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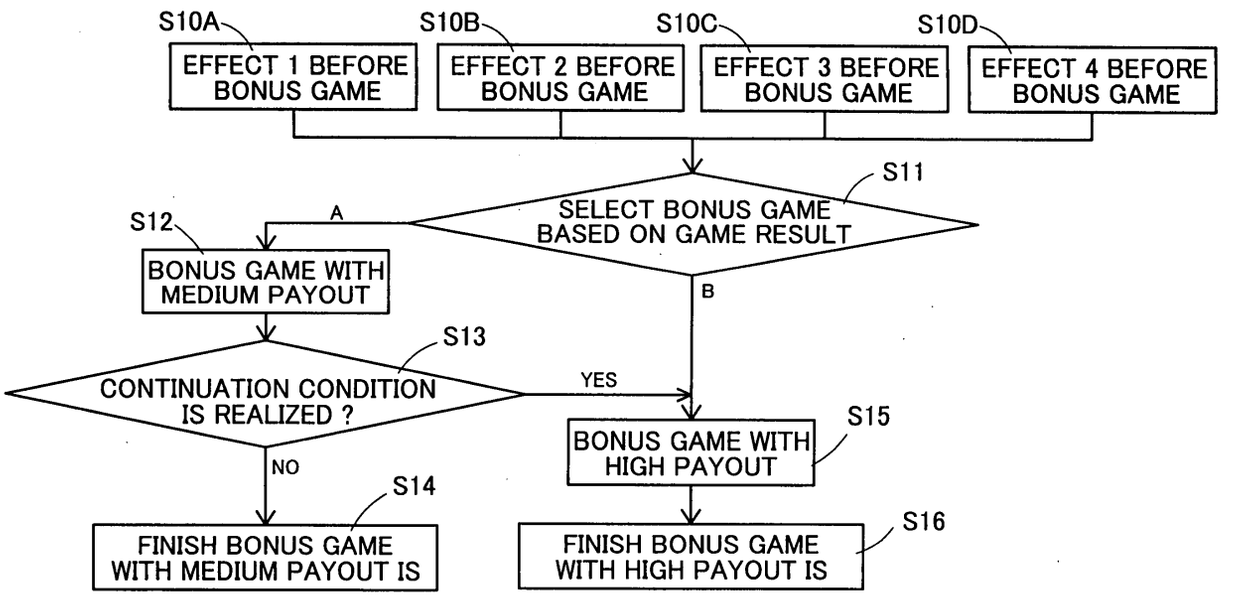
(54) Gaming machine with bonus game feature

(57) Concerning with the slot game, for example, one of the trigger symbols is stopped with the predetermined combination (S11: A), the bonus game with the medium payout is executed (S12). And if it is determined that the continuation condition is realized in the bonus game with the medium payout (S13: YES) , the bonus game with high payout is executed (S15). And as for the slot game, for example, if the other trigger symbol is stopped with the predetermined combination (S11: B), the bonus game with the high payout is executed without executing the bonus game with the medium payout (S15).

FIG.23



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Description

BACKGROUND OF THE INVENTION

1. Field of the Invention

[0001] The present invention relates to a gaming machine in which a first game is shifted to a second game when a predetermined condition is realized while the first game is executed.

2. Description of Related Art

[0002] In a conventional gaming machine, for example a slot machine, when various symbols on reels, which are rotating, are stopped with a predetermined combination, it is conducted a first game which gives a predetermined benefit to a player. At that time, there is a gaming machine that a second game more beneficial for the player than the first game is executed when a trigger symbol is stopped in the first game. Further, as shown in Unexamined Japanese Publication No. 2001-293248, there is a gaming machine in which a plurality of second games, each of which has different game contents and payout amount with each other, are stored, and the next second game is successively and developingly conducted one by one among the second games every a continuation condition is realized in the second game, according to the originality of the gaming machine.

[0003] Here, among plural second games, since it is general that the second game is made so that the game contents thereof become more ingenious and the second game has a higher payout according that execution order of the second game becomes latter, the player is very interested in the second games. In spite of the above, on the other hand, if the execution order becomes more latter, the continuation condition is generally set so that such condition becomes more difficult to be realized. Therefore, as mentioned, even though the game contents of the second game become ingenious and the payout thereof becomes high among plural second games, there scarcely exists chances for the player to be able to experience such second game if the execution order of the second game becomes more latter.

SUMMARY OF THE INVENTION

[0004] The present invention has done to resolve the above problems and it is an object to provide a gaming machine in which it can give the player more chances to experience each second game, concerning with a plurality of second games each of which is successively and developingly executed every the continuation condition is realized after the predetermined condition is realized in the first game.

[0005] In order to accomplish the above problems, according to one aspect of the present invention, it is provided a gaming machine comprising:

a first game controller for executing a first game;
a second game controller for executing one of a plurality of second games, game contents thereof being different from each other; and
a third game controller for controlling the first game controller and the second game controller;

wherein the third game controller controls the second game controller so as to execute a first bonus game which is one of the second games if a first predetermined condition concerning with the first game is realized;

wherein the third game controller controls the second game controller so as to execute a second bonus game which is one of the second games if a continuation condition concerning with the first bonus game is realized; and

wherein the third game controller controls the second game controller so as to execute the second bonus game if a second predetermined condition concerning with the first game executed by the first game controller is realized.

[0006] In the gaming machine constructed according to the above, the third game controller controls the second game controller so as to execute a first bonus game which is one of the second games if a first predetermined condition concerning with the first game is realized, and controls the second game controller so as to execute a second bonus game which is one of the second games if a continuation condition concerning with the first bonus game is realized. Therefore, among the second games, the second bonus game is executed after execution of the first bonus game. On the other hand, the third game controller controls the second game controller so as to execute the second bonus game if a second predetermined condition concerning with the first game is realized.

[0007] That is to say, in the gaming machine according to the present invention, as for a plurality of second games which are successively and developingly executed after the first predetermined condition concerning with the first game is realized, if the first predetermined condition concerning with the first game is realized, the first bonus game is executed and the second bonus game is executed if the continuation condition with the first bonus game is realized. On the contrary, if the second predetermined condition concerning with the first game is realized, the second bonus game is executed. Therefore, there will possibly exist not only a case that the second bonus game is executed after the first bonus game is executed but also a case that the second bonus game is executed directly from the first game. Thus, it can be increased chances for the player to experience the second bonus game, as a result, interest of the player for games can be raised.

[0008] At that time, if the second bonus game has a

higher payout than the first bonus game, the player is more strongly interested in the second bonus game than the first bonus game, therefore interest of the player for games can be more effectively raised.

[0009] Further, according to another aspect of the present invention, it is provided a gaming machine comprising:

a first game controller for executing a first game;
a second game controller for executing one of a plurality of second games, game contents thereof being different from each other;
a third game controller for controlling the first game controller and the second game controller;
a first determination device for determining whether or not a first predetermined condition concerning with the first game executed by the first game controller is realized;
a second determination device for determining whether or not a continuation condition concerning with a first bonus game executed by the second game controller is realized, the first bonus game being one of the second games; and
a third determination device for determining whether or not a second predetermined condition concerning with the first game executed by the first game controller is realized;

wherein the third game controller controls the second game controller so as to execute the first bonus game if the first determination device determines that the first predetermined condition is realized;

wherein the third game controller controls the second game controller so as to execute a second bonus game which is one of the second games if the second judgement device determines that the continuation condition is realized; and

wherein the third game controller controls the second game controller so as to execute the second bonus game if the third judgement device determines that the second predetermined condition is realized.

[0010] In the above gaming machine, as for a plurality of second games which are successively and developingly executed after the first game, if the first judgement device determines that the first predetermined condition concerning with the first game is realized, the first bonus game is executed and if the second judgement device determines that the continuation condition concerning with the first bonus game is realized, the second bonus game is executed. On the other hand, if the third judgement device determines that the second predetermined condition concerning with the first game is realized, the second bonus game is executed. Therefore, there will possibly exist not only a case that the second bonus game is executed after the first bonus game is executed but also a case that the second bonus game is executed directly from the first game. Thus, it can be increased chances for the player to experience the second bonus game, as a result, interest of the player for games can be raised.

[0011] 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

[0012] 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.

