5-LINES switch 64 attached to the PLAY 5 LINES button 41, the 20-LINES switch 65 attached to the PLAY 20 LINES button 42, the 25-LINES switch 66 attached to the BLACK PLAY 25 LINES button 43 and the GAMBLE · RESERVE switch 48 attached to the GAMBLE RESERVE button 44 are connected, respectively. The CPU 50 conducts control to execute various operations each of which corresponds to each button, based on the switch signal output from each switch by press thereof.

[0070] Further, to the CPU 50, the coin sensor 49 arranged in the coin insertion slot 9 and the bill sensor 67 arranged in the bill insertion portion 10 are respectively connected. The coin sensor 49 detects coins inserted from the coin insertion slot 9 and the CPU 50 calculates the number of inserted coins based on the coin detection signal output from the coin sensor 49. The bill sensor 67 detects kinds and sum of the bill inserted from the bill insertion portion 10 and the CPU 50 calculates the credit number equal to the sum of bill, based on the bill detection signal output from the bill sensor 67.

[0071] To the CPU 50, a hopper 71 is connected through a hopper drive circuit 70. When a drive signal is output to the hopper drive circuit 70 from the CPU 50, the hopper 71 pays out a predetermined number of coins from the coin payout opening 15.

[0072] And to the CPU 50, a coin detection portion 73 is connected through a payout completion signal circuit 72. The coin detection portion 73 is arranged in the coin payout opening 15 and when the coin detection portion 73 detects that a predetermined number of coins are paid out from the coin payout opening 15, a coin payout detection signal is output to the payout completion signal circuit 72 from the coin detection portion 73, thereby the payout completion signal circuit 72 outputs a payout completion signal to the CPU 50. Further, to the CPU 50, the upper liquid crystal display 3 and the lower liquid crystal display 4 are connected through a liquid crystal drive circuit 74, and the upper liquid crystal display 3 and the lower liquid crystal display 4 are controlled by the CPU 50.

[0073] Here, as shown in Fig. 5, the liquid crystal drive circuit 74 is constructed from a program ROM 81, an image ROM 82, an image control CPU 83, a work RAM 84, a VDP (video display processor) 85 and a video RAM 68. And in the program ROM 81, there are stored an image control program for controlling display of the upper liquid crystal display 3 and the lower liquid crystal display 4 and various selection tables. And in the image ROM 82, for example, there are stored dot data for form-

ing images of the symbol rows indicated by the first to fifth reel strips 101 to 105 in Fig. 6, such images being displayed on the lower liquid crystal display 4 (or variable display portions 21 to 25). And the image control CPU 83 determines the images displayed on the upper liquid crystal display 3 and the lower liquid crystal display 4 among the dot data stored beforehand in the image ROM 82, according to the image control program stored beforehand in the program ROM 81 based on parameters set by the CPU 50. Further, the work RAM 84 functions as temporary memory when the image control program is executed by the image control CPU 83. And the VDP 85 forms images corresponding to display contents determined by the image control CPU 83 and outputs such images to the upper liquid crystal display 3 and the lower liquid crystal display 4. Thereby, for example, the symbol rows indicated by the first to fifth reel strips 101 to 105 are scrolled and displayed on the lower liquid crystal display 4 (or the variable display portions 21 to 25). Here, the video RAM 86 functions as temporary memory when images are formed by the VDP 85.

[0074] And to the CPU 50, LEDs 78 are connected through a LED drive circuit 77. Many LEDs 78 are arranged on the front plane of the slot machine 1 and are controlled so as to turn on or turn off by the LED drive circuit 77 based on the drive signal from the CPU 50, when various effects are done. Further, a sound output circuit 79 and a speaker 80 are connected to the CPU 50 and the speaker 80 produces various effect sounds when various effects are conducted based on the output signal from the sound output circuit 79.

[0075] To the CPU 50, a touch panel 121 is connected through a touch panel drive circuit 122. The touch panel 121 is arranged on the image plane of the lower liquid crystal display 4 and when the player touches on the variable display portions 21 to 25 by the finger, the touch panel 121 can recognize through the touch panel drive circuit 122 not only the variable display portion on which the player touches among the variable display portions 21 to 25 but also the stop area on which the player touches among the first stop areas 211, 221, 231, 241, 151, the second stop areas 212, 222, 232, 242, 252 and the third stop areas 213, 223, 233, 243, 253.

[0076] That is to say, the touch panel 121 can recognize through the touch panel drive circuit 122 the variable display portion on which the player touches among the variable display portions 21 to 25, based on coordinate information of the portion which is touched by the player.

[0077] Here, it will be described with reference to Fig. 9 the lottery table which is used when the symbols stopped and displayed on the activated pay line L1 shown in Fig. 11 are determined, when the base game is conducted by using five variable display portions 21 to 25 in the slot machine 1.

[0078] The symbols stopped and displayed on the activated pay line L1 shown in Fig. 11 are determined every each of the variable display portions 21 to 25. In order

to realize this, code Nos. "00" ~ "29" are respectively allotted to the symbol in each symbol row indicated by the first to fifth reel strips 101 to 105 as shown in Fig. 6, in order of the upper most symbol. And the lottery table shown in Fig. 9 is provided beforehand. Further, five random numbers are sampled by the random number sampling circuit 56 so as to correspond to each of the variable display portions 21 to 25.

[0079] Hereinafter, the symbol row indicated by the first reel strip 101 in Fig. 6 will be described. The symbols in the symbol row are scrolled on the variable display portion 21. At that time, if the random number sampled by the random number sampling circuit 56 is "0", the symbol "J" (English character) allotted to the code No. "00" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "1", the symbol "Q" (English character) allotted to the code No. "01" is stopped and displayed on the activated pay line L1, if the random number is "2", the symbol "LOBSTER" (lobster shown in Fig. 7) allotted to the code No. "02" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "3", the symbol "J" (English character) allotted to the code No. "03" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "4", the symbol "Q" (English character) allotted to the code No. "04" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "5", the symbol "CRAB" allotted to the code No. "05" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "6", the symbol "A" (English character) allotted to the code No. "06" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "7", the symbol "WORM" allotted to the code No. "07" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "8", the symbol "K" (English character) allotted to the code No. "08" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "9", the symbol "FISH" allotted to the code No. "09" is stopped and displayed on the activated pay line L1 shown in Fig. 11, and if the random number is "10", the symbol "PUNK" allotted to the code No. "10" is stopped and displayed on the activated pay line L1 shown in Fig. 11.

[0080] And if the random number is "11", the symbol "Q" (English character) allotted to the code No. "11" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "12", the symbol "SHARK" allotted to the code No. "12" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "13", the symbol "CRAB" allotted to the code No. "13" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "14", the symbol "K" (English character) allotted to the code No. "14" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "15", the symbol "A" (English character)

allotted to the code No. "15" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "16", the symbol "OCTOPUS" allotted to the code No. "16" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "17", the symbol "J" (English character) allotted to the code No. "17" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "18", the symbol "Q" (English character) allotted to the code No. "18" is stopped and displayed on the activated pay line L1 shown in Fig. 11, and if the random number is "19", the symbol "FISH" allotted to the code No. "19" is stopped and displayed on the activated pay line L1 shown in Fig. 11.

[0081] And if the random number is "20", the symbol "K" (English character) allotted to the code No. "20" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "21", the symbol "J" (English character) allotted to the code No. "21" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "22", the symbol "SARDINE" allotted to the code No. "22" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "23", the symbol "CRAB" allotted to the code No. "23" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "24", the symbol "J" (English character) allotted to the code No. "24" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "25", the symbol "WORM" allotted to the code No. "25" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "26", the symbol "Q" (English character) allotted to the code No. "26" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "27", the symbol "CRAB" allotted to the code No. "27" is stopped and displayed on the activated pay line L1 shown in Fig. 11, if the random number is "28", the symbol "A" (English character) allotted to the code No. "28" is stopped and displayed on the activated pay line L1 shown in Fig. 11, and if the random number is "29", the symbol "FISH" allotted to the code No. "29" is stopped and displayed on the activated pay line L1 shown in Fig. 11.

[0082] Here, as for the symbol row indicated by the second reel strip 102 in Fig. 6 the symbols of which are scrolled on the variable display portion 22, the symbol row indicated by the third reel strip 103 in Fig. 6 the symbols of which are scrolled on the variable display portion 23, the symbol row indicated by the fourth reel strip 104 in Fig. 6 the symbols of which are scrolled on the variable display portion 24 and the symbol row indicated by the fifth reel strip 105 in Fig. 6 the symbols of which are scrolled on the variable display portion 25, the above control is similarly conducted.

[0083] Next, with reference to Fig. 8, it will be described the winning symbol combinations and payouts thereof in a case that the base game is done by using

five variable display portions 21 to 25 in the slot machine 1. Fig. 8 is an explanatory view showing the winning symbol combinations and payouts thereof in a case that the base game is done by using five variable display portions 21 to 25, and shows payouts in a case that the bet number is "1". Therefore, if the bet number is "1", the payout number shown in Fig. 8 is added to the credit, and if the bet number is more than "2", the value obtained by multiplying the bet number with the payout number shown in Fig. 8 is added to the credit.

[0084] Here, concretely describing the winning symbol combinations and payouts thereof in the base game, as shown in Fig. 8, if the symbols "LOBSTER" (shown in Fig. 7) are stopped and displayed in series along the activated pay line on the variable display portions 21 and 22 (if two symbols "LOBSTER" appear in series from the left end (this case is called as "2K")), the payout number "10" can be obtained. And if the symbols "LOBSTER" are stopped and displayed in series along the activated pay line on the variable display portions 21 to 23 (if three symbols "LOBSTER" appear in series from the left end (this case is called as "3K")), the payout number "320" can be obtained. Further, if the symbols "LOBSTER" are stopped and displayed in series along the activated pay line on the variable display portions 21 to 24 (if four symbols "LOBSTER" appear in series from the left end (this case is called as "4K")), the payout number "2500" can be obtained. And if the symbols "LOBSTER" are stopped and displayed in series along the activated pay line on the variable display portions 21 to 25 (if five symbols "LOBSTER" appear in series from the left end (this case is called as "5K")), the payout number "6000" can be obtained.

[0085] And as for the symbol "SHARK", if the symbols "SHARK" are stopped and displayed in series along the activated pay line on the variable display portions 21 and 22 (if two symbols "SHARK" appear in series from the left end (this case is called as "2K")), the payout number "3" can be obtained. And if the symbols "SHARK" are stopped and displayed in series along the activated pay line on the variable display portions 21 to 23 (if three symbols "SHARK" appear in series from the left end (this case is called as "3K")), the payout number "25" can be obtained. Further, if the symbols "SHARK" are stopped and displayed in series along the activated pay line on the variable display portions 21 to 24 (if four symbols "SHARK" appear in series from the left end (this case is called as "4K")), the payout number "150" can be obtained. And if the symbols "SHARK" are stopped and displayed in series along the activated pay line on the variable display portions 21 to 25 (if five symbols "SHARK" appear in series from the left end (this case is called as "5K")), the payout number "1000" can be obtained.

[0086] And as for the symbol "FISH", if the symbols "FISH" are stopped and displayed in series along the activated pay line on the variable display portions 21 and 22 (if two symbols "FISH" appear in series from the left

ries from the left end (this case is called as "5K"), the payout number "120" can be obtained.

[0093] And as for the symbol "Q" (English character), if the symbols "Q" are stopped and displayed in series along the activated pay line on the variable display portions 21 to 23 (if three symbols "Q" appear in series from the left end (this case is called as "3K")), the payout number "5" can be obtained. Further, if the symbols "Q" are stopped and displayed in series along the activated pay line on the variable display portions 21 to 24 (if four symbols "Q" appear in series from the left end (this case is called as "4K")), the payout number "20" can be obtained. And if the symbols "Q" are stopped and displayed in series along the activated pay line on the variable display portions 21 to 25 (if five symbols "Q" appear in series from the left end (this case is called as "5K")), the payout number "100" can be obtained.

[0094] And as for the symbol "J" (English character), if the symbols "J" are stopped and displayed in series along the activated pay line on the variable display portions 21 to 23 (if three symbols "J" appear in series from the left end (this case is called as "3K")), the payout number "5" can be obtained. Further, if the symbols "J" are stopped and displayed in series along the activated pay line on the variable display portions 21 to 24 (if four symbols "J" appear in series from the left end (this case is called as "4K")), the payout number "20" can be obtained. And if the symbols "J" are stopped and displayed in series along the activated pay line on the variable display portions 21 to 25 (if five symbols "J" appear in series from the left end (this case is called as "5K")), the payout number "100" can be obtained.

[0095] And in a case that the above payout is realized on plural activated pay lines, all payouts are added to the credit.

[0096] On the other hand, as for the symbol "SARDINE", if two symbols "SARDINE" appear (are stopped and displayed) on the variable display portions 21 to 25 with no relation to the activated pay lines, that is, if the case "2K" is realized, the payout number "2" can be obtained. If three symbols "SARDINE" appear (are stopped and displayed) on the variable display portions 21 to 25 with no relation to the activated pay lines, that is, if the case "3K" is realized, the payout number "5" can be obtained. And if four symbols "SARDINE" appear (are stopped and displayed) on the variable display portions 21 to 25 with no relation to the activated pay lines, that is, if the case "4K" is realized, the payout number "10" can be obtained. Further, if five symbols "SARDINE" appear (are stopped and displayed) on the variable display portions 21 to 25 with no relation to the activated pay lines, that is, if the case "5K" is realized, the payout number "125" can be obtained.

[0097] Here, concerning with only the payout obtained by the symbol "SARDINE", the payout number calculated by multiplying the payout number shown in Fig. 8 with the total bet number (a product of the bet number and the number of activated pay line) is added

to the credit. At that time, if it exists the payout other than the payout on the basis of the symbol "SARDINE", such payout is also added to the credit.

[0098] And as for the symbol "SARDINE", in a case that more than three symbols "SARDINE" are totally stopped and displayed on the variable display portions 21 to 25 with no relation to the activated pay lines, not only the above payout can be obtained but also the game state can be shifted to the bonus game.

[0099] Here, the bonus game is a game which is conducted after the base game is terminated, and in many cases the bonus game is generally more beneficial for the player. If the game state shifts to the bonus game, 15 - 25 games can be continuously and automatically done without betting any credits corresponding to a result of the lottery conducted when the game state shifts to the bonus game.

[0100] Here, as the bet number and the number of activated pay line in the bonus game, the bet number and the number of activated pay line set in the base game are utilized, respectively. And in the bonus game, although the winning symbol combinations and payouts thereof in the bonus game are as same as those in the base game, the symbol "SHARK" is handled as the symbol "LOBSTER" (shown in Fig. 7) and if more than three symbols "SARDINE" totally appear (are totally stopped and displayed), the game state in the bonus game can be again shifted to the bonus game. Therefore, the player can obtain a lot of credits in many cases.

