

Title (en)  
PLAYING MACHINE

Title (de)  
SPIELMASCHINE

Title (fr)  
MACHINE DE JEU

Publication  
**EP 1125605 A1 20010822 (EN)**

Application  
**EP 00954978 A 20000824**

Priority  
• JP 0005693 W 20000824  
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• JP 24428099 A 19990831

Abstract (en)  
A game machine comprises a display means 3a for displaying on predetermined zones 50L, 50C and 50R a special symbol indicating shifting to a special game state if the variation display stops at a specific state and game-related designs including a production design indicating the probability of shifting to the special game state and comprises a control means for determining the stop result of the variation display and controlling the display of the display means 3a according to the determination. The control means controls the display means 3a to perform production display of producing a scenario from its beginning to the end during the period from the start to the end of the variation display in the predetermined zones 50L, 50C and 50R. Furthermore, the display means performs a suggestion display of relationship between the production design and the probability of shifting to the special game state. <IMAGE>

IPC 1-7  
**A63F 7/02**

IPC 8 full level  
**A63F 3/02** (2006.01); **A63F 7/02** (2006.01); **G07F 17/32** (2006.01)

CPC (source: EP)  
**A63F 3/00697** (2013.01); **A63F 7/02** (2013.01); **G07F 17/3227** (2013.01); **G07F 17/3244** (2013.01); **A63F 7/025** (2013.01);  
**A63F 2300/807** (2013.01)

Cited by  
GB2410365A; US7704137B2

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AT CH DE FR GB LI

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**EP 1125605 A1 20010822**; **EP 1125605 A4 20030618**; **EP 1125605 B1 20071010**; AT E375185 T1 20071015; AU 6728300 A 20010326;  
AU 776286 B2 20040902; DE 60036685 D1 20071122; DE 60036685 T2 20080717; WO 0115788 A1 20010308

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