[0013] In the drawings,

Fig. 1 is a perspective view of a slot machine,
Fig. 2 is a longitudinal sectional view showing a lower liquid crystal display and reels,
Fig. 3 is an exploded perspective view showing the lower liquid crystal display,
Fig. 4 is an explanatory view schematically showing symbols formed on an outer periphery of the reel,
Fig. 5 is a block diagram schematically showing a control system of the slot machine,
Fig. 6 is an explanatory view showing an example of effect 1 before a bonus game, the effect 1 being displayed on the lower liquid crystal display,
Fig. 7 is an explanatory view showing an example of effect 2 before the bonus game, the effect 2 being displayed on the lower liquid crystal display,
Fig. 8 is an explanatory view showing an example of effect 3 before the bonus game, the effect 3 being displayed on the lower liquid crystal display,
Fig. 9 is an explanatory view showing an example of effect 4 before the bonus game, the effect 4 being displayed on the lower liquid crystal display,
Fig. 10 is an explanatory view showing an example of effect contents displayed on an upper liquid crystal display and the lower liquid crystal display when a "golden gate bonus" as a bonus game with a medium payout is executed,
Fig. 11 is an explanatory view showing an example of effect contents displayed on the upper liquid crystal display and the lower liquid crystal display when the "golden gate bonus" as the bonus game with the medium payout is executed, following to the effect contents shown in Fig. 10,
Fig. 12 is an explanatory view showing an example of effect contents displayed on the upper liquid crystal display and the lower liquid crystal display when the "golden gate bonus" as the bonus game with the medium payout is executed, following to the effect contents shown in Fig. 11,
Fig. 13 is an explanatory view showing an example

of effect contents displayed on the upper liquid crystal display and the lower liquid crystal display when the "golden gate bonus" as the bonus game with the medium payout is executed, following to the effect contents shown in Fig. 12,

Fig. 14 is an explanatory view showing an example of effect contents displayed on the upper liquid crystal display and the lower liquid crystal display when the "golden gate bonus" as the bonus game with the medium payout is executed, following to the effect contents shown in Fig. 13,

Fig. 15 is an explanatory view showing an example of effect contents displayed on the upper liquid crystal display and the lower liquid crystal display when a "condor treasure bonus" as a bonus game with a high payout is executed,

Fig. 16 is an explanatory view showing an example of effect contents displayed on the upper liquid crystal display and the lower liquid crystal display when the "condor treasure bonus" as the bonus game with the high payout is executed, following to the effect contents shown in Fig. 15,

Fig. 17 is an explanatory view showing an example of effect contents displayed on the upper liquid crystal display and the lower liquid crystal display when the "condor treasure bonus" as the bonus game with the high payout is executed, following to the effect contents shown in Fig. 16,

Fig. 18 is an explanatory view showing an example of effect contents displayed on the upper liquid crystal display and the lower liquid crystal display when the "condor treasure bonus" as the bonus game with the high payout is executed, following to the effect contents shown in Fig. 17,

Fig. 19 is an explanatory view showing an example of effect contents displayed on the upper liquid crystal display and the lower liquid crystal display when the "condor treasure bonus" as the bonus game with the high payout is executed, following to the effect contents shown in Fig. 18,

Fig. 20 is an explanatory view showing an example of effect contents displayed on the upper liquid crystal display and the lower liquid crystal display when the "condor treasure bonus" as the bonus game with the high payout is executed, following to the effect contents shown in Fig. 19,

Fig. 21 is an explanatory view showing an example of effect contents displayed on the upper liquid crystal display and the lower liquid crystal display when the "condor treasure bonus" as the bonus game with the high payout is executed, following to the effect contents shown in Fig. 20,

Fig. 22 is an explanatory view showing an example of effect contents displayed on the upper liquid crystal display and the lower liquid crystal display when the "condor treasure bonus" as the bonus game with the high payout is executed, following to the effect contents shown in Fig. 21, and

Fig. 23 is a flowchart showing control procedures when the bonus game with the medium payout or the bonus game with the high payout is executed.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0014] Hereinafter, the gaming machine according to the present invention will be described according to the embodiment embodying the invention, with reference to the drawings. First, an outline construction of the gaming machine according to the embodiment will be described with reference to Fig. 1. Here, in the embodiment, the slot machine as an example of the gaming machine will be explained. Fig. 1 is a perspective view of the slot machine.

[0015] In Fig. 1, the slot machine 1 has a cabinet 2 constructing a whole of the slot machine 1. At a front upper part of the cabinet 2 an upper liquid crystal display 3 is arranged, and at a front central part of the cabinet 2 a lower liquid crystal display 4 is arranged. Here, the upper liquid crystal display 3 is constructed from a liquid crystal display device which is generally used, and the lower liquid crystal display 4 is constructed from, so-called, a transparent liquid crystal display device. A detailed construction of the transparent liquid crystal display device will be explained hereinafter.

[0016] An operation table 5, which is projected frontward, is formed below the lower liquid crystal display 4, and from the most left side on the operation table 5, a change button 6, a payout (cash out) button 7, a help button 8 are arranged. And a coin insertion slot 9 and a bill insertion slot 10 are arranged at the right side of the help button 8. Further, from the left side, a 1-BET button 11, a SPIN/REPEAT BET button 12, a 3-BET button 13 and a 5-BET button 14 are positioned at the front side on the operation table 5.

[0017] Here, the change button 6 is pressed when exchanging the bill inserted in the bill insertion slot 10, and the exchanged coins are paid out through a coin payout hole 15 to a coin tray 16 which is formed at the lower part of the cabinet 2. To the change button 6, a change switch 62 (explained hereinafter) is attached, and the a switch signal is output to a CPU 50 (mentioned hereinafter) from the change switch 62 based on press of the change button 6.

[0018] The cash-out button 7 is usually pressed when games are terminated, and when the CASH-OUT button 7 is pressed coins got in games are paid out through the coin payout hole 15 to the coin tray 16. Here, to the CASH-OUT button 7, a payout (cash out) switch 63 (mentioned hereinafter) is attached and a switch signal is output to the CPU 50 from the payout switch 63 based on press of the CASH-OUT button 7.

[0019] The help button 8 is pressed when the player does not understand game operation method, and when the help button 8 is pressed, various help information is displayed on the upper liquid crystal display 3 or the low-

er liquid crystal display 4. To this help button 8, a help switch 64 (mentioned hereinafter) is attached and a switch signal is output to the CPU 50 from the help switch 64 based on press of the help button 8.

[0020] To the coin insertion slot 9 a coin sensor 65 (mentioned hereinafter) is positioned, and when the coin is inserted in the coin insertion slot 9 a coin detection signal is output to the CPU 50 through the coin sensor 65. And to the bill insertion slot 10 a bill sensor 66 (mentioned hereinafter) is positioned, and when the bill is inserted in the bill insertion slot 10 a bill detection signal is output to the CPU 50 through the bill sensor 66.

[0021] As for the 1-BET button 11, every the 1-BET button 11 is pressed one credit is betted, and the 1-BET button 11 can bet by pressing up to tree times as the maximum pressing time. To the 1-BET button 11, a 1-BET switch 59 is attached and when the 1-BET button 11 is pressed a switch signal is output to the CPU 50 from the 1-BET switch 59 based on press of the 1-BET button 11.

[0022] The SPIN/REPEAT BET button 12 is the button to start games from the present bet number or the previous bet number by press thereof, thereby reels (mentioned later) are started to rotate. To the SPIN/REPEAT BET button 12, a spin switch 58 (mentioned later) is attached, and when the SPIN/REPEAT BET button 12 is pressed a switch signal is output to the CPU 50 from the spin switch 58 based on press of the SPIN/REPEAT BET button 12. Here, as the bet number which can be betted by press of the SPIN/REPEAT BET button 12, there may exist 1, 2, 3 and 5 bets.

[0023] The 3-BET button 13 is the button to start games from 3 bets on the basis of press thereof. To this 3-BET button 13, a 3-BET switch 60 (mentioned hereinafter) is attached and when the 3-BET button 13 is pressed a switch signal is output to the CPU 50 from the 3-BET switch 60. And the 5-BET button 14 is the button to start games from 5 bets on the basis of press thereof or to be pressed when a bonus game (mentioned hereinafter) is started. To the 5-BET button 14, a 5-BET switch 61 is attached and when the 5-BET button is pressed a switch signal is output to the CPU 50 from the 5-BET switch 61 on the basis of press thereof.

[0024] Further, at the lower part of the cabinet 2, the coin payout hole 15 is formed and the coin tray 16 to receive coins paid out from the coin payout hole 15 is provided. In the coin payout hole 15, a coin detection part 73 constructed from a sensor and the like is positioned and the coin detection part 73 detects number of coins paid out from the coin payout hole 15.