[0101] Next, the main process program done in the slot machine 1 will be described with reference to Fig. 36. Fig. 36 is a flowchart of the main process program. In Fig. 36, at first, in step (abbreviated as "S" hereinafter) 11, a start acceptance process shown in Fig. 37 is done. This process is a process for accepting the switch signal output from the 1-BET switch 57, the 2-BET switch 58, the 3-BET switch 59, the 5-BET switch 60, the 8-BET switch 61, the 1-LINE switch 62, the 2-LINES switch 63, the 5-LINES switch 64, the 20-LIENS switch 65, the 25-LINES switch 66, based on operation of the BET 1 PER LINE button 33, the BET 2 PER LINES button 34, the BET 3 PER LINES button 35, the BET 5 PER LINES button 36, the BET 8 PER LINES button 37, the RED PLAY 1 LINE button 39, the PLAY 2 LINES button 40, the PLAY 5 LINES button 41, the PLAY 20 LINES button 42 or the BLACK PLAY 25 LINES button 43. When the switch signal output from each switch is accepted, the game is started.

[0102] And in S12, a lottery process shown in Fig. 16 mentioned later is done based on the switch signal output from the 1-LINE switch 62, the 2-LINES switch 63, the 5-LINES switch 64, the 20-LINES switch 65, the 25-LINES switch 66.

[0103] Here, if the bonus game is won, a repeat number of the bonus game is determined. In this case, for example, such repeat number is selected among 10 - 25 games by a lottery.

[0104] Next, in S13, a base game process shown in

Fig. 17 mentioned later is done. Thereafter, procedure shifts to S14 and it is determined whether or not the bonus game is won. Concretely, in the lottery process in S12, if more than three symbols "SARDINE" totally appear (are stopped and displayed) on the variable display portions 21 to 25 with no relation to the activated pay lines, the bonus game is won (S14: YES). Thereby, procedure shifts to S15 and the main process program is terminated after the bonus game process shown in Fig. 40 mentioned later is done. On the other hand, in the lottery process of S12, if more than three symbols "SARDINE" does not totally appear (are not stopped and displayed) on the variable display portions 21 to 25 with no relation to the activated pay lines, the bonus game is not won (S14: NO), thereby the main process program is terminated.

[0105] Next, the start acceptance process program conducted in the slot machine 1 will be described with reference to Fig. 37. Fig. 37 is a flowchart of the start acceptance process program. In S11 of the main process program shown in Fig. 36, the start acceptance process is conducted. Here, to conduct this process, at first, procedure shifts to S21 of Fig. 37 and it is determined whether or not a predetermined time (for example, 15 seconds) is elapsed. Here, if it is determined that the predetermined time is not elapsed (S21: NO), procedure shifts to S23, and on the other hand, if it is determined that the predetermined time is elapsed (S21: YES), demonstration effect is done on the upper liquid crystal display 3 or the lower liquid crystal display 4 in S22, thereafter procedure shifts to S23. And in S23, it is determined whether or not operation of the RED PLAY 1 LINE button 39, the PLAY 2 LINES button 40, the PLAY 5 LINES button 41, the PLAY 20 LINES button 42 or the BLACK PLAY 25 LINES button 43 is done. Here, if it is determined that operation of the RED PLAY 1 LINE button 39 and the like is not done (S23: NO), procedure returns to S21 and the above procedures are repeated. On the other hand, if it is determined that operation of the RED PLAY 1 LINE button 39 and the like is done (S23: YES), procedure returns to the main process program of Fig. 36 and shifts to the lottery process in S12 even while the demonstration effect is done.

[0106] Here, in the determination process in S23, such determination in S23 may be conducted based on the other input signals other than the above operation signals.

[0107] Next, the lottery process program done in the slot machine 1 will be described with reference to Fig. 38. Fig. 38 is a flowchart of the lottery process program. In S12 of the main process program shown in Fig. 36, the lottery process is done. To conduct this process, at first, procedure shifts to S31 of Fig. 38 and a symbol determination process is conducted. Here, the symbols stopped and displayed on the first pay line L1 in the base game are determined every each of the variable display portions 21 to 25. Concretely, as mentioned above, five random number values are sampled by the random

number sampling circuit 56 so as to correspond to each of the variable display portions 21 to 25 and the symbols stopped and displayed are determined through the code Nos. based on the lottery table shown in Fig. 9. And if the symbols stopped and displayed on the activated pay line are determined, a determination process of the winning symbol combination is done in S32, thereafter procedure returns to the main process program in Fig. 36 and shifts to the base game process in S13. Here, concretely speaking, in the determination process of the winning symbol combination, the winning symbol combination and the payout thereof are determined based on the table shown in Fig. 8 through the code No. obtained in S31, as mentioned.

[0108] Next, the base game process program done in the slot machine 1 will be described with reference to Fig. 39. Fig. 39 is a flowchart of the base game process program. In S13 of the main process program shown in Fig. 36, the base game is conducted. To realized this, at first, in S41 of Fig. 39, scroll of each of the symbols is done on the variable display portions 21 to 25 based on the switch signal output from the 1-LINE switch 62, the 2-LINES switch 63, the 5-LINES switch 64, the 20-LINES switch 65 or the 25-LINES switch 66, the switch signal being accepted in S11 of Fig. 36.

[0109] And in S42, scroll of each of the symbols on the variable display portions 21 to 25 is stopped.

[0110] Further, in S43, according to the symbol combination corresponding to the winning symbol combination stopped and displayed on the variable display portions 21 to 25, the credit corresponding to the payout determined on the basis of the table shown in Fig. 8 is paid out. Here, after process in S43 is done, procedure shifts to the main process program shown in Fig. 36 and shifts to the determination process in S14.

[0111] Next, the bonus game process program done in the slot machine 1 will be described with reference to Fig. 39. Fig. 39 is a flowchart of the bonus game process program. In S14 of the main process program shown in Fig. 36, if it is determined that the bonus game is won (S14: YES), procedure shifts to S15 of Fig. 36 and the bonus game process is conducted. To realize this, at first, procedure shifts to S39 shown in Fig. 39 and the lottery process during the bonus game is done. Here, in the bonus game, the symbols stopped and displayed on the first pay line L1 are determined every each of the variable display portions 21 to 25. Concretely, as mentioned, five random number values are sampled by the random number sampling circuit 56 so as to correspond to each of the variable display portions 21 to 25, and the symbols stopped and displayed are determined through the code Nos. based on the lottery table shown in Fig. 9. And if the symbols stopped and displayed on the first pay line L1 are determined, the winning symbol combination and the payout thereof are determined based on the table shown in Fig. 8 through the code Nos.

[0112] Further, in the rotation process in S52, scroll of each of the symbols is automatically done on the var-

iable display portions 21 to 25.

[0113] And in the stop control process in S53, scroll of each of the symbols on the variable display portions 21 to 25 is stopped.

[0114] Further, in the payout process in S54, according to the symbol combination corresponding to the winning symbol combination stopped and displayed on the variable display portions 21 to 25, the credit corresponding to the payout determined based on the table in Fig. 8 (however, the symbol "SHARK" is handled as the symbol "LOBSTER (shown in Fig. 7)) is paid out.

[0115] Next, procedure shifts to S55 and it is determined whether or not the execution number of times of the bonus game reaches to the number of times determined in S12 of Fig. 36. At that time, if it is determined that the execution number of times of the bonus game does not reach to the number of times already determined (S55: NO), procedure returns to S51 and the above processes are repeated. On the other hand, if it is determined that the execution number of times of the bonus game reaches to the number of times already determined (S55: YES), the bonus game process program is terminated.

[0116] Here, if the bonus game is won in S51, the repeat number of times of the bonus game is determined again and the determined repeat number of times is added to the "number of times determined in S12 of Fig. 36" used in the determination process in S55. Thereby, when the bonus game is won during the bonus game, procedure can again shift to the bonus game. Concretely speaking, for example, in a case that procedure shifts to the bonus game with 20 number of times for the first time and the bonus game with 17 number of times is won in the twelfth bonus game, the bonus games are conducted in 25 times (20 times - 12 times + 17 times) thereafter.

[0117] And if the credit can be finally obtained in the bonus game, a double down game to bet the credit is done after the bonus game is terminated. This double down game will be omitted.

[0118] By the way, in the slot machine 1 of the embodiment, although the symbol rows variably displayed on each of the variable display portions 21 to 24 of the lower liquid crystal display 4 while being scrolled are as same as those in the base game when the bonus game is conducted, the symbol row variably displayed on the variable display portion 25 of the lower liquid crystal display 4 while being scrolled is any one of the symbol rows shown by the 5-1 reel strip 106, the 5-2 reel strip 107, the 5-3 reel strip 108, the 5-4 reel strip 109 and the 5-5 reel strip 110, in Fig. 41.

[0119] And in the slot machine 1 of the embodiment, when the bonus game is conducted, the process shown in Fig. 43 is done at the time point W1 right before the bonus game process in S15 in the main process program of Fig. 36, in order to select the symbol row variably displayed on the variable display portion 25 of the lower liquid crystal display 4 while being scrolled. That

is, in the main process program in Fig. 36, when it is determined that the bonus game is won (S14: YES), procedure shifts to S101 in Fig. 43 and the lottery of the reel strip is done. Concretely, one random number value is sampled through the random number sampling circuit 56 and the symbol row is determined based on the lottery table shown in Fig. 44. And after the symbol row is determined, procedure returns to the main process program in Fig. 36 and shifts to the bonus game process in S15.

[0120] Therefore, according to the lottery table in Fig. 44, in a case that the random number value sampled through the random number sampling circuit 56 in S101 of Fig. 43 is "0", the symbol row indicated by the 5-1 reel strip 106 is selected. And in a case that the random number value sampled through the random number sampling circuit 56 is "1", the symbol row indicated by the 5-2 reel strip 107 is selected. Further, in a case that the random number value sampled through the random number sampling circuit 56 is "2", the symbol row indicated by the 5-3 reel strip 108 is selected. And in a case that the random number value sampled through the random number sampling circuit 56 is "3", the symbol row indicated by the 5-4 reel strip 109 is selected. Further, in a case that the random number value sampled through the random number sampling circuit 56 is "4", the symbol row indicated by the 5-5 reel strip 110 is selected.

[0121] Here, comparing the symbol row mentioned above with the symbol row indicated by the fifth reel strip 105 variably displayed on the variable display portion 25 of the lower liquid crystal display 4 while being scrolled when the base game is done, there exist the following characteristics in the symbol row indicated by the 5-1 reel strip 106, the 5-2 reel strip 107, the 5-3 reel strip 108, the 5-4 reel strip 109 and the 5-5 reel strip 110 in Fig. 41.

[0122] That is to say, the symbol row indicated by the 5-1 reel strip 106 shown in Fig. 41 is as same as the symbol row indicated by the reel strip 105 in Fig. 6, except that the symbol "LOBSTER" (shown in Fig. 7) is allotted to the code No. "10". Therefore, when the symbol row indicated by the 5-1 reel strip 106 in Fig. 41 is selected and game state shifts to the bonus game, it can be added in the bonus game the characteristic that the symbol "LOBSTER" (shown in Fig. 7) is aligned with twice probability in comparison with the base game (the characteristic that it is easier to obtain the winning symbol combination than in the base game).

[0123] Here, this case corresponds to a case shown in Fig. 46 (a) mentioned later.

[0124] And the symbol row indicated by the 5-2 reel strip 107 shown in Fig. 41 is as same as the symbol row indicated by the reel strip 105 in Fig. 6, except that the symbol "SARDINE" is allotted to the code No. "21". Therefore, when the symbol row indicated by the 5-2 reel strip 107 in Fig. 41 is selected and game state shifts to the bonus game, it can be added in the bonus game

the characteristic that the symbol "SARDINE" is aligned with twice probability in comparison with the base game, thereby the bonus game can be again easily won (the characteristic that it is easier to continuously obtain the bonus game).

[0125] Here, this case corresponds to a case shown in Fig. 46 (b) mentioned later.

[0126] And the symbol row indicated by the 5-3 reel strip 108 shown in Fig. 41 is as same as the symbol row indicated by the reel strip 105 in Fig. 6, except that the symbol "LOBSTER" (shown in Fig. 7) is allotted to the code No. "21". Therefore, when the symbol row indicated by the 5-3 reel strip 108 in Fig. 41 is selected and game state shifts to the bonus game, it can be added in the bonus game the characteristic that the symbol "LOBSTER" (shown in Fig. 7) is aligned with triple probability in comparison with the base game, thereby the bonus game can be again easily won (the characteristic that it is easier to continuously obtain the bonus game).

[0127] Here, this case corresponds to a case shown in Fig. 46 (c) mentioned later.

[0128] And the symbol row indicated by the 5-4 reel strip 109 shown in Fig. 41 is as same as the symbol row indicated by the reel strip 105 in Fig. 6, except that the symbol "LOBSTER" (shown in Fig. 7) is allotted to the code No. "12" and the symbol "SARDINE" is allotted to the code No. "21". Therefore, when the symbol row indicated by the 5-4 reel strip 109 in Fig. 41 is selected and game state shifts to the bonus game, it can be added in the bonus game the characteristic that the symbol "LOBSTER" (shown in Fig. 7) is aligned with twice probability (the characteristic that it is easier to obtain the winning symbol combination than in the base game) and the symbol "SARDINE" is aligned with twice probability in comparison with the base game, thereby the bonus game can be again easily won (the characteristic that it is easier to continuously obtain the bonus game).

[0129] Here, this case corresponds to a case shown in Fig. 46 (d) mentioned later.

[0130] And the symbol row indicated by the 5-5 reel strip 110 shown in Fig. 41 is exactly as same as the symbol row indicated by the reel strip 105 in Fig. 6. Therefore, when the symbol row indicated by the 5-5 reel strip 110 in Fig. 41 is selected and game state shifts to the bonus game, it is added in the bonus game the characteristic which is as same as that in the base game, except that the symbol "SHARK" is handled as the symbol "LOBSTER" (shown in fig. 7).

[0131] Here, this case corresponds to a case shown in Fig. 46 (e) mentioned later.

[0132] Here, the symbol rows indicated by the 5-1 reel strip 106, the 5-2 reel strip 107, the 5-3 reel strip 108, the 5-4 reel strip 109 and the 5-5 reel strip 110 shown in Fig. 41 are stored in the image ROM 82.

[0133] As mentioned, when the process of S101 in Fig. 43 is executed, the CPU 50 functions as "lottery device".

[0134] And when the main process program in Fig. 36

is executed, the CPU 50 functions as "game control device".

[0135] As mentioned in detail, in the slot machine 1 according to the embodiment, among the symbol rows variably displayed on each of the variable display portions 21 to 25 of the lower liquid crystal display 4 while being scrolled when the base game is executed, there exist the symbol rows indicated by the first reel strip 101, the second reel strip 102, the third reel strip 103, the fourth reel strip 104 and the fifth reel strip 105. And among the symbol rows variably displayed on each of the variable display portions 21 to 25 of the lower liquid crystal display 4 while being scrolled when the bonus game is executed, there exist the symbol rows indicated by the 5-1 reel strip 106, the 5-2 reel strip 107, the 5-3 reel strip 108, the 5-4 reel strip 109 and the 5-5 reel strip 110.