[0025] Further, at the side plane (the right side plane in Fig. 1) of the cabinet 2, a start lever 17 is arranged rotatably within a predetermined angle range. To the start lever 17, a start switch 57 is attached and when the start lever 17 is rotated a switch signal occurring from the start switch 57 is output to the CPU 50.

[0026] Next, it will be described a detailed construction of the lower liquid crystal display 4 and reels rotatably arranged behind the lower liquid crystal display 4 in the cabinet 2, with reference to Figs. 2 and 3. Fig. 2 is a longitudinal sectional view of the lower liquid crystal display and the reels, and Fig. 3 is an exploded perspective view of the lower liquid crystal display 4.

[0027] In Figs. 2 and 3, the lower liquid crystal display 4 is arranged within a display window 21 of a device front panel 20 positioned at the front center part of the cabinet 2 in the slot machine 1, with a touch panel 30 arranged at the front side (the left side in Fig. 2) of the lower liquid crystal display 4. And at the rear side (the right side in Fig. 2) of the lower liquid crystal display 4, three reels 22 (only one reel 22 is indicated in Fig. 2) are supported in a parallel state so that the reels 22 become independently rotatable.

[0028] Here, each reel 22 will be described. Among three reels 22, the left reel 22 when seeing the front plane of the slot machine 1 faces to a left display window 23 (see Fig. 1) formed in the lower liquid crystal display 4, the center reel 22 faces to a center display window 24 (see Fig. 1) similarly formed in the lower liquid crystal display 4 and the right reel 22 faces to a right display window 25 (see Fig. 1) similarly formed in the lower liquid crystal display 4. Construction of each of the display windows 23, 24, 25 will described hereinafter.

[0029] Further, on an outer periphery of each reel 22, various kinds of symbols shown in Fig. 4 (9 kinds of symbols are indicated in Fig. 4) are formed. Concretely, as kinds of symbols formed on the outer periphery of the reel 22, concerning with game contents conducted in the slot machine 1, it is utilized a direction-map symbol, a lake-map symbol, a condor treasure trigger symbol, a WILD symbol, a 3BAR symbol, a golden gate trigger symbol, a RED 7 symbol, a 2BAR symbol and a 1BAR symbol. And these 9 kinds of symbols and blank (s) (area where the symbol do not exist) are combined based on a predetermined combination and the combinations in which the symbols and the blanks are totally combined (the total number of the symbols and the blanks is 22) are formed. On the outer periphery of each reel 22, such combination with symbols and blanks (total number of which is 22) is formed.

[0030] Here, various winning combinations are determined beforehand based on plural kinds of combinations of the symbols and when the symbol combination corresponding to the winning combination is stopped along a pay line L (see Fig. 1), coins are paid out from the coin payout hole 15 according to the winning combination. These points are as same as that in the conventional slot machine, therefore explanation thereof will be omitted. And formation of the symbols on the outer periphery of the reel 22 is generally done as follows. First, symbols and blanks (total number of which is 22) are printed on a long seal having a width and a length corresponding to the width and the periphery length of the reel 2, respectively. And such seal is adhered on the peripheral plane of the reel 22. Of course, the symbols may be formed by different method other than the above

method.

[0031] In the embodiment, the pay line L is determined to only the center line, and such pay line L is displayed on the lower liquid crystal display 4 when games are conducted by rotating and stopping the reels 22 based on press of the SPIN/REPEAT BET button 12, the 3-BET button and the 5-BET button 14 or rotation of the start lever 17. On the other hand, the pay line L is eliminated from the lower liquid crystal display 4 when the bonus game is conducted based on press of the 5-BET button 14 in obtaining various bonus games.

[0032] As for the trigger symbols, there are the condor treasure trigger symbol and the golden gate trigger symbol, and these trigger symbols are function as triggers to obtain various bonus games. In the embodiment, one condor treasure trigger symbol and one golden gate trigger symbol are formed on only the outer periphery of the right reel 22. Further, a bonus game concerning with a condor treasure bonus can be obtained based on that the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the center reel 22 and the condor treasure trigger symbol existing on the right reel 22 stop along the pay line L. And a bonus game concerning with the golden gate bonus can be obtained based on that the direction-map symbol existing on the left reel 22, the lake-map symbol existing on the center reel 22 and the golden gate trigger symbol existing on the right reel 22 stop along the pay line L. Here, the condor treasure bonus is the bonus game with a higher payout than the golden gate bonus.

[0033] Next, construction of the lower liquid crystal display 4 will be described with reference to Figs. 2 and 3A - 3J. In Figs. 2 and 3A - 3J, the lower liquid crystal display 4 is constructed by arranging from the front side of the slot machine 1; the transparent touch panel 30, the reel glass base 31, the bezel metal frame 32, the transparent liquid crystal panel 33, the liquid crystal holder 34, the diffusion sheet 35, the light guiding plate 36, the white reflector 37, the rear holder 38 and the antistatic sheet 39. In the diffusion sheet 35, three openings 35A, 35B, 35C are formed. Similarly, in the light guiding plate 36, the reflector 37 and the rear holder 38, three openings 36A, 36B, 36C, 37A, 37B, 37C, 38 A, 38B, 38C are formed respectively, so as to coincide with the openings 35A, 35B, 35C. Here, the openings 35A - 38A construct the left display window 23 (see Fig. 1) by superimposing so as to coincide with each other. Similarly, the openings 35B - 38B construct the center display window 24 (see Fig. 1) by superimposing so as to coincide with each other and the openings 35C - 38C construct the right display window 25 by superimposing so as to coincide with each other. Here, the openings 35A - 35C in the diffusion sheet 35 and the openings 36A - 36C in the light guiding plate 36 construct the light transmitting areas to retain visibility while variable displaying is conducted by rotating reels 22.

[0034] In order to install the lower liquid crystal display 4 to the display window 21 of the device front panel 20, as shown in Fig. 2, brackets 40 are screwed to the rear side of the device front panel 20 by screws 41.

[0035] And at an upper and lower end of the light guiding plate 36, a pair of cathode ray tubes 42 may be arranged as light sources of the liquid crystal panel 33. And at an upper and lower positions in the rear side of each of openings 38A - 38C in the rear holder 38, a pair of cold cathode ray tubes 43 are arranged to illuminate the symbols on the outer periphery of each of the reels 22.

[0036] The liquid crystal panel 33 is a transparent electric display panel on which transparent electrodes such as ITO are formed, and arranged in front of each of the reels 22 which can be seen therethrough. And the circumference in rear side of the display part of the liquid crystal panel 33 is held by the liquid crystal holder 34. The light guiding plate 36 is made from the light transmitting resin panel, and in the light guiding plate 36 lens cut portions are formed, the lens cut portions leading light emitted from the cold cathode ray tubes 43 positioned at side positions to the rear side of the liquid crystal panel 33. The light diffusion sheet 35 is made from a light transmitting resin sheet and scatters light led by the light guiding plate 36 and levels light irradiated to the liquid crystal panel 33. The liquid crystal holder 34 for holding the liquid crystal panel 33, the diffusion sheet 35 and the light guiding plate 36 are assembled into one-piece construction and circumference thereof is inserted in the bezel metal frame 32. Thereby, the front side of the display part in the liquid crystal panel 33 is retained by the bezel metal frame 32.

[0037] Circumference of the liquid crystal holder 34, the light diffusion sheet 35 and the light guiding plate 36, which are inserted in the bezel metal frame 32 and assembled into one-piece construction, is further inserted in the reel glass base 31 and retained by the reel glass base 31 in a state that the front display plane of the liquid crystal panel 33 is opened. The transparent touch panel 30 is pressed and contacted to the front side of the reel glass base 31 by installing the reel glass base 31 to the device front panel 20 through the screws 41, thereby the transparent touch panel 30 is superimposed on the front display plane of the liquid crystal panel 33.

[0038] The rear holder 38 is made from a white resin plate and retains to the reel glass base 31 the bezel metal frame 32 supported to the reel glass base 31, the liquid crystal holder 34 holding the liquid crystal panel 33, the light diffusion sheet 35 and the light guiding plate 36 from the rear sides thereof. The rear holder 38 also functions as a reflecting plate for reflecting light emitted from the cold cathode ray tubes 43 to the light guiding plate 36 toward the liquid crystal panel 33. The antistatic sheet 39 is made transparent and adhered to the rear plane of the rear holder 38 by double-sided adhesive tape, thereby the antistatic sheet 39 covers the rear plane of each of the openings 38A - 38C formed in the rear holder 38.

[0039] Next, construction of the control system in the

slot machine 1 will be described with reference to Fig. 5. Fig. 5 is a block diagram schematically showing the control system in the slot machine 1.