[0136] Here, for explanation convenience sake, it is supposed that a hypothetical rotational body on an outer periphery of which the symbol row indicated by the first reel strip 101 in Fig. 6 is formed is the first hypothetical reel 101R, a hypothetical rotational body on an outer periphery of which the symbol row indicated by the second reel strip 102 in Fig. 6 is formed is the second hypothetical reel 102R, a hypothetical rotational body on an outer periphery of which the symbol row indicated by the third reel strip 103 in Fig. 6 is formed is the third hypothetical reel 103R, a hypothetical rotational body on an outer periphery of which the symbol row indicated by the fourth reel strip 104 in Fig. 6 is formed is the fourth hypothetical reel 104R, and a hypothetical rotational body on an outer periphery of which the symbol row indicated by the fifth reel strip 105 in Fig. 6 is formed is the fifth hypothetical reel 105R.

[0137] Further, it is supposed that a hypothetical rotational body on an outer periphery of which the symbol row indicated by the 5-1 reel strip 106 in Fig. 41 is formed is the 5-1 hypothetical reel 106R, a hypothetical rotational body on an outer periphery of which the symbol row indicated by the 5-2 reel strip 107 in Fig. 41 is formed is the 5-2 hypothetical reel 107R, a hypothetical rotational body on an outer periphery of which the symbol row indicated by the 5-3 reel strip 108 in Fig. 41 is formed is the 5-3 hypothetical reel 108R, a hypothetical rotational body on an outer periphery of which the symbol row indicated by the 5-4 reel strip 109 in Fig. 41 is formed is the 5-4 hypothetical reel 109R, and a hypothetical rotational body on an outer periphery of which the symbol row indicated by the 5-5 reel strip 110 in Fig. 41 is formed is the 5-5 hypothetical reel 110R.

[0138] Thus, in the slot machine 1 according to the embodiment, as shown in Fig. 1 (a), when the base game is conducted, the first hypothetical reel 101R is variably displayed and stopped on the variable display portion 21 of the lower liquid crystal display 4, the second hypothetical reel 102R is variably displayed and stopped on the variable display portion 22 of the lower liquid crystal display 4, the third hypothetical reel 103R

is variably displayed and stopped on the variable display portion 23 of the lower liquid crystal display 4, the fourth hypothetical reel 104R is variably displayed and stopped on the variable display portion 24 of the lower liquid crystal display 4 and the fifth hypothetical reel 105R is variably displayed and stopped on the variable display portion 25. However, the 5-1 hypothetical reel 106R, the 5-2 hypothetical reel 107R, the 5-3 hypothetical reel 108R, the 5-4 hypothetical reel 109R and the 5-5 hypothetical reel 110R are not used in the base game.

[0139] On the other hand, as shown in Fig. 1 (b), when the bonus game is conducted, the first hypothetical reel 101R is variably displayed and stopped on the variable display portion 21 of the lower liquid crystal display 4, the second hypothetical reel 102R is variably displayed and stopped on the variable display portion 22 of the lower liquid crystal display 4, the third hypothetical reel 103R is variably displayed and stopped on the variable display portion 23 of the lower liquid crystal display 4, the fourth hypothetical reel 104R is variably displayed and stopped on the variable display portion 24 of the lower liquid crystal display 4. And further, on the variable display portion 25 of the lower liquid crystal display 4, one hypothetical reel is selected among the 5-1 hypothetical reel 106R, the 5-2 hypothetical reel 107R, the 5-3 hypothetical reel 108R, the 5-4 hypothetical reel 109R and the 5-5 hypothetical reel 110R and the symbol row corresponding to the reel strip of the selected hypothetical reel is variably displayed and stopped on the variable display portion 25. In this case, the fifth hypothetical reel 105R is not used.

[0140] Therefore, in the base game as shown in Fig. 45, the game is conducted by using only the combination of the first hypothetical reel 101R, the second hypothetical reel 102R, the third hypothetical reel 103R, the fourth hypothetical reel 104R and the fifth hypothetical reel 105R.

[0141] On the contrary, in the bonus game, the game is conducted by using one combination selected from five combinations, that is, the combination of the first hypothetical reel 101R, the second hypothetical reel 102R, the third hypothetical reel 103R, the fourth hypothetical reel 104R and the 5-1 hypothetical reel 106R as shown in Fig. 46 (a), the combination of the first hypothetical reel 101R, the second hypothetical reel 102R, the third hypothetical reel 103R, the fourth hypothetical reel 104R and the 5-2 hypothetical reel 107R as shown in Fig. 46 (b), the combination of the first hypothetical reel 101R, the second hypothetical reel 102R, the third hypothetical reel 103R, the fourth hypothetical reel 104R and the 5-3 hypothetical reel 108R as shown in Fig. 46 (c), the combination of the first hypothetical reel 101R, the second hypothetical reel 102R, the third hypothetical reel 103R, the fourth hypothetical reel 104R and the 5-4 hypothetical reel 109R as shown in Fig. 46 (d) and the combination of the first hypothetical reel 101R, the second hypothetical reel 102R, the third hy-

pothetical reel 103R, the fourth hypothetical reel 104R and the 5-5 hypothetical reel 110R as shown in Fig. 46 (e). As mentioned, the bonus game is conducted by using any one combination among five kinds of combinations.

[0142] Thus, in the slot machine 1 according to the embodiment, the video slot game constructed from the base game and the bonus game is conducted on the lower liquid crystal display 4, and the first hypothetical reel 101R, the second hypothetical reel 102R, the third hypothetical reel 103R, the fourth hypothetical reel 104R and the fifth hypothetical reel 105R are used in the base game, and on the other hand in the bonus game, the fifth hypothetical reel 105R is replaced with one of the 5-1 hypothetical reel 106R, the 5-2 hypothetical reel 107R, the 5-3 hypothetical reel 108R, the 5-4 hypothetical reel 109R and the 5-5 hypothetical reel 110R, the hypothetical reel to be replaced being specified in the lottery (S101) which is done when the game state shifts from the base game to the bonus game, and the replaced hypothetical reel is used with the first to fourth hypothetical reels 101R to 104R in the bonus game. Thereby, since there exist five kinds of combinations of the hypothetical reels (see Fig. 46 (a) - (e)) which are variably displayed and stopped on the lower liquid crystal display 4 while the bonus game is executed, the characteristic of the bonus game in the video slot game can be variegated.

[0143] Here, the present invention is not limited to the above embodiment and various changes and modifications can be done within the scope of the present invention.

[0144] For example, in the slot machine 1 of the embodiment, although the lottery to select the symbol row which is replaced and used when the game state shifts to the base game to the bonus game is done at the point time W1 right before the bonus game process in S 15 is executed, such lottery may be done when the game state again shifts from the bonus game to the bonus game and every time the lottery process of the bonus game (S51) is done.

[0145] And in the slot machine 1 of the embodiment, although the symbol row which is replaced when the game state shifts from the base game to the bonus game is the symbol row which is variably displayed on the variable display portion 25 of the lower liquid crystal display 4 while being scrolled, the symbol row variably displayed on any one of the variable display portions 21 to 24 of the lower liquid crystal display 4 while being scrolled may be replaced. And the symbol rows variably displayed on more than two variable display portions among the variable display portions 21 to 25 of the lower liquid crystal display 4 may be replaced. Further, in these case, the variable display portion (s) on which the symbol row (s) replaced are variably displayed while being scrolled may be set beforehand or selected by the lottery.

[0146] And in the slot machine 1 of the embodiment,

although the symbol row is replaced when the game state shifts from the base game to the bonus game, the symbol row may be replaced every time the base game is started.

[0147] Further, in the slot machine 1 of the embodiment, although the symbol row, which is replaced when the game state shifts to the bonus game and used in the bonus game, is determined based on the lottery table in Fig. 44 in which one random number value sampled by the random number sampling circuit 56 corresponds to one code No., the symbol row which is replaced when the game state shifts to the bonus game and used in the bonus game may be determined based on the lottery table shown in Fig. 47 in which a specific range of the random number sampled by the random number sampling circuit 56 corresponds to one reel strip.

[0148] Further, in the slot machine 1 of the embodiment, the symbol stopped and displayed on the first pay line L1 is determined every each of the variable display portions 21 to 25 in the base game and the bonus game, based on the lottery table in Fig. 9 in which one random number value sampled through the random number sampling circuit 56 and one code No. are corresponded with each other. As for this point, for example, the symbol stopped and displayed on the first pay line L1 may be determined every each of the variable display portions 21 to 25, based on the lottery table in Fig. 42 in which a specific range of the random numbers sampled through the random number sampling circuit 56 corresponds to one code No..

[0149] As mentioned, the present invention can be adopted for a gaming machine in which the video slot game is executed by changing the hypothetical reels used in the bonus game so as to become different from the hypothetical reels used in the base game.

Claims

1. A gaming machine having a plurality of first reel strips used in a base game, a display device on which the first reel strips are variably displayed and stopped, and a game controller for executing a video slot game including the base game and a bonus game on the display device,
the gaming machine comprising:

a plurality of second reel strips selectively used in the bonus game; and
a lottery device for determining at least one of the second reel strips used in the bonus game by a lottery;

wherein the game controller replaces at least one of the first reel strips with the second reel strip determined by the lottery device, and

wherein the game controller executes the bonus game to variably display and stop both the first

reel strips remained after at least one thereof is replaced and the second reel strip determined by the lottery device on the display device.

2. The gaming machine according to claim 1, wherein each of the first reel strips has a plurality of symbols and each of the second reel strips has a plurality of symbols, and

wherein a game result in the bonus game is determined corresponding to a symbol combination comprising both the symbols of the first reel strips remained and the symbol of the second reel strip determined by the lottery device.

3. The gaming machine according to claim 2, wherein one of the second reel strips has a characteristic that provides more payouts in the bonus game than in the base game, in cooperation with the first reel strips.

4. The gaming machine according to claim 2, wherein one of the second reel strips has a characteristic that it is easier to continuously obtain the bonus game in the bonus game than in the base game, in cooperation with the first reel strips.

5. A gaming machine having a predetermined number of first reel strips used in a base game, a display device on which the first reel strips are variably displayed and stopped, and a game controller for executing a video slot game including the base game and a bonus game on the display device,
the gaming machine comprising:

second reel strips one of which is selectively used in the bonus game; and
a lottery device for determining the one second reel strip used in the bonus game by a lottery;

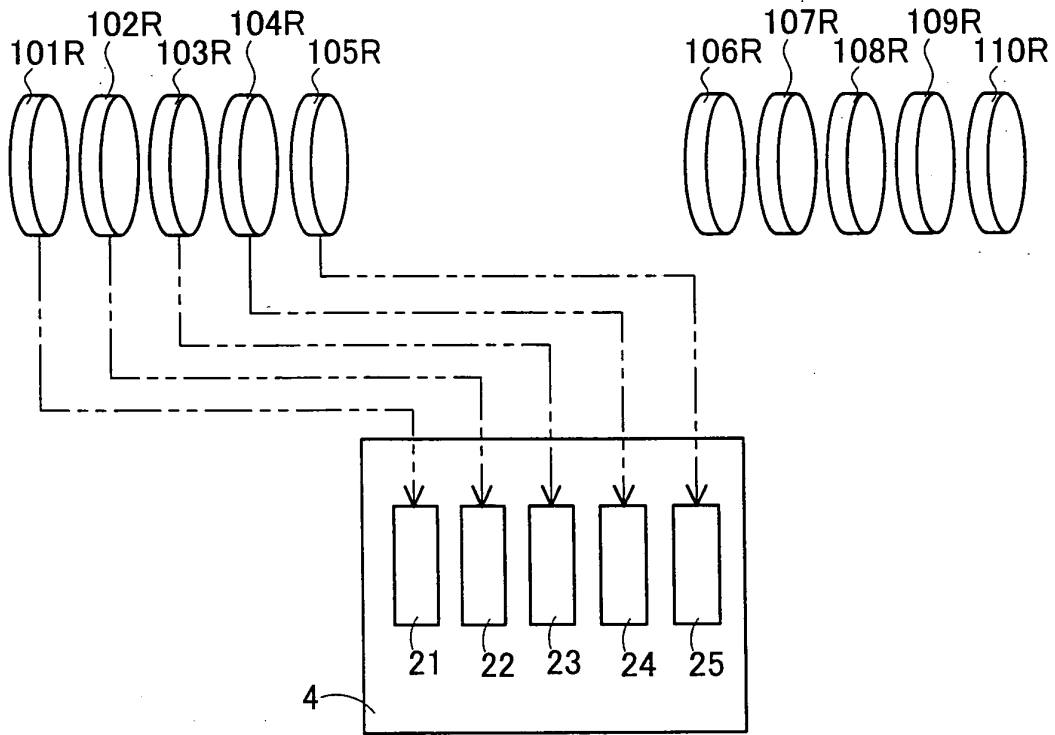
wherein the game controller prepares a plurality of strip combinations being comprised of a number of the first reel strips, the number being obtained by subtracting one from the predetermined number, and the one second reel strip determined by the lottery device, and

wherein the game controller selects one of the strip combinations and executes the bonus game to variably display and stop both the first reel strips and the one second reel strip included in the one strip combination on the display device.

FIG. 1

(a)

BASE GAME



(b)