[0040] In Fig. 5, the control system of the slot machine 1 is basically constructed from the CPU 50, and a ROM 51 and a RAM 52 are connected to the CPU 50. The ROM 51 stores game control program (mentioned later), various effect programs for executing various effects on the upper liquid crystal display 3 and the lower liquid crystal display 4 according to progress in games, lottery program for conducting lottery of various winning combinations, various programs necessary for controlling the slot machine 1 and various data tables and the like. And the RAM 52 is a memory for temporarily storing various data calculated by the CPU 50.

[0041] 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 and a sampling circuit 56 are also connected. Random number sampled by the random number generator 56 is utilized in various lotteries of the winning combinations, the effects and the like. Further, to the CPU 50, the start switch 57 attached to the start lever 17, the spin switch 58 attached to the SPIN/REPEAT BET button 12, the 1-BET switch 59 attached to the 1-BET button 11, the 3-BET switch 60 attached to the 1-BET button 13, the change switch 62 attached to the CASH-OUT button 7 and the help switch 63 attached to the help button 8 are connected respectively. The CPU 50 controls the slot machine 1 to execute various operations corresponding to each button, based on the switch signal output from each switch when such buttons are pressed.

[0042] Further, to the CPU 50, the coin sensor 65 positioned in the coin insertion slot 9 and the bill sensor 66 positioned in the bill insertion slot 10 are connected respectively. The coin sensor 65 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 65. The bill sensor 66 detects the kind and sum of bill and the CPU 50 calculates the number of coins equivalent to sum of bill, based on the bill detection signal output from the bill sensor 66.

[0043] To the CPU 50, three stepping motors 68 for rotating each of the reels 22 through a motor drive circuit 67 are connected, and also a reel position detection circuit 69 is connected. When a motor drive signal is output to the motor drive circuit 67, each stepping motor 68 is driven to rotate by the motor drive circuit 67, thereby each reel 22 is rotated.

[0044] At that time, after each reel 22 is started to rotate, the number of drive pulses provided to each stepping motor 68 is calculated and the calculated value is written in the predetermined area of the RAM 52. And the reset pulse is output every one rotation of the reel 22 and such reset pulse is input to the CPU 50 through the reel position detection circuit 69. When the reset pulse is input to the CPU 50, the calculated value written in the RAM 52 is cleared in "0", and the CPU 50 recognizes the symbol rotational position in the reel 22, based on the calculated value corresponding to the rotational position of the reel 22 within one rotation and the symbol table in which the rotational position of the reel 22 stored in the ROM 51 and the symbols formed on outer peripheral plane of the reel 22 are corresponded with each other.

[0045] 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 predetermined number of coins from the coin payout hole 15.

[0046] And to the CPU 50, a coin detection part 73 is connected through a payout completion signal circuit 72. The coin detection part 73 is arranged in the coin payout hole 15 and when the coin detection part 73 detects that a predetermined number of coins are paid out from the coin payout hole 15, the payout completion signal is output to the payout completion signal circuit 72 from the coin detection part 73. Based on this, the payout completion signal circuit 72 outputs the payout completion signal to the CPU 50.

[0047] Further, to the CPU 50, the upper liquid crystal display 3 is connected through a liquid crystal drive circuit 74 and the lower liquid crystal display 4 is connected through a liquid crystal drive circuit 75. And to the CPU 50, the touch panel 30 is connected through a touch panel drive circuit 76.

[0048] Further, to the CPU 50 LEDs 78 are connected through a LED drive circuit 77. A plurality of the LEDs 78 are arranged on the front plane of the slot machine 1 and the LEDs 78 are controlled so as to turn on based on the drive signals from the CPU 50. Further, a speaker 80 and a sound output circuit 79 are connected to the CPU 50 and the speaker 80 produces various effective sounds when various effects are conducted based on the output signal from the sound output circuit 79.

[0049] Next, the game contents executed in the slot machine 1 will be described. As mentioned, at first in the slot machine 1, the slot game is conducted, and when each of reels 22 is stopped, if a symbol combination corresponding to the winning combination is stopped on the pay line L, coins are paid out from the coin payout hole 15 according to the winning combination. Further, at that time, in a case that the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the outer periphery of the center reel 22 and the golden gate trigger symbol existing on the outer periphery of the right reel 22 are stopped on the pay line L or the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the outer periphery of the center reel 22 and the condor treasure trigger symbol existing on the outer periphery of the right reel 22 are stopped on the pay line L, the bonus game such as the golden gate bonus or the condor treasure bonus can be obtained. And the

control concerning with the game thereafter is, for example, done by executing the program shown in the flowchart of Fig. 23. Here, the flowchart shown in Fig. 23 will be explained.

[0050] In the flowchart of Fig. 23, when the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the outer periphery of the center reel 22 and the golden gate trigger symbol existing on the outer periphery of the right reel 22 are stopped on the pay line L or the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the outer periphery of the center reel 22 and the condor treasure trigger symbol existing on the outer periphery of the right reel 22 are stopped on the pay line L, one of steps (abbreviated as "S" hereinafter) 10A, 10B, 10C and 10D is executed. In the flowchart of Fig. 23, although the condition that which one of steps 10A, 10B, 10C and 10D is executed is not described, for example, in a case that the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the outer periphery of the center reel 22 and the condor treasure trigger symbol existing on the outer periphery of the right reel 22 are stopped on the pay line L, the procedure shifts to S10A and the effect 1 before the bonus game is displayed on the lower liquid crystal display 4 through the liquid crystal drive circuit 75. And in a case that the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the outer periphery of the center reel 22 and the golden gate trigger symbol existing on the outer periphery of the right reel 22 are stopped on the pay line L, the procedure shifts to one of S10B, 10C and 10D by selecting through the random lottery using the random number. Here, if the procedure shifts to S10B, the effect 2 before the bonus game is displayed on the lower liquid crystal display 4 through the liquid crystal drive circuit 75 and if the procedure shifts to S10C, the effect 3 before the bonus game is displayed on the lower crystal display 4 through the liquid crystal drive circuit 75 and if the procedure shifts to S10D, the effect 4 before the bonus game is displayed on the lower liquid crystal display 4 through the liquid crystal drive circuit 75.

[0051] Thereafter, the procedure shifts to S11 and the bonus game executed thereafter is determined according to the game result in the slot game. Here, as the result in the slot game, if the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the outer periphery of the center reel 22 and the golden gate trigger symbol existing on the outer periphery of the right reel 22 are stopped on the pay line L, that is, if the procedure shifts to one of S10B, 10C and 10D, the route A is selected in S11 and the bonus game with the medium payout is executed in S12. And in S13, it is determined whether the continuation condition is realized or not in the bonus game with the medium payout. If it is determined that the continuation condition is realized in the bonus game with the medium payout (S13:

YES), the procedure shifts to S15. In the S15, the bonus game with the high payout is done instead of the bonus game with the medium payout. Thereafter, the procedure shifts to S16 and the bonus game with the high payout is finished. And if it is determined that the continuation condition is not realized (S13: NO), the procedure shifts to S14 without executing the bonus game with the high payout and the bonus game with the medium payout is finished.

[0052] On the other hand, in S11 mentioned above, as the game result in the slot game, if the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the outer periphery of the center reel 22 and the condor treasure trigger symbol existing on the outer periphery of the right reel 22 are stopped on the pay line L, that is, if the procedure shifts to S10A, the route B is selected in S11 and the bonus game with the high payout is executed in S15 without executing the bonus game with medium payout, thereafter the procedure shifts to S16 and the bonus game with the high payout is finished in S16.

[0053] Here, the bonus game with the high payout means the bonus game in which the player can obtain more coins in comparison with the bonus game with the medium payout.

[0054] Next, the bonus game with the high payout and the bonus game with the medium payout will be described with reference to the examples, including each of the effects 1 ~ 4 before the bonus game.

[0055] At first, if the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the outer periphery of the center reel 22 and the condor treasure trigger symbol existing on the outer periphery of the right reel 22 are stopped on the pay line L (S10A), the effect (airplane version) shown in Fig. 6 is displayed on the lower liquid crystal display 4 as the effect 1 before the bonus game. Here, in the effect (airplane version) shown in Fig. 6, a condor flies toward a hero who is flying by an airplane and ruins in the sky are indicated in a direction along which the condor is flying. And if the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the outer periphery of the center reel 22 and the golden gate trigger symbol existing on the outer periphery of the right reel 22 are stopped on the pay line L and the procedure shifts to S10B, the effect (canoe version) shown in Fig. 7 is displayed on the lower liquid crystal display 4 as the effect 2 before the bonus game. Here, in the effect (canoe version) shown in Fig. 7, the hero is riding on a canoe and an entrance of the ruins is displayed in a direction along which the canoe is forwarding. And if the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the outer periphery of the center reel 22 and the golden gate trigger symbol existing on the outer pe-

riphery of the right reel 22 are stopped on the pay line L and the procedure shifts to S10C, the effect (tramcar version) shown in Fig. 8 is displayed on the lower liquid crystal display 4 as the effect 3 before the bonus game. Here, in the effect (tramcar version) shown in Fig. 8, rocks existing in a front direction of the hero who is riding on a tramcar are collapsing and an entrance of the ruins is indicated in a forward direction of the rocks. And if the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the outer periphery of the center reel 22 and the golden gate trigger symbol existing on the outer periphery of the right reel 22 are stopped on the pay line L and the procedure shifts to S10D, the effect (ruins version) shown in Fig. 9 is displayed on the lower liquid crystal display 4 as the effect 4 before the bonus game. Here, in the effect (ruins version) shown in Fig. 9, the rocks existing in the front direction of the hero who is moving in the ruins are collapsing and a hidden path is indicated in a forward direction of the rocks.

[0056] And on the lower liquid crystal display 4, if one of the effect (canoe version) shown in Fig. 7, the effect (tramcar version) shown in Fig. 8 and the effect (ruins version) shown in Fig. 9 is displayed (S11: A), "the golden gate bonus" constructed from the effects shown in Figs. 10 - 14 is executed.

[0057] In the "golden gate bonus", at first, the effect indicated on the upper side in Fig. 10 is displayed on the upper liquid crystal display 3 through the liquid crystal drive circuit 74, and at the same time, the effect indicated on the lower side of Fig. 10 is displayed on the lower liquid crystal display 4 through the liquid crystal drive circuit 75. Here, in the effect indicated in the upper side of Fig. 10, the hero discovers several golden statues in the ruins. And in the effect indicated in the lower side of Fig. 10, the words "golden gate bonus" are displayed. Thereby, it is suggested to the player that the "golden gate bonus" is started.

[0058] Next, in the "golden gate bonus", the effect indicated in the upper side of Fig. 11 is displayed on the upper liquid crystal display 3 through the liquid crystal drive circuit 74 and at the same time, the effect indicated in the lower side of Fig. 11 is displayed on the lower liquid crystal display 4 through the liquid crystal drive circuit 75. Here, in the effect indicated in the upper side of Fig. 11, the hero grasps one of the golden statues. And in the effect indicated in the lower side of Fig. 11, a lithograph map of the ruins is indicated. At that time, several exits toward which the hero should move are shown on the lithograph map and the player selects one of the exit toward which the hero should move through the touch panel 30 arranged on the lower liquid crystal display 4.

[0059] Next, in the "golden gate bonus", the effect indicated in the upper side of Fig. 12 is displayed on the upper liquid crystal display 3 through the liquid crystal drive circuit 74 and at the same time, the effect indicated in the lower side of Fig. 12 is displayed on the lower liquid crystal display 4 through the liquid crystal drive circuit 75. Here, in the effect indicated in the upper side of Fig. 12, the hero runs toward the exit selected by the player and a stone door of the path is shut every the hero exceeds the stone door. And the player can get coins according to the payout number, which is indicated in the upper position of the hero and increased every the hero exceeds the stone door. Instead of the payout number, a magnification or a key of condor sanctuary may be displayed and the player may get them. Thereby, the player can have empathy against the hero who is running through the path while exceeding the stone doors which are going to shut, and can have expectation for the payout number or the magnification to get the key of the condor sanctuary. Further, in the effect indicated in the lower side of Fig. 12, there are displayed on the lithograph map of the ruins the locus along which the hero runs and the history of the payout number obtained by the player, the magnification and the key of the condor sanctuary.

[0060] Next, in the "golden gate bonus", if the player gets the key of the condor sanctuary at that time (S13: YES), the effect indicated in the upper side of Fig. 13 is displayed on the upper liquid crystal display 3 through the liquid crystal drive circuit 74 and at the same time, the effect indicated in the lower side of Fig. 13 is displayed on the lower liquid crystal display 4 through the liquid crystal drive circuit 75. Here, in the effect indicated in the upper side of Fig. 13, the hero moves toward the golden gate. Thereby, it is suggested to the player that the bonus game shifts to the bonus game with the high payout. And in the effect indicated in the lower side of Fig. 13, the courses toward the exit which is not selected by the player is indicated on the lithograph map of the ruins and the payout numbers corresponding to the courses are indicated.

[0061] On the other hand, in the "golden gate bonus", if the player does not get the key of the condor sanctuary at that time (S13: NO), the effect indicated in the upper side of Fig. 14 is displayed on the upper liquid crystal display 3 through the liquid crystal drive circuit 74 and at the same time, the effect indicated in the lower side of Fig. 13 is displayed on the lower liquid crystal display 4 through the liquid crystal drive circuit 75. Here, in the effect indicated in the upper side of Fig. 14, the hero moves toward the door which is opened. Thereby, it is suggested to the player that the "golden gate bonus" is finished. And in the effect indicated in the lower side of Fig. 14, the courses toward the exit which is not selected by the player is indicated on the lithograph map of the ruins and the payout numbers corresponding to the courses are indicated.

[0062] As mentioned above, in the "golden gate bonus", the player obtains the payout number or the magnification, the key of the condor sanctuary. At this point, the payout number or the magnification is set to about one ~ two figures, therefore the player can get no more than about 100 coins at best.

[0063] And on the lower liquid crystal display 4, if the

effect (airplane version) shown in Fig. 6 is displayed (S11: B), "the condor treasure bonus" constructed from the effects shown in Figs. 15 - 22 is executed, as the bonus game with the high payout. Here, in the above mentioned "golden gate bonus", if the player obtains the key of the condor sanctuary (S13: YES), the "condor treasure bonus" is executed.

[0064] In the "condor treasure bonus", at first, the effect indicated on the upper side in Fig. 15 is displayed on the upper liquid crystal display 3 through the liquid crystal drive circuit 74, and at the same time, the effect indicated on the lower side of Fig. 15 is displayed on the lower liquid crystal display 4 through the liquid crystal drive circuit 75. Here, in the effect indicated in the upper side of Fig. 15, the hero tries to take an emerald glittering in the eye of the condor of the ruins in the condor sanctuary. And in the effect indicated in the lower side of Fig. 15, the words "condor treasure bonus" are displayed. Thereby, it is suggested to the player that the "condor treasure bonus" is started.

[0065] Next, in the "condor treasure bonus", the effect indicated on the upper side in Fig. 16 is displayed on the upper liquid crystal display 3 through the liquid crystal drive circuit 74, and at the same time, the effect indicated on the lower side of Fig. 16 is displayed on the lower liquid crystal display 4 through the liquid crystal drive circuit 75. Here, in the effect indicated in the upper side of Fig. 15, the hero falls down due to that the floor of the condor sanctuary falls out. And in the effect indicated in the lower side of Fig. 16, the words "condor treasure bonus" are continuously displayed.

[0066] Next, in the "condor treasure bonus", the effect indicated on the upper side in Fig. 17 is displayed on the upper liquid crystal display 3 through the liquid crystal drive circuit 74, and at the same time, the effect indicated on the lower side of Fig. 17 is displayed on the lower liquid crystal display 4 through the liquid crystal drive circuit 75. Here, in the effect indicated in the upper side of Fig. 17, the hero is falling in the space like a well. And in the effect indicated in the lower side of Fig. 17, a plurality of treasures are displayed at the bottom of the well. At that time, when the player selects one of the treasures through the touch panel 30 arranged on the lower liquid crystal display 4, the payout number obtained by the player is displayed on the lower liquid crystal display 4.

[0067] Next, in the "condor treasure bonus", the effect indicated on the upper side in Fig. 18 is displayed on the upper liquid crystal display 3 through the liquid crystal drive circuit 74, and at the same time, the effect indicated on the lower side of Fig. 18 is displayed on the lower liquid crystal display 4 through the liquid crystal drive circuit 75. Here, in the effect indicated in the upper side of Fig. 18, the hero climbs up the wall of the well by using the rope. At that time, during climbing by the rope, the hero sometimes breaks the wall of the well and a value jumping from the broken wall is added to the payout number. And the magnification magnified to the payout number increases according to the extent that the hero climbs the wall by the rope. And the magnification at present is always shown by the meter arranged at the right side of the upper liquid crystal display 3. Further, in the effect indicated in the lower side of Fig. 18, the payout number obtained at present by the player is shown.