BONUS GAME

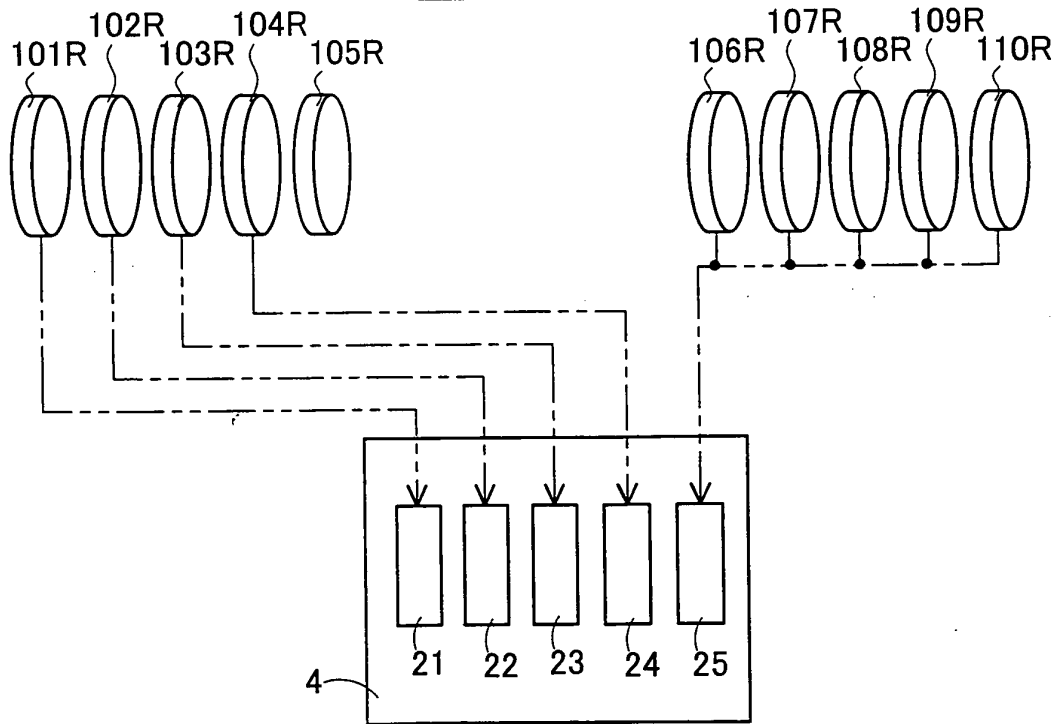


FIG.2

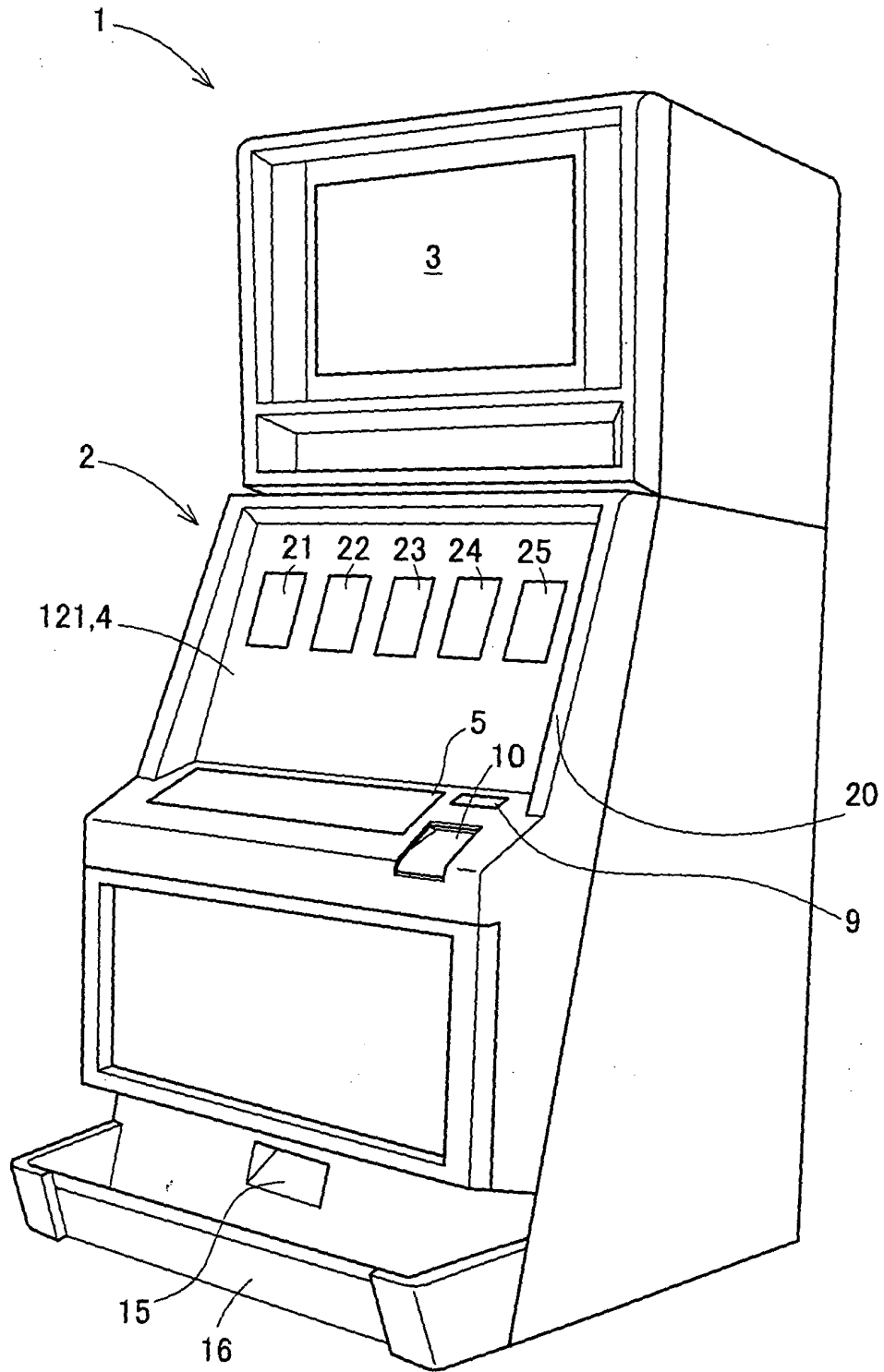


FIG.3

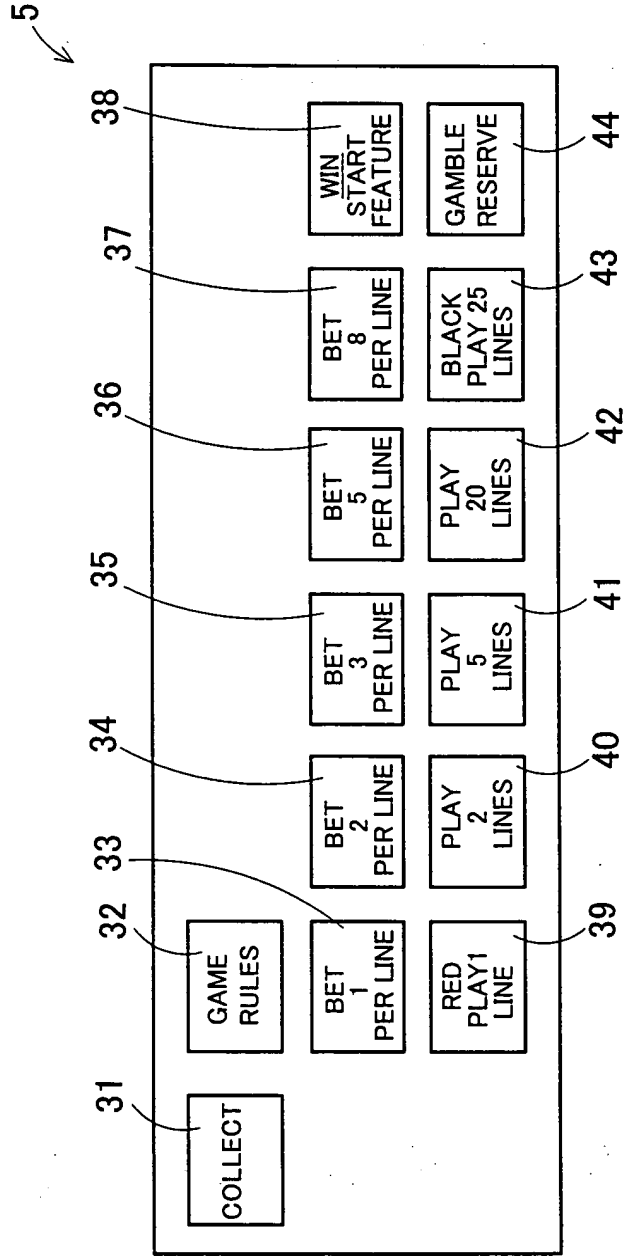


FIG. 4

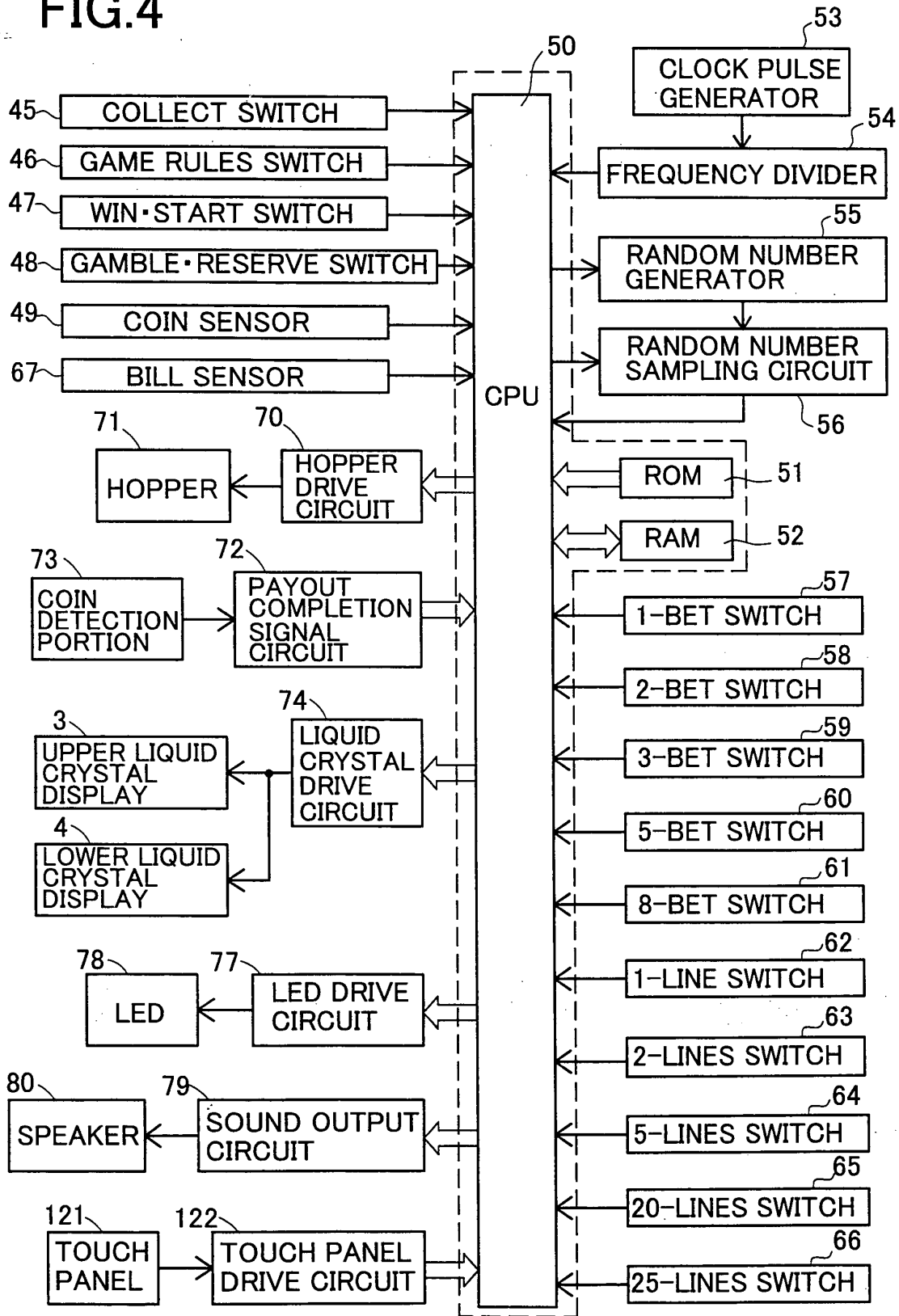


FIG.5

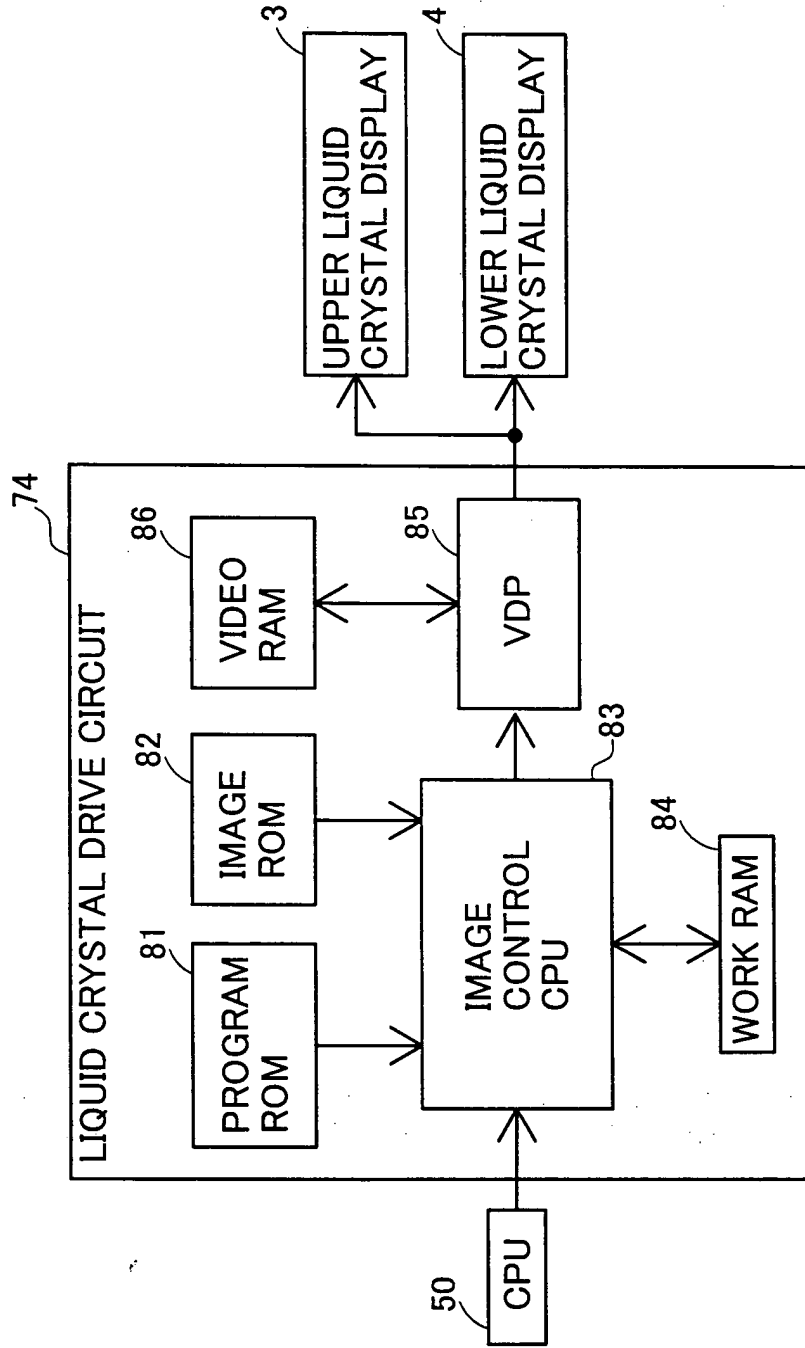


FIG.6

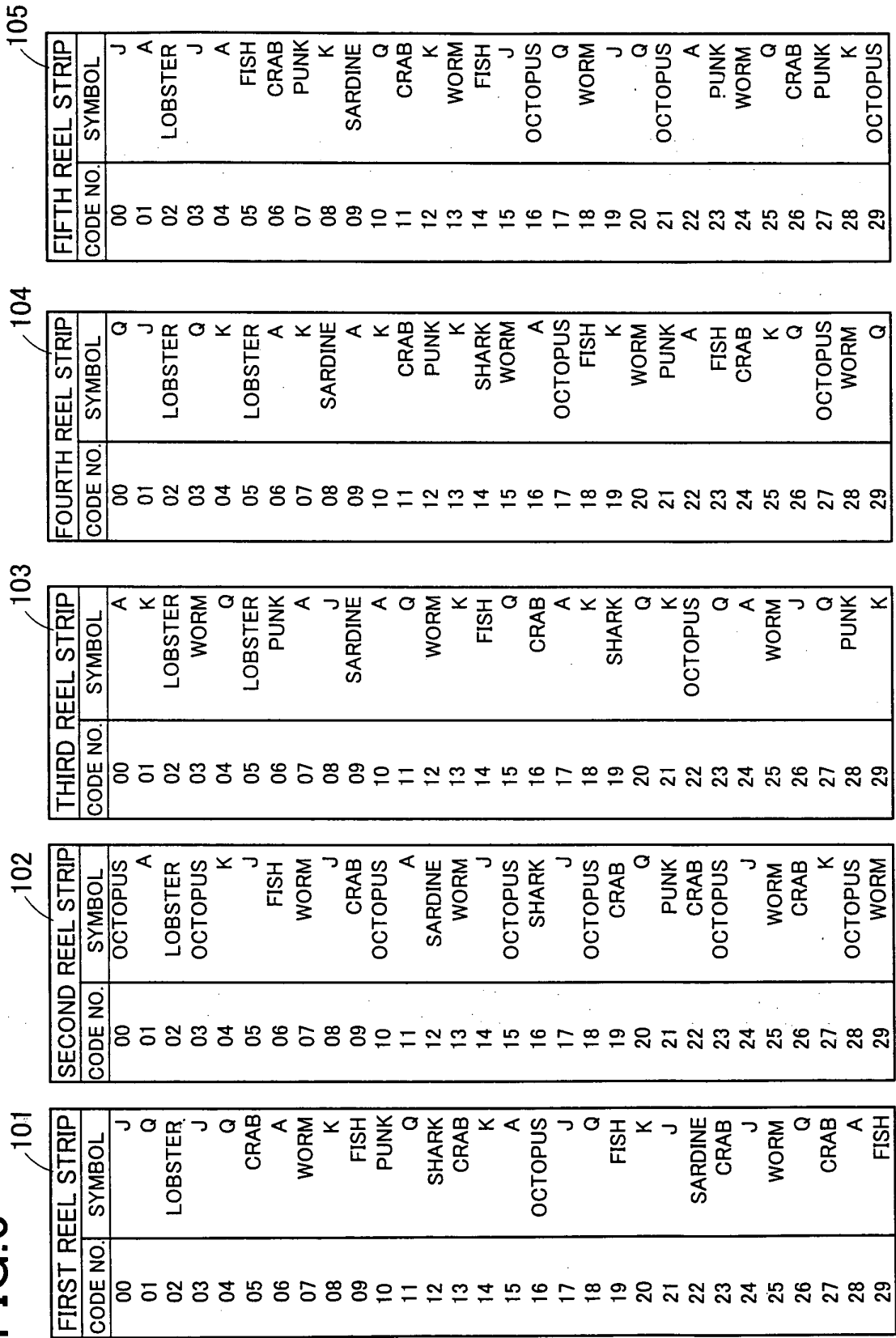


FIG.7

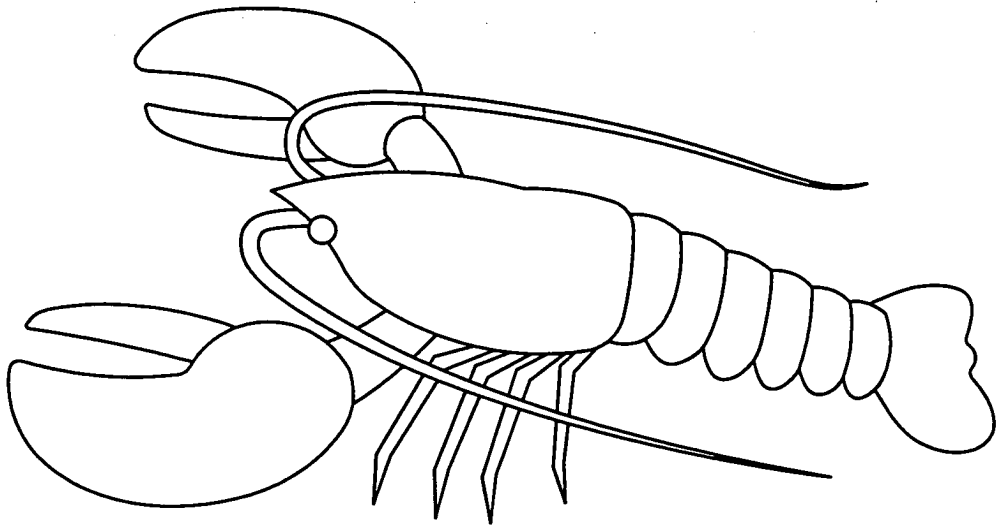


FIG.8

	2K	3K	4K	5K	
LOBSTER	10	320	2500	6000	Left→Right
SHARK	3	25	150	1000	Left→Right
FISH	2	15	120	500	Left→Right
PUNK	2	10	120	400	Left→Right
OCTOPUS	2	8	50	300	Left→Right
CRAB		7	50	200	Left→Right
WORM		6	40	150	Left→Right
A		5	25	120	Left→Right
K		5	25	120	Left→Right
Q		5	20	100	Left→Right
J		5	20	100	Left→Right
SARDINE	2	5	10	125	SCATTER/Trigger

FIG.9

CODE NO.	RANDOM NUMBER VALUE
00	0
01	1
02	2
03	3
04	4
05	5
06	6
07	7
08	8
09	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24
25	25
26	26
27	27
28	28
29	29