[0068] Next, in the "condor treasure bonus", the effect indicated on the upper side in Fig. 19 is displayed on the upper liquid crystal display 3 through the liquid crystal drive circuit 74, and at the same time, the effect indicated on the lower side of Fig. 19 is displayed on the lower liquid crystal display 4 through the liquid crystal drive circuit 75. Here, in the effect indicated in the upper side of Fig. 19, the hero continuously climbs up the wall of the well by using the rope. At that time, during climbing by the rope, the hero sometimes breaks the wall of the well and the treasure comes out from the broken wall. If the most valuable treasure appears from the broken wall, the hero falls down and the rule for the player to climb up the wall is understandably shown in the effect. And in the effect indicated in the lower side of Fig. 19, the treasures which come out from the broken wall are displayed. At that time, the player selects one among plural treasures through the touch panel 30 arranged on the lower liquid crystal display 4 and the payout number is obtained according to selection by the player, thereafter the obtained value is added to the payout number which the player already obtains.

[0069] Next, in the "condor treasure bonus", the effect indicated on the upper side in Fig. 20 is displayed on the upper liquid crystal display 3 through the liquid crystal drive circuit 74, and at the same time, the effect indicated on the lower side of Fig. 20 is displayed on the lower liquid crystal display 4 through the liquid crystal drive circuit 75. Here, in the effect indicated in the upper side of Fig. 20, the magnification magnified to the payout number is shown by a numeral according to the extent that the hero climbs up the wall by the rope. And in the effect indicated in the lower side of Fig. 20, the payout number obtained at present by the player is displayed.

[0070] Next, in the "condor treasure bonus", the effect indicated on the upper side in Fig. 21 is displayed on the upper liquid crystal display 3 through the liquid crystal drive circuit 74, and at the same time, the effect indicated on the lower side of Fig. 21 is displayed on the lower liquid crystal display 4 through the liquid crystal drive circuit 75. Or the effect indicated in the upper side of Fig. 22 is displayed on the upper liquid crystal display 3 through the liquid crystal drive circuit 74 and at the same time, the effect indicated in the lower side of Fig. 22 is displayed on the lower liquid crystal display 4 through the liquid crystal drive circuit 75.

[0071] Here, in the effect indicated in the upper side of Fig. 21, the hero completely climbs up the wall of the well and reaches to the condor sanctuary, thereafter the hero who takes the emerald glittering in the eye of the condor in the ruins is displayed. At that time, the player gets the magnification of 100 times and "100X" is dis-

played on the upper liquid crystal display 3, thereby the player can know such fact. And in the effect indicated in the lower side of Fig. 21, the payout number obtained by the player in the "condor treasure bonus" is displayed. At that time, on the lower liquid crystal display 4, it is displayed an equation in which the magnification of 100 times is magnified to the payout number obtained at present by the player, thereby it is suggested to the player that the "condor treasure bonus" is finished.

[0072] Further, in the effect indicated in the upper side of Fig. 22, it is displayed the exit appearing from the broken wall by the hero. And in the effect indicated in the lower side of Fig. 22, the payout number obtained by the player in the "condor treasure bonus" is displayed. At that time, on the lower liquid crystal display 4, it is displayed the equation in which the magnification of 20 times obtained at present by the player is magnified to the payout number obtained at present by the player. Thereby, it is suggested to the player that the "condor treasure bonus" is finished.

[0073] As mentioned above, in the "condor treasure bonus", the player can get many coins according to the payout. At this point, the payout number or the magnification becomes about one - three figures, therefore the player can get more than 1, 000 coins in many cases.

[0074] As mentioned above in detail, in the slot machine 1, the slot game is done and if the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the outer periphery of the center reel 22 and the golden gate trigger symbol existing on the outer periphery of the right reel 22 are stopped on the pay line L or the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the outer periphery of the center reel 22 and the condor treasure trigger symbol existing on the outer periphery of the right reel 22 are stopped on the pay line L, one of the effects before the bonus game shown in Figs. 6 ~ 9 is displayed on the lower liquid crystal display 4 (S10A, S10B, S10C, S10D). At that time, in a case that the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the outer periphery of the center reel 22 and the golden gate trigger symbol existing on the outer periphery of the right reel 22 are stopped on the pay line L, the "golden gate bonus" is executed (S11: A). And in the "golden gate bonus", if the key of the condor sanctuary cannot be obtained (S13: NO), the "golden gate bonus" is finished (S14). On the contrary, if the key of the condor sanctuary can be obtained (S13: YES) , the "golden gate bonus" shifts to the "condor treasure bonus" (S15), thereafter the "condor treasure bonus" is finished (S16). And on the other hand, in a case that the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the outer periphery of the center reel 22 and the condor treasure trigger symbol existing on the outer periphery of the right reel 22 are stopped on the pay line L, the "condor treasure bonus" is executed without executing the "golden gate bonus".

[0075] Therefore, after the slot game, according to that the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the outer periphery of the center reel 22 and the golden gate trigger symbol existing on the outer periphery of the right reel 22 are stopped on the pay line L or the direction-map symbol existing on the outer periphery of the left reel 22, the lake-map symbol existing on the outer periphery of the center reel 22 and the condor treasure trigger symbol existing on the outer periphery of the right reel 22 are stopped on the pay line L, the "golden gate bonus" is executed directly from the slot game (S11: A) or the "condor treasure bonus" is executed directly from the slot game (S11: B). At this point, as for the "condor treasure bonus", the "condor treasure bonus" is executed with low probability under condition that the key of the condor sanctuary is obtained if the "condor treasure bonus" is executed after execution of the "golden gate bonus" (S13: YES). Taking this point into consideration, based on that there is a chance that the "condor treasure bonus" is executed directly from the slot game (S14), it can be increased chances for the player to experience the "condor treasure bonus". In particular, since the "condor treasure bonus" is very elaborated and coin number which the player can get becomes more than that of the "golden gate bonus", in comparison with the "golden gate bonus", concern of the player becomes high. Therefore, according to that chances for the player to experience the "condor treasure bonus" are increased, interest of the player for games can be raised.

[0076] The present invention is not limited to the embodiment and various modifications can be done within the scope of the present invention

[0077] For example, in the above mentioned slot machine 1, although two kinds of the bonus games such as the "golden gate bonus" and the "condor treasure bonus" are executed as plural second games, the present invention can be applied to a case that three second games are executed. In this case, for convenience of explanation, supposed that three second games are called as the second game A, the second game B and the second game C, respectively, the second game A can be executed directly from the first game under a first predetermined condition, the second game B can be executed under a second predetermined condition after the second game A is executed and the second game C can be executed under the first and second conditions after both the second game A and the second game B are executed. Thus, although the second game B or the second game C is executed with low probability, it can be given to the player many chances to experience the second game A based on that the second game is executed directly from the first game according to the game result of the first game.

[0078] Here, the above point can be similarly applied to a case that more than four second games are exe-

cuted.

Claims

1. A gaming machine (1) comprising:

a first game controller (50) for executing a first game;
a second game controller (50) for executing one of a plurality of second games, game contents thereof being different from each other; and
a third game controller (50) for controlling the first game controller and the second game controller;

wherein the third game controller (50) controls the second game controller so as to execute a first bonus game which is one of the second games if a first predetermined condition concerning with the first game is realized;

wherein the third game controller (50) controls the second game controller so as to execute a second bonus game which is one of the second games if a continuation condition concerning with the first bonus game is realized; and

wherein the third game controller (50) controls the second game controller so as to execute the second bonus game if a second predetermined condition concerning with the first game executed by the first game controller is realized.

2. The gaming machine according to claim 1, wherein the second bonus game has a higher payout than the first bonus game.

3. A gaming machine (1) comprising:

a first game controller (50) for executing a first game;
a second game controller (50) for executing one of a plurality of second games, game contents thereof being different from each other;
a third game controller (50) for controlling the first game controller and the second game controller;
a first determination device (50) for determining whether or not a first predetermined condition concerning with the first game executed by the first game controller is realized;
a second determination device (50) for determining whether or not a continuation condition concerning with a first bonus game executed by the second game controller is realized, the first bonus game being one of the second games; and
a third determination device (50) for determining whether or not a second predetermined condition concerning with the first game executed by the first game controller is realized;

wherein the third game controller (50) controls the second game controller so as to execute the first bonus game if the first determination device determines that the first predetermined condition is realized;

wherein the third game controller (50) controls the second game controller so as to execute a second bonus game which is one of the second games if the second determination device determines that the continuation condition is realized; and

wherein the third game controller (50) controls the second game controller so as to execute the second bonus game if the third determination device determines that the second predetermined condition is realized.