FIG. 10

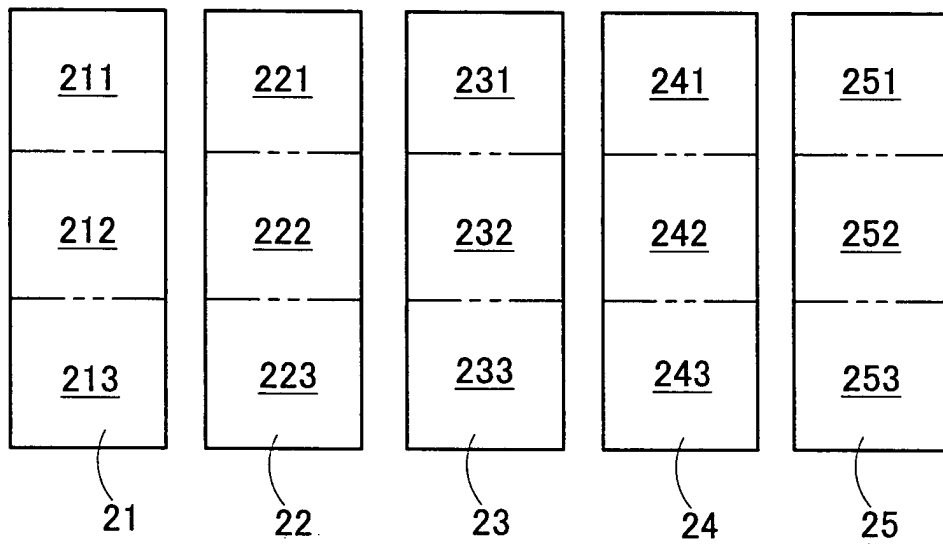


FIG.11

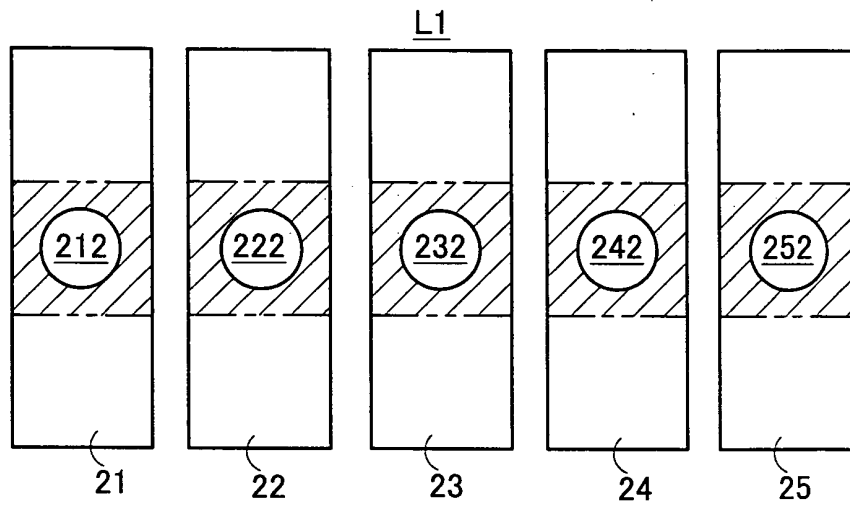


FIG.12

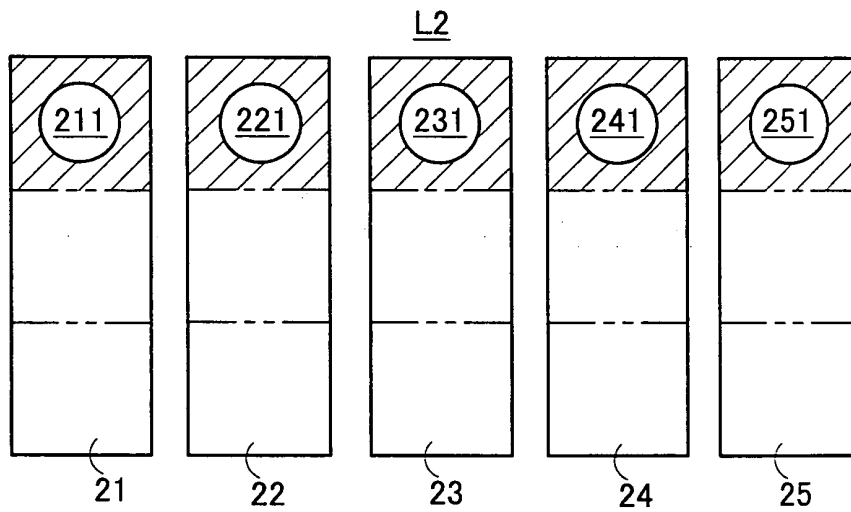


FIG13

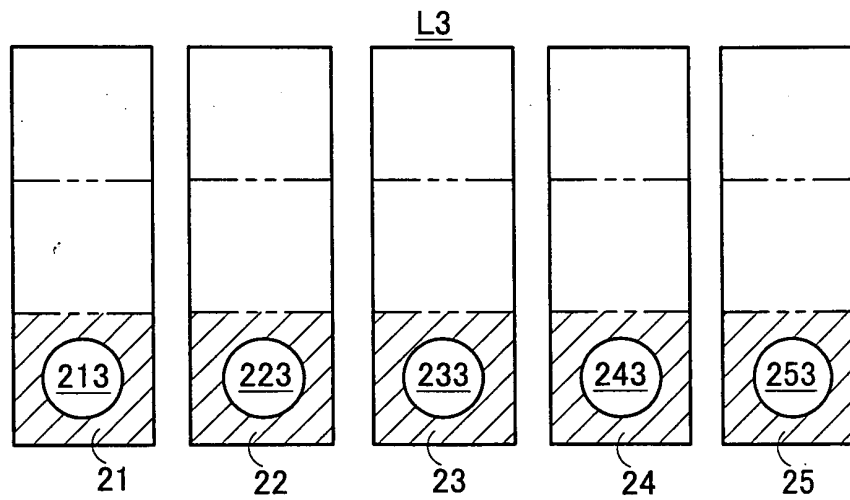


FIG.14

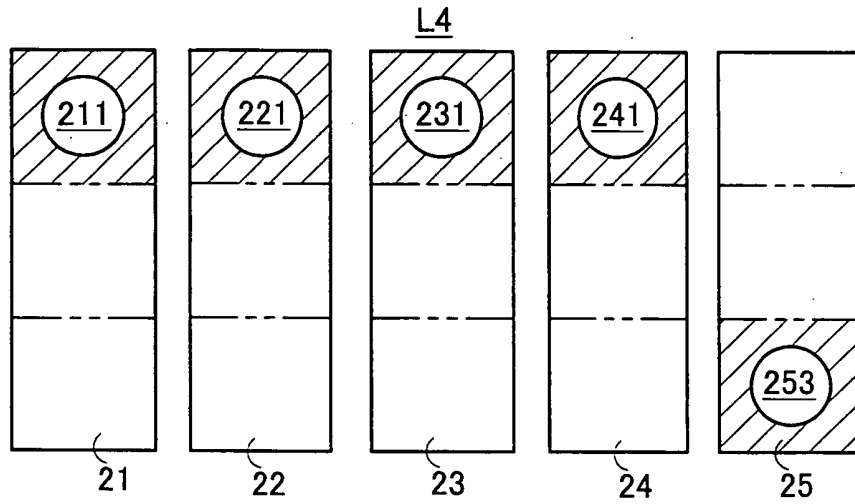


FIG.15

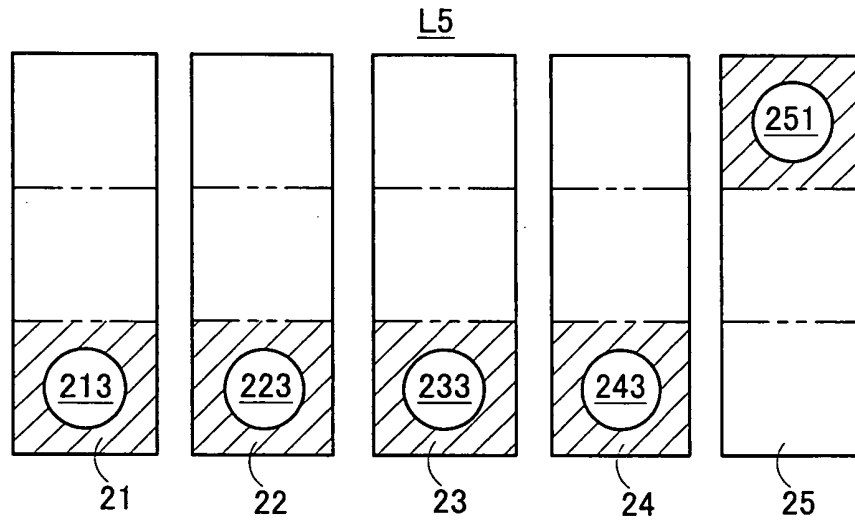


FIG16

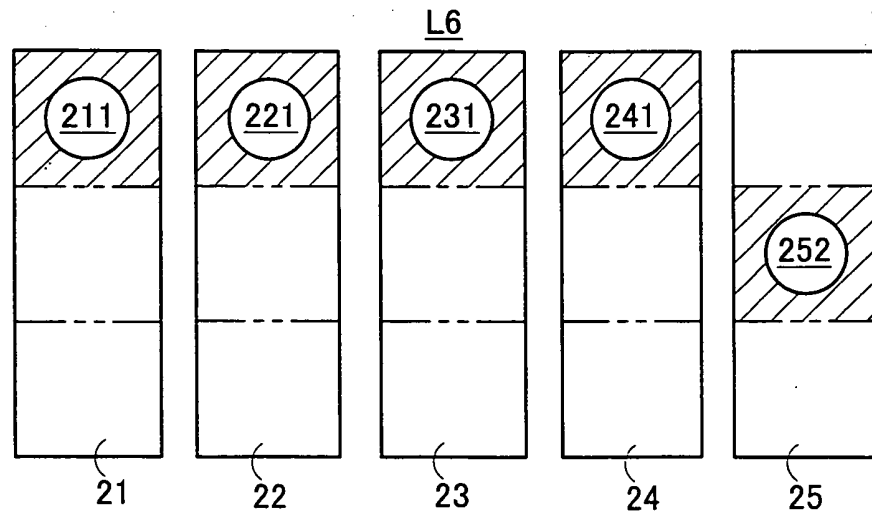


FIG.17

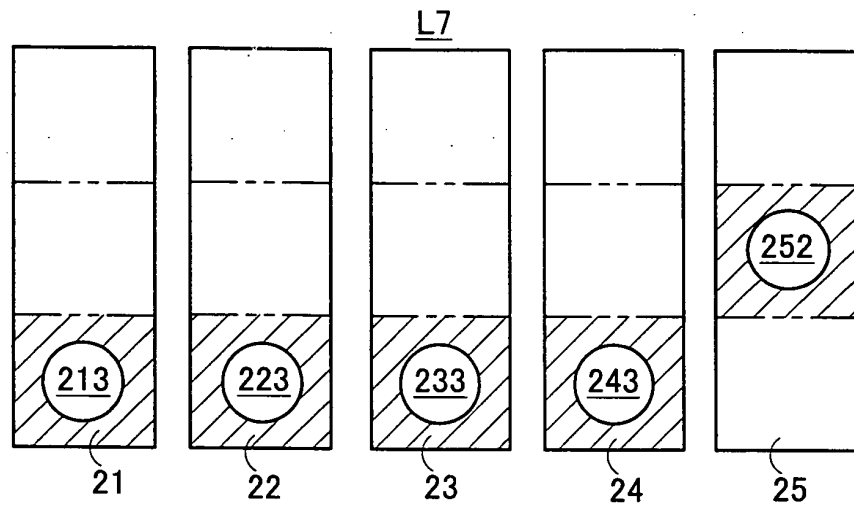


FIG.18

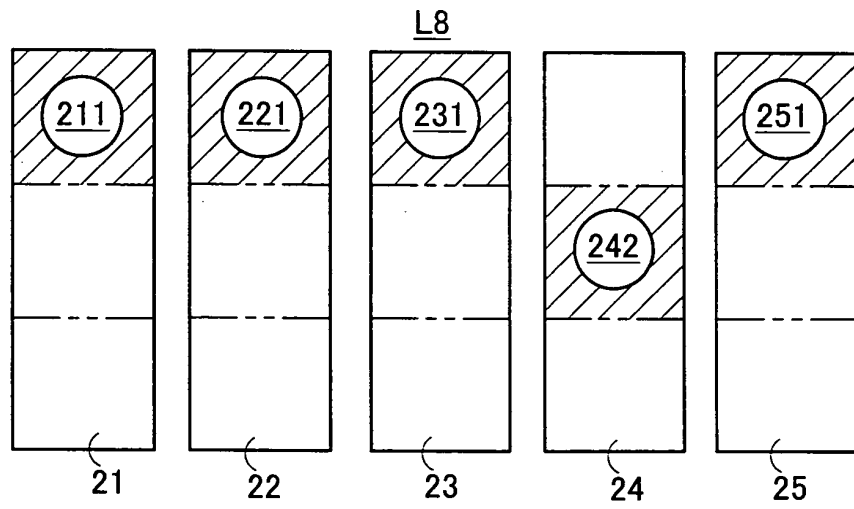


FIG19

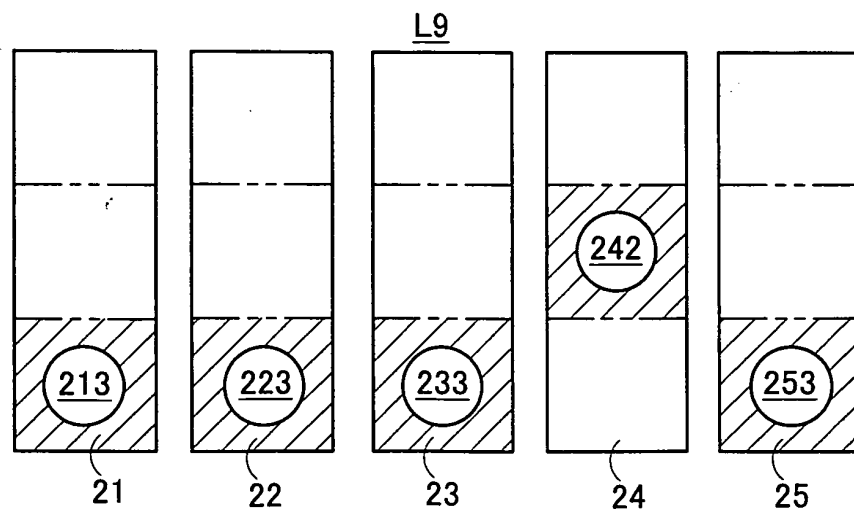


FIG.20

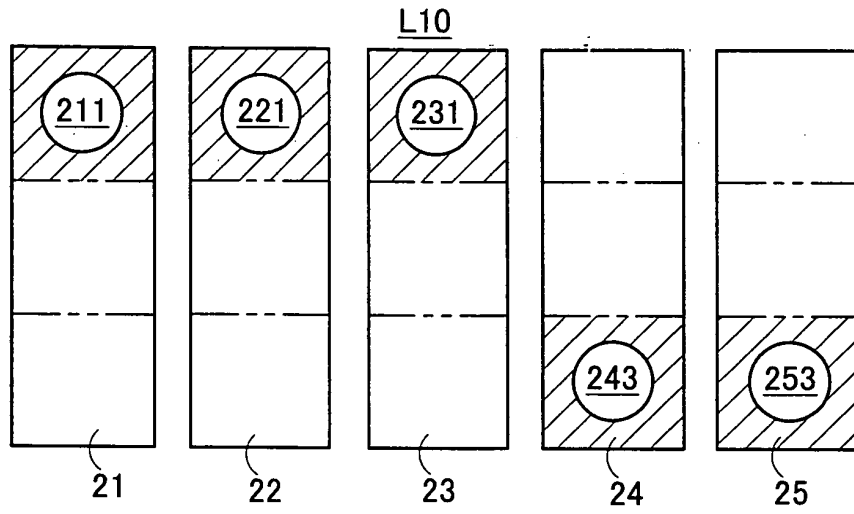


FIG.21

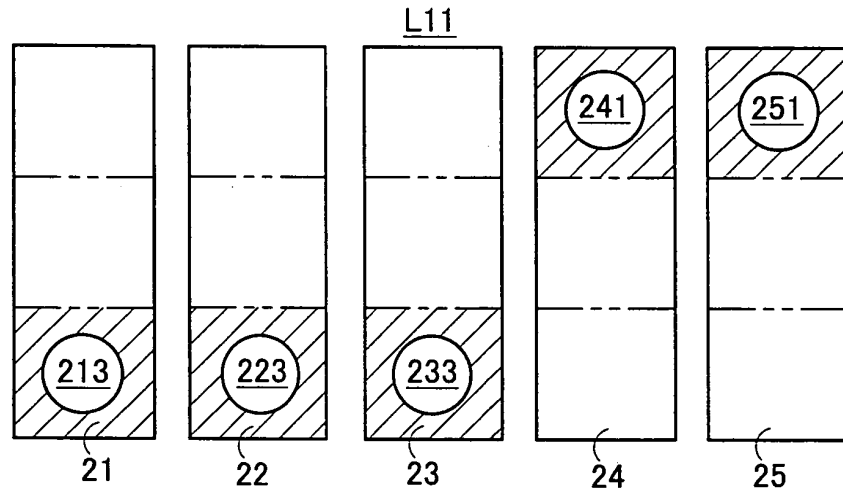


FIG.22

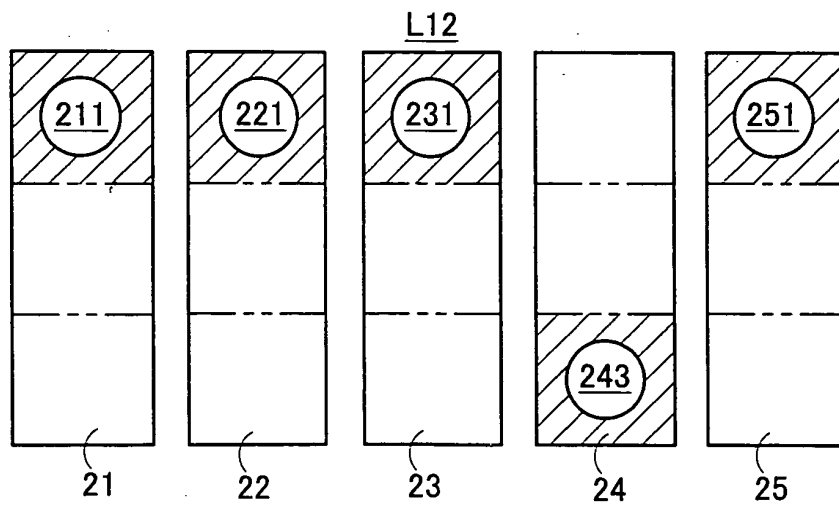


FIG.23

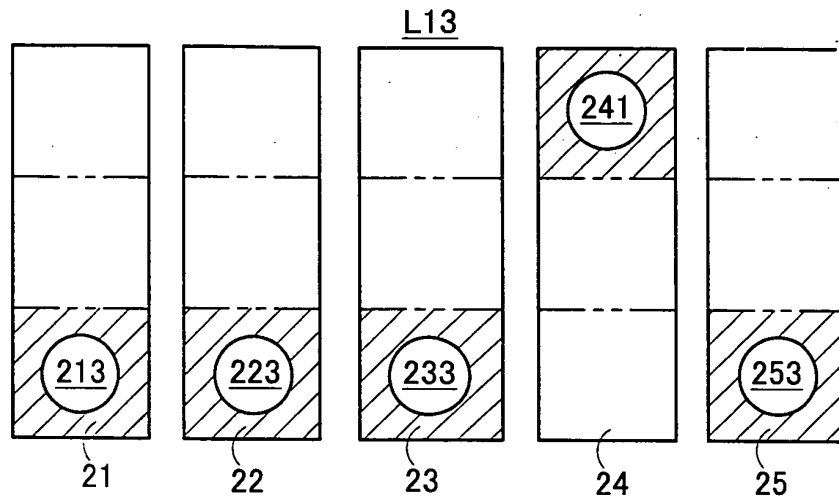


FIG.24

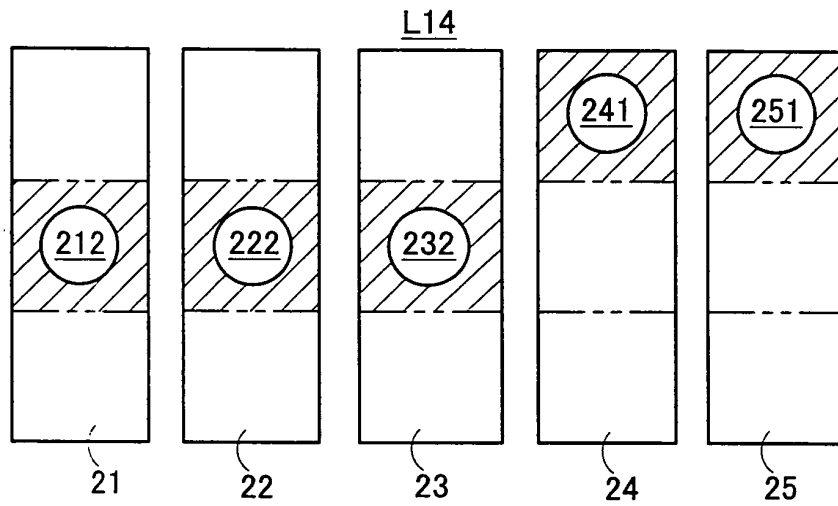


FIG.25

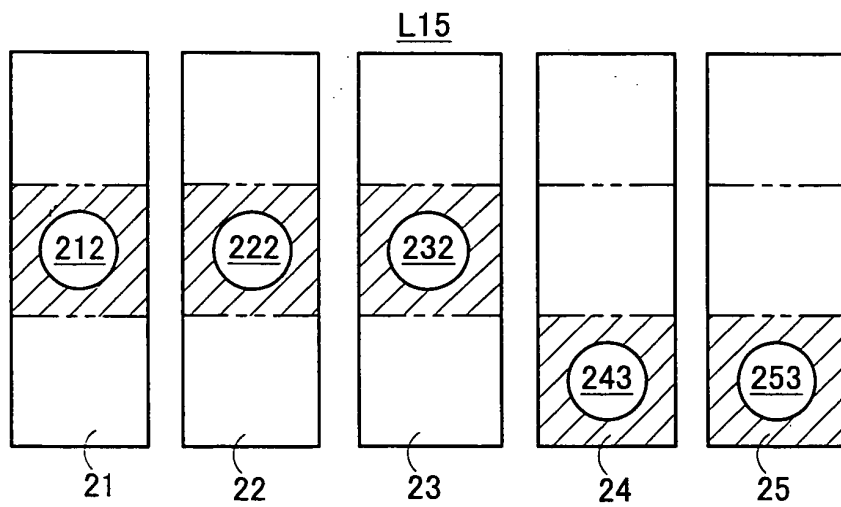


FIG.26

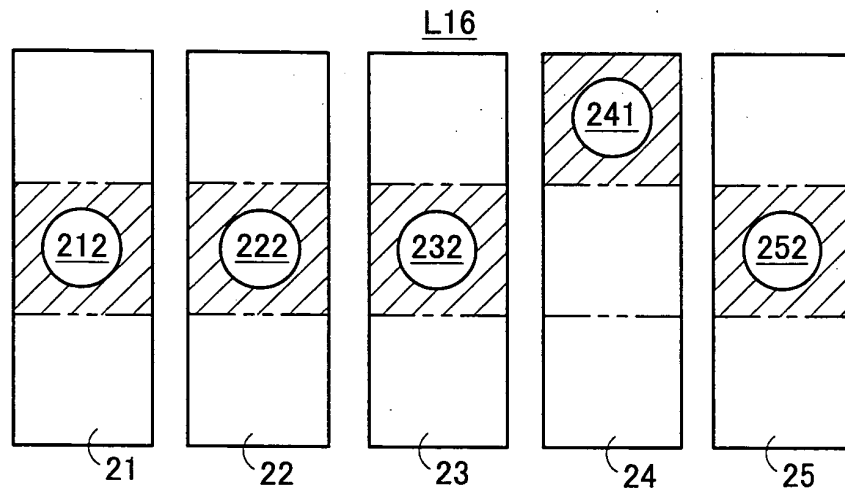


FIG.27

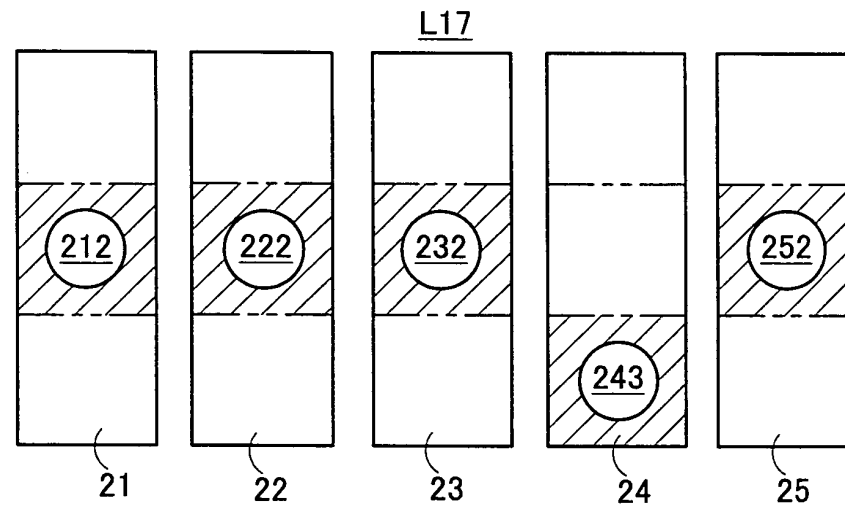


FIG.28

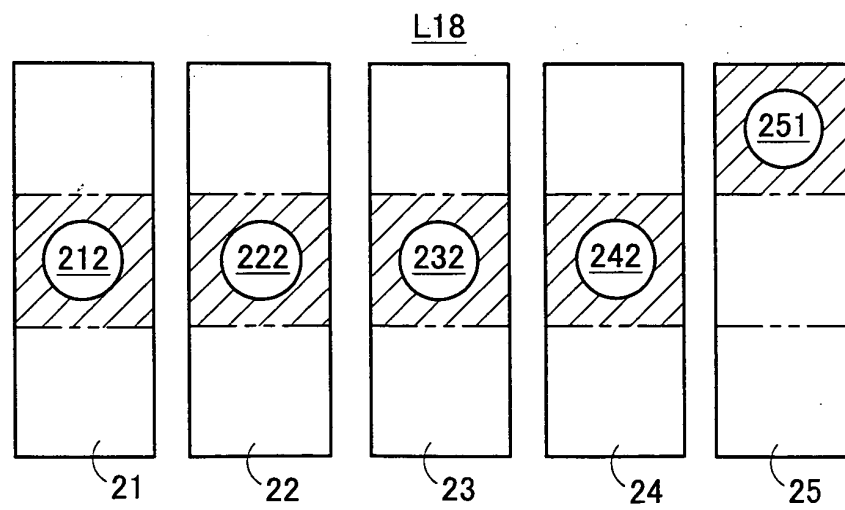


FIG.29

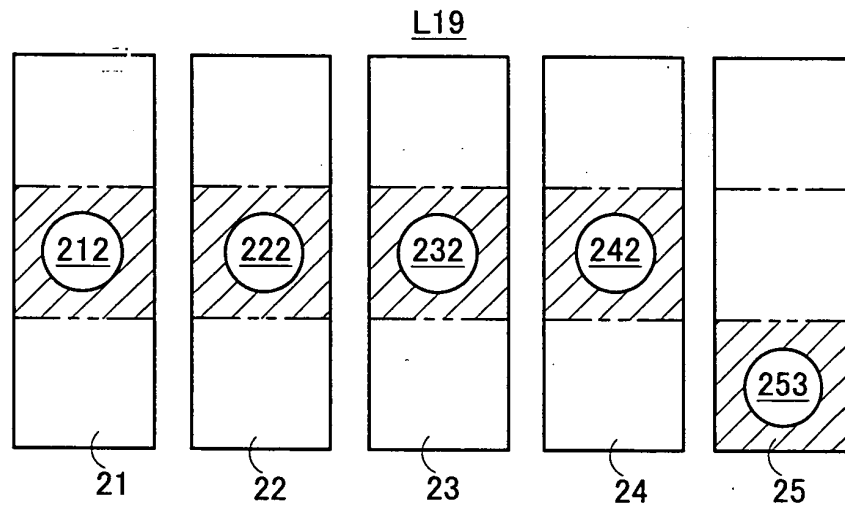


FIG.30

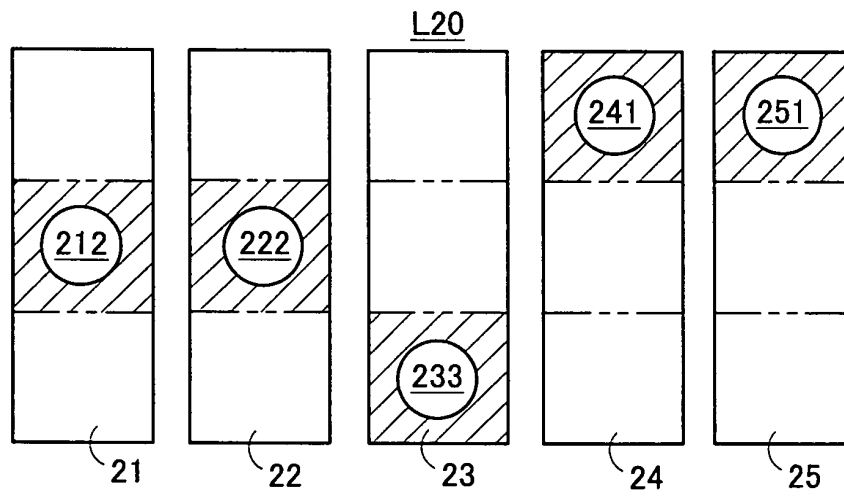


FIG.31

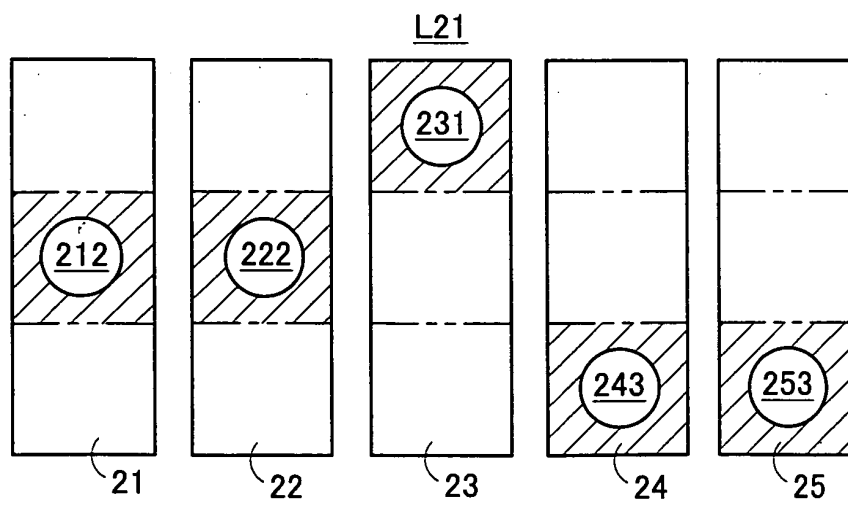


FIG.32

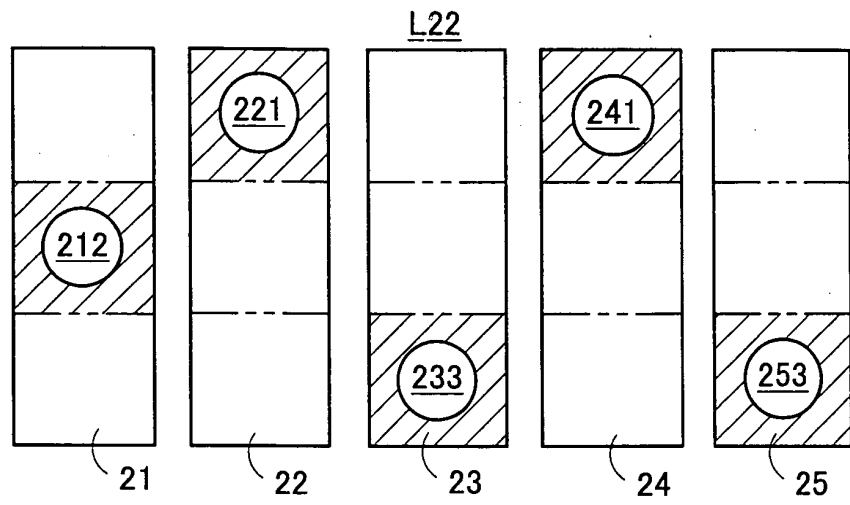


FIG.33

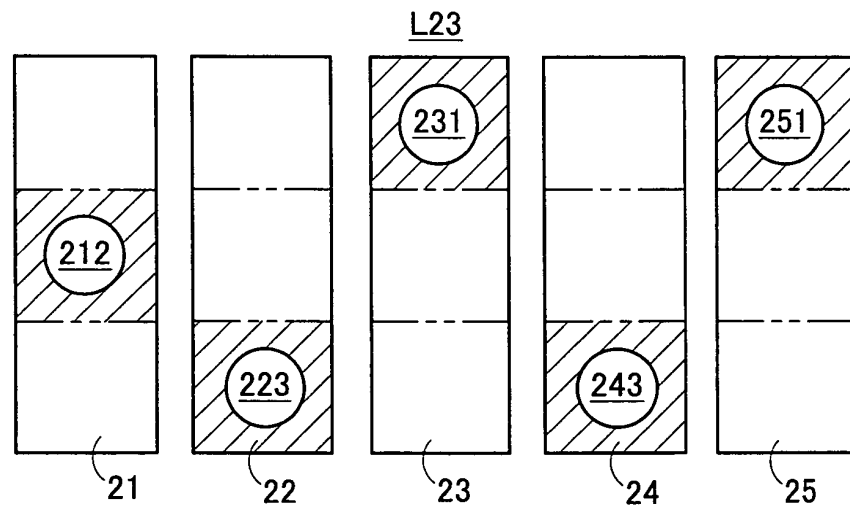


FIG.34

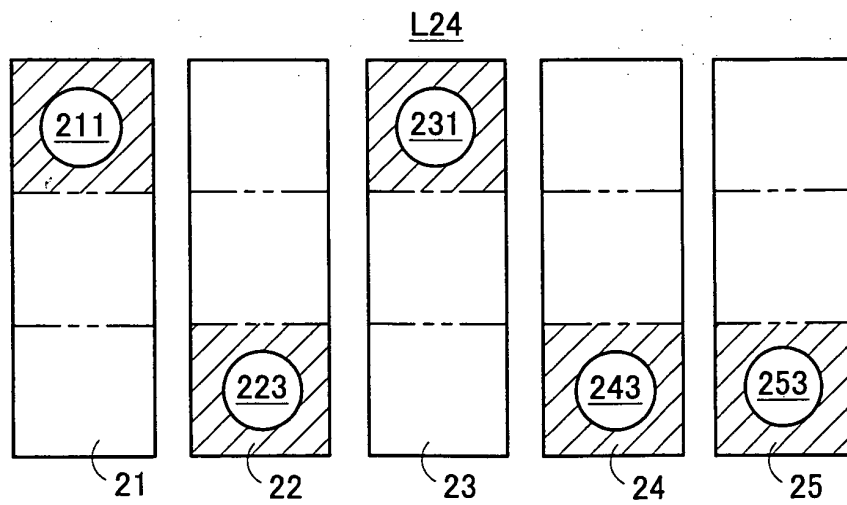


FIG.35

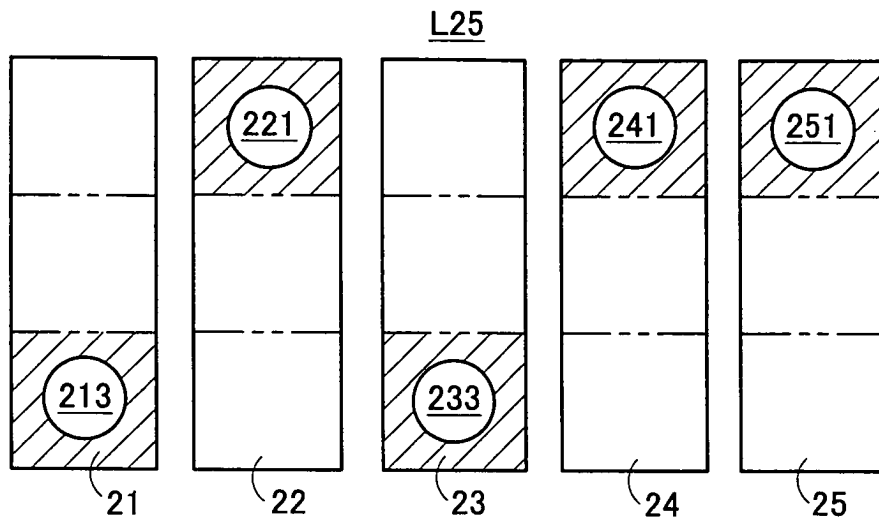


FIG.36

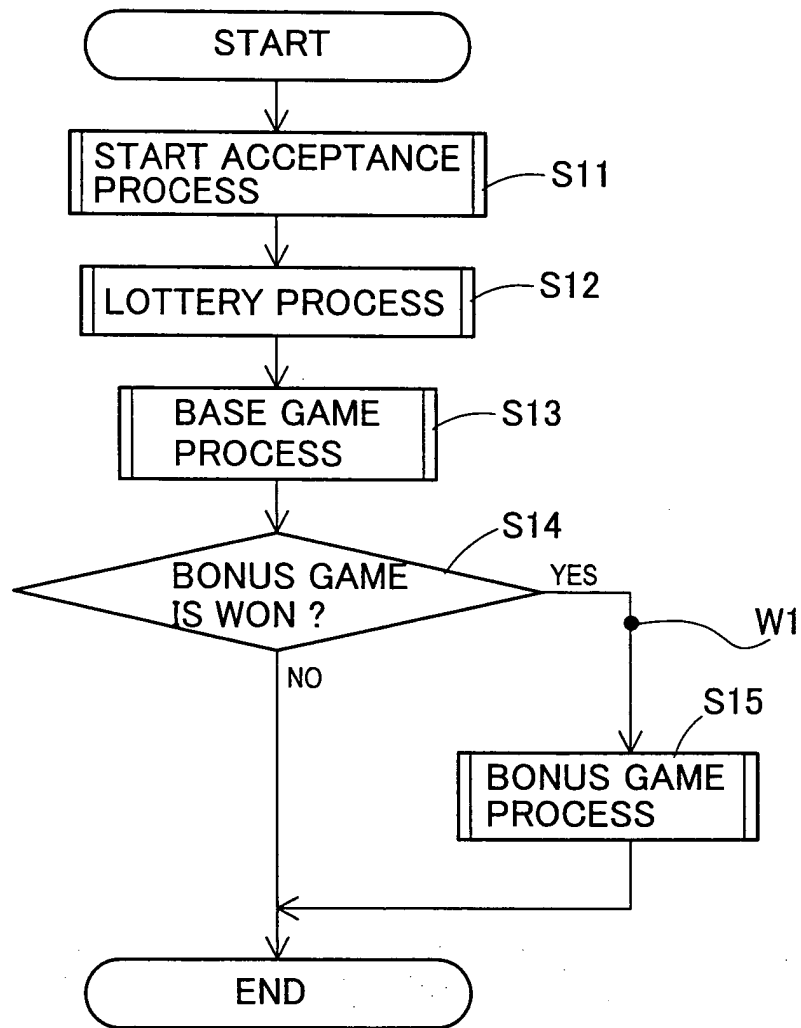


FIG.37

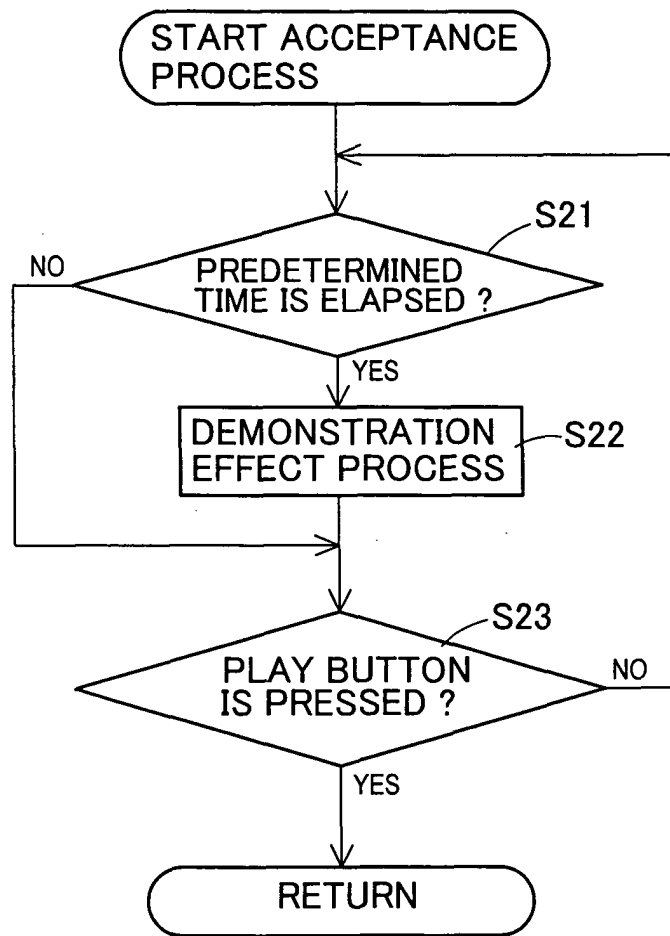


FIG.38

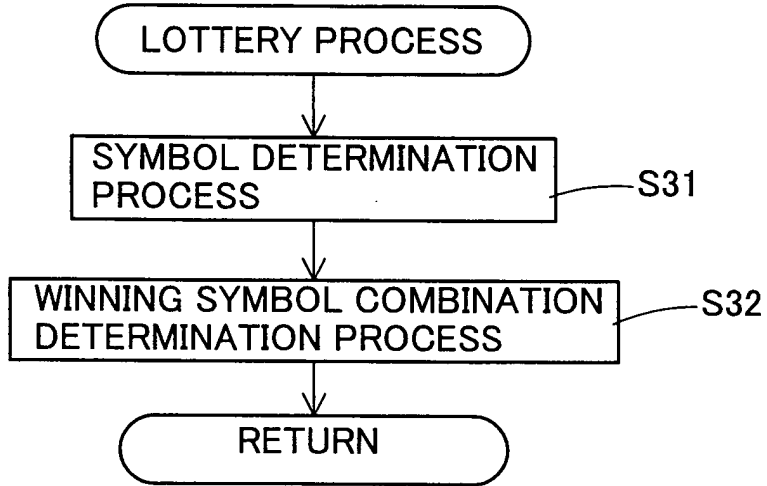


FIG.39

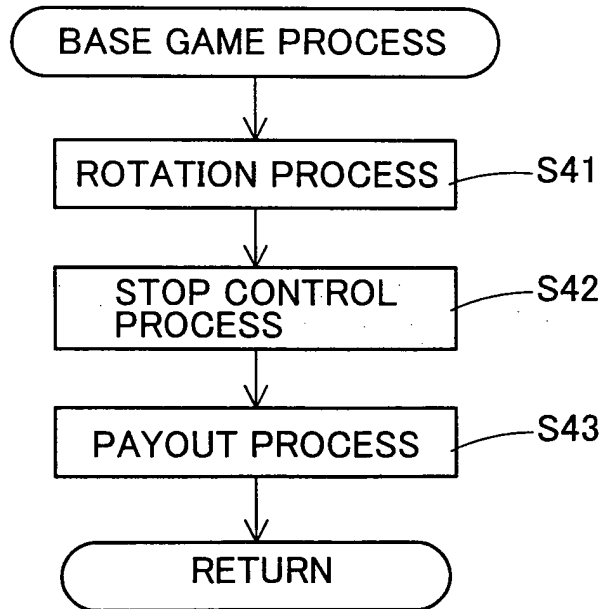


FIG.40

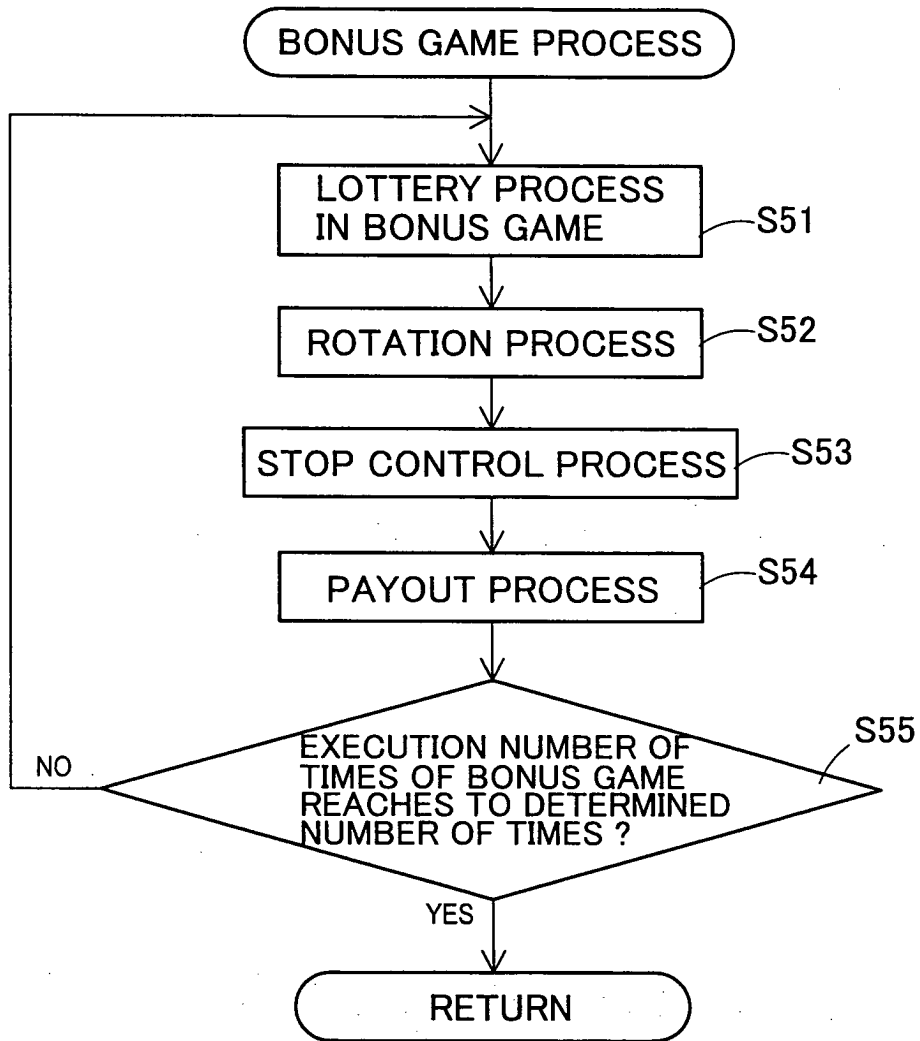


FIG.41

5-1 REEL STRIP		5-2 REEL STRIP		5-3 REEL STRIP		5-4 REEL STRIP		5-5 REEL STRIP	
CODE NO.	SYMBOL	CODE NO.	SYMBOL	CODE NO.	SYMBOL	CODE NO.	SYMBOL	CODE NO.	SYMBOL
00	J	00	J	00	J	00	J	00	J
01	A	01	A	01	A	01	A	01	A
02	LOBSTER	02	LOBSTER	02	LOBSTER	02	LOBSTER	02	LOBSTER
03	J	03	J	03	J	03	J	03	J
04	A	04	A	04	A	04	A	04	A
05	FISH	05	FISH	05	FISH	05	FISH	05	FISH
06	CRAB	06	CRAB	06	CRAB	06	CRAB	06	CRAB
07	PUNK	07	PUNK	07	PUNK	07	PUNK	07	PUNK
08	K	08	K	08	K	08	K	08	K
09	SARDINE	09	SARDINE	09	SARDINE	09	SARDINE	09	SARDINE
10	LOBSTER	10	Q	10	Q	10	Q	10	Q