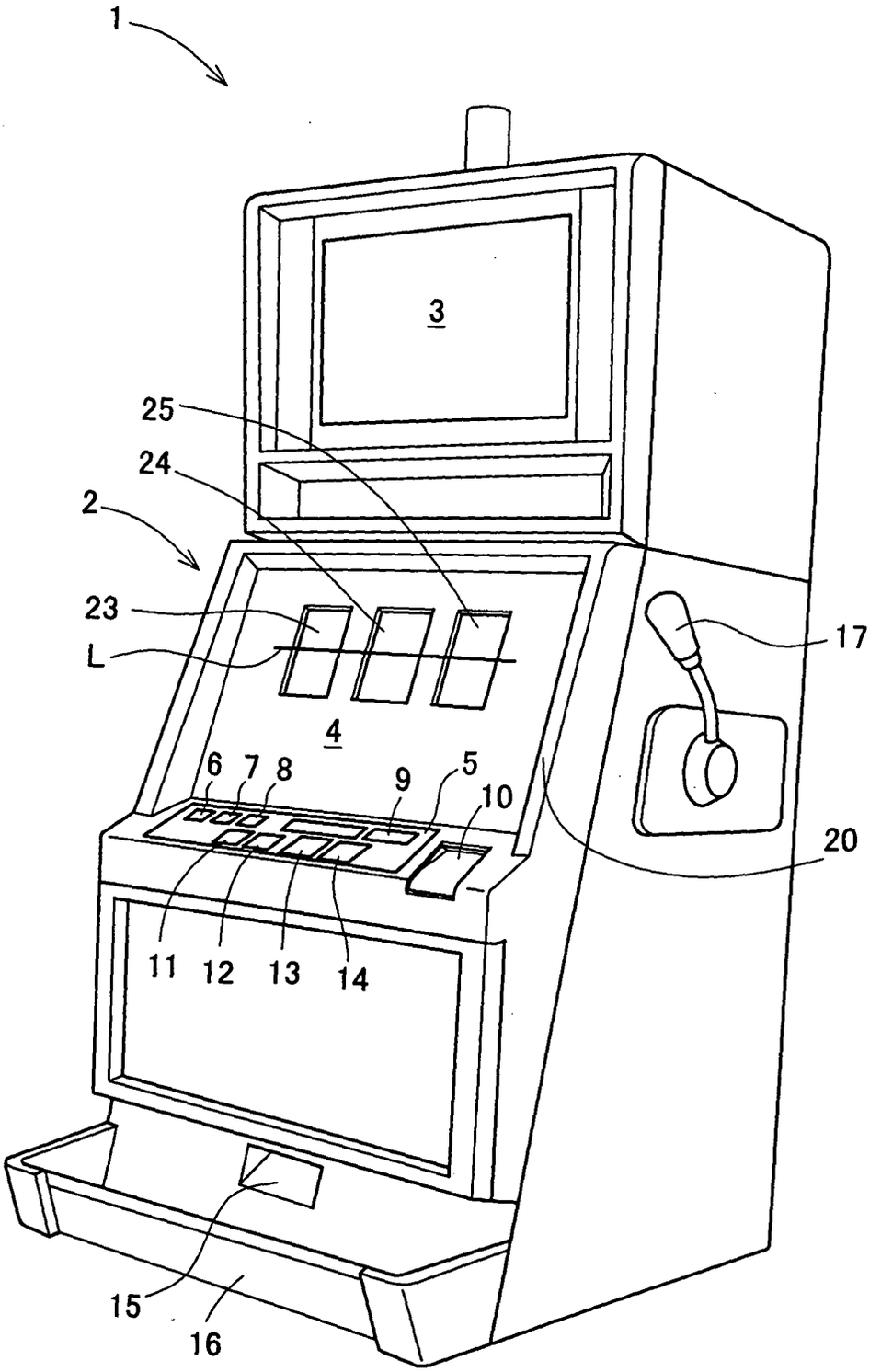
4. The gaming machine (1) according to claim 3, further comprising: a cabinet (2);

a plurality of reels (22) rotatably arranged in the cabinet (2);
a plurality of display devices (3, 4) arranged in front of the cabinet (2);
a display controller (50, 75) for controlling the display device (4);
a memory (51) for storing at least first effect information concerning with the first bonus game and second effect information concerning with the second bonus game;

wherein the display controller (50, 75) controls the display devices (3, 4) so as to display the first effect information stored in the memory (51) if the first determination device (50) determines that the first predetermined condition is realized; and

wherein the display controller (50, 75) controls the display devices (3, 4) so as to display the second effect information stored in the memory if the third determination device (50) determines that the second predetermined condition is realized.