11	CRAB	11	CRAB	11	CRAB	11	CRAB	11	CRAB
12	K	12	K	12	LOBSTER	12	LOBSTER	12	K
13	WORM	13	WORM	13	WORM	13	WORM	13	WORM
14	FISH	14	FISH	14	FISH	14	FISH	14	FISH
15	J	15	J	15	J	15	J	15	J
16	OCTOPUS	16	OCTOPUS	16	OCTOPUS	16	OCTOPUS	16	OCTOPUS
17	Q	17	Q	17	Q	17	Q	17	Q
18	WORM	18	WORM	18	WORM	18	WORM	18	WORM
19	J	19	J	19	J	19	J	19	J
20	Q	20	Q	20	Q	20	Q	20	Q
21	OCTOPUS	21	SARDINE	21	LOBSTER	21	SARDINE	21	OCTOPUS
22	A	22	A	22	A	22	A	22	A
23	PUNK	23	PUNK	23	PUNK	23	PUNK	23	PUNK
24	WORM	24	WORM	24	WORM	24	WORM	24	WORM
25	Q	25	Q	25	Q	25	Q	25	Q
26	CRAB	26	CRAB	26	CRAB	26	CRAB	26	CRAB
27	PUNK	27	PUNK	27	PUNK	27	PUNK	27	PUNK
28	K	28	K	28	K	28	K	28	K
29	OCTOPUS	29	OCTOPUS	29	OCTOPUS	29	OCTOPUS	29	OCTOPUS

FIG.42

CODE NO.	RANDOM NUMBER VALUE
0	0~539
1	540~1040
2	1041~1592
3	1593~2131
4	2132~2665
5	2666~3215
6	3216~3751
7	3752~4299
8	4300~4821
9	4822~5351
10	5352~5972
11	5973~6321
12	6322~6953
13	6954~7492
14	7493~8121
15	8122~8630
16	8631~9151
17	9152~9723
18	9724~10257
19	10258~10872
20	10873~11327
21	11328~11874
22	11875~12450
23	12451~13011
24	13012~13552
25	13553~14033
26	14034~14624
27	14625~15121
28	15122~15722
29	15723~16383

FIG.43

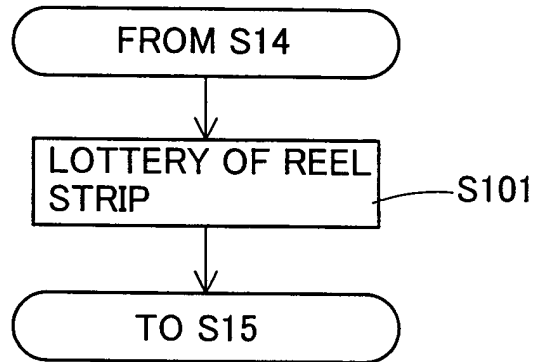


FIG.44

RANDOM NUMBER VALUE	FIFTH REEL STRIP
0	5-1 REEL STRIP
1	5-2 REEL STRIP
2	5-3 REEL STRIP
3	5-4 REEL STRIP
4	5-5 REEL STRIP

FIG.45

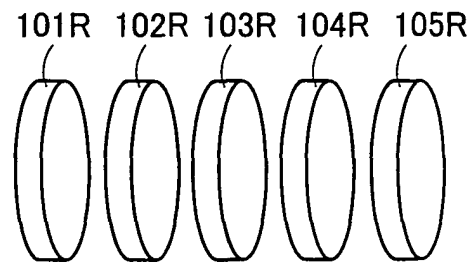


FIG.46

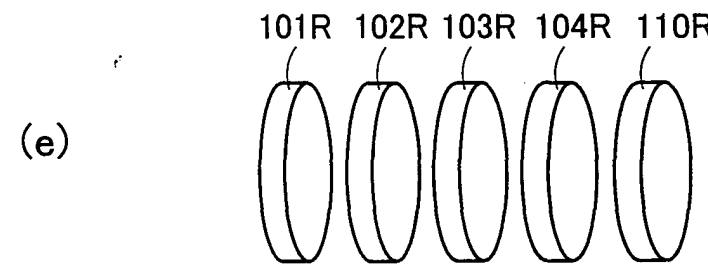
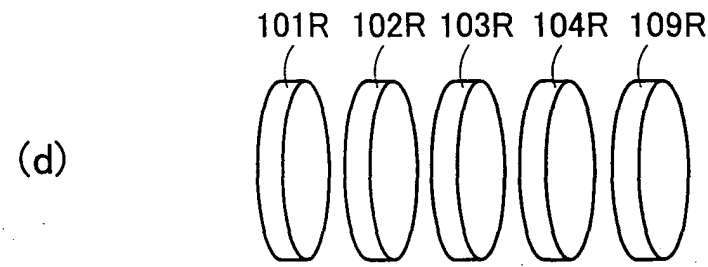
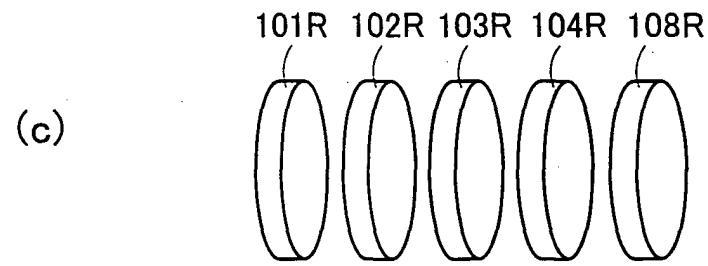
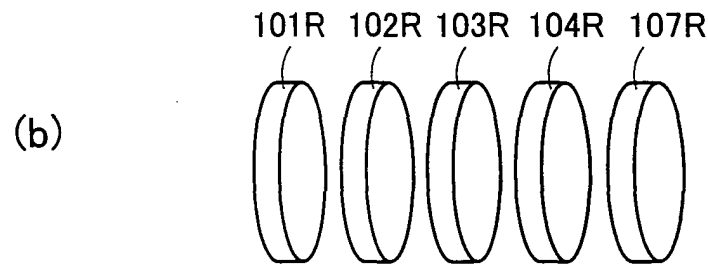
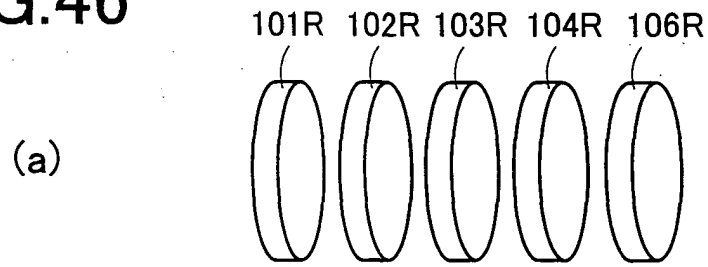


FIG.47

RANDOM NUMBER VALUE	FIFTH REEL STRIP
0~10	5-1 REEL STRIP
11~24	5-2 REEL STRIP
25~32	5-3 REEL STRIP
33~51	5-4 REEL STRIP
52~63	5-5 REEL STRIP



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Place of search Munich		Date of completion of the search 29 July 2005	Examiner Kemény, M	
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1

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Place of search Munich		Date of completion of the search 29 July 2005	Examiner Kemény, M
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