FIG.1



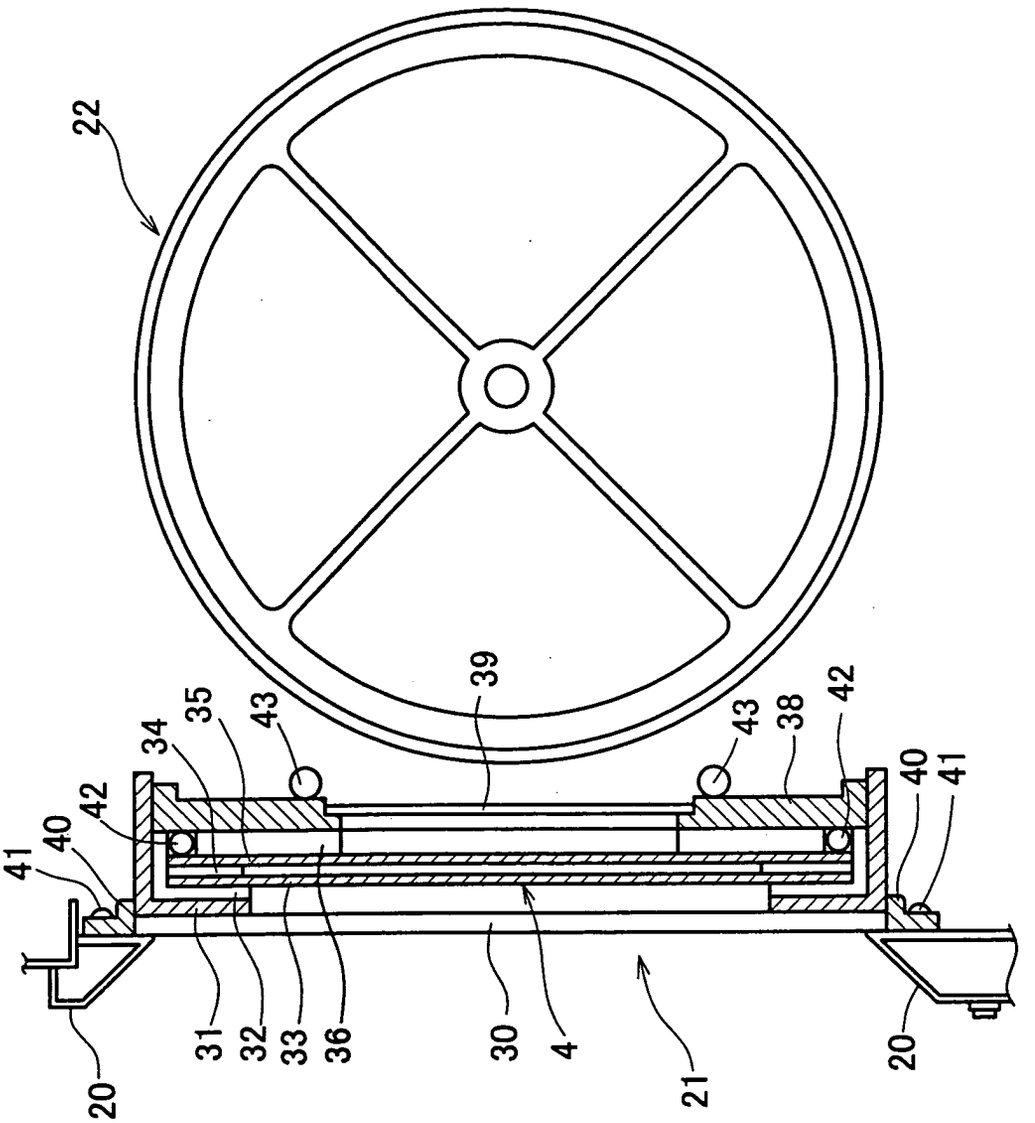


FIG.2

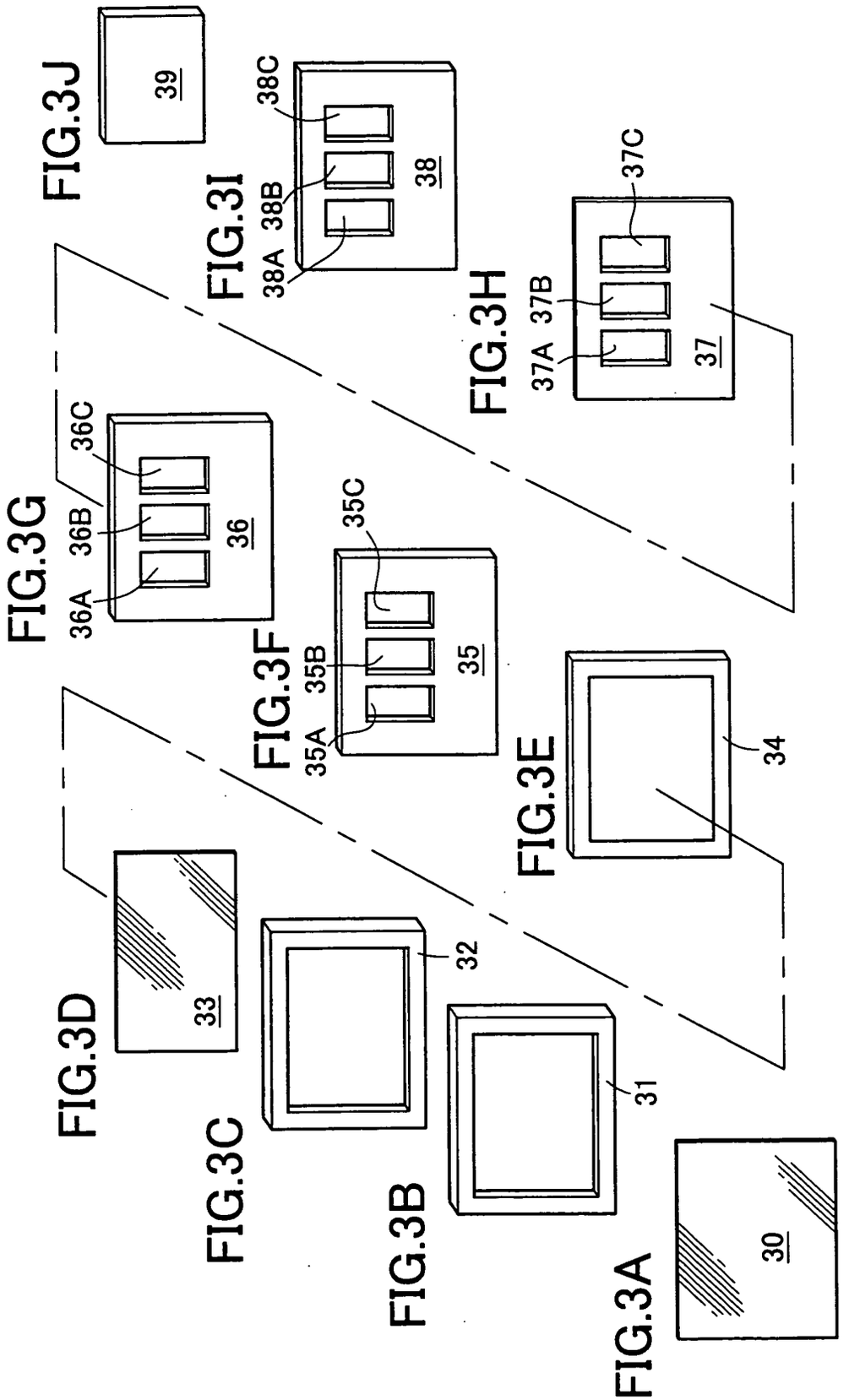


FIG.3J
39
FIG.3I
38C
38B
38A
38
FIG.3H
37C
37B
37A
37
FIG.3G
36C
36B
36A
36
FIG.3F
35C
35B
35A
35
FIG.3E
34
FIG.3D
33
FIG.3C
32
FIG.3B
31
FIG.3A
30

FIG.4

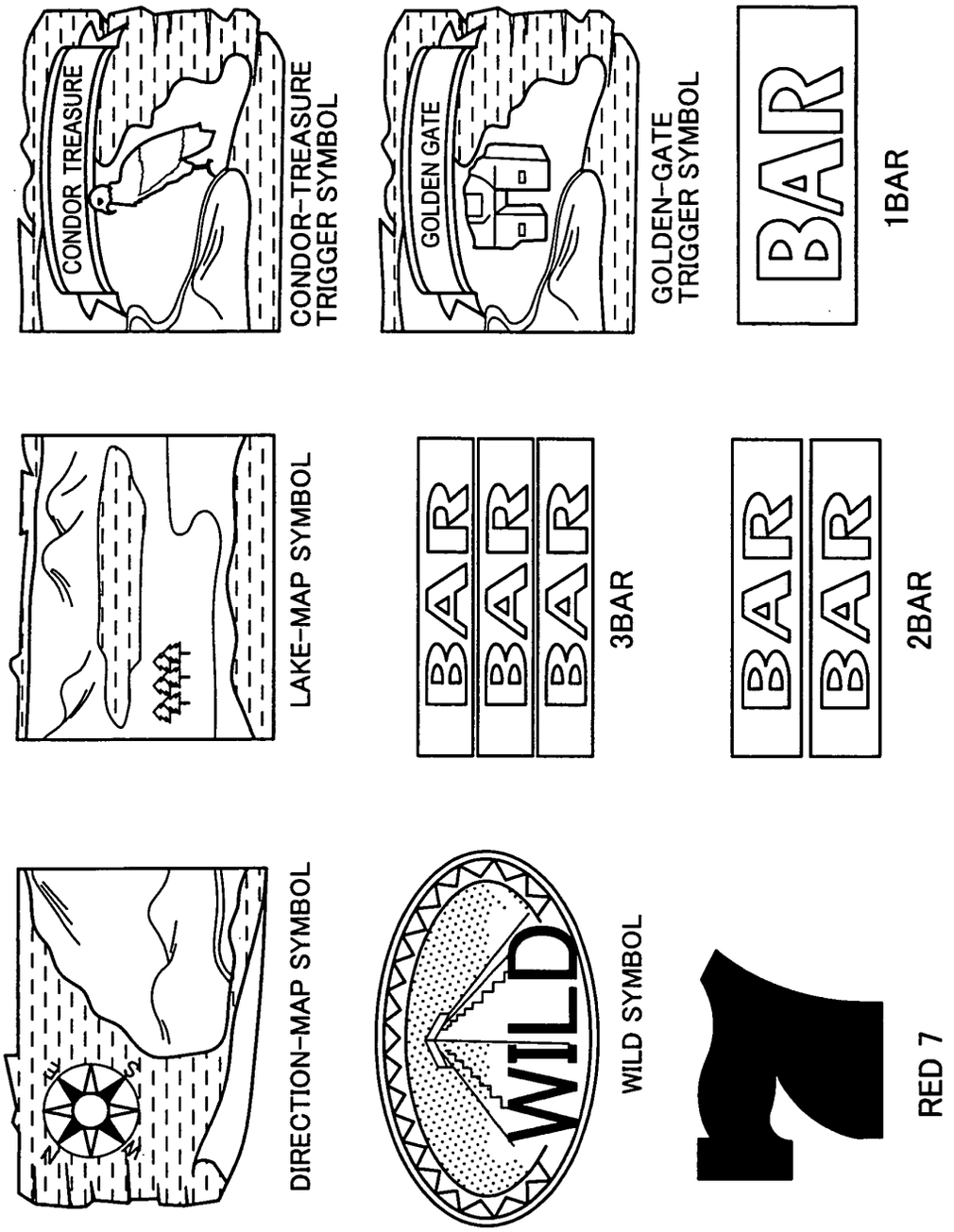

CONDOR TREASURE
CONDOR-TREASURE TRIGGER SYMBOL
GOLDEN GATE
GOLDEN-GATE TRIGGER SYMBOL
BAR
1BAR
LAKE-MAP SYMBOL
BAR BAR BAR
3BAR
BAR BAR
2BAR
DIRECTION-MAP SYMBOL
WILD
WILD SYMBOL
RED 7

FIG.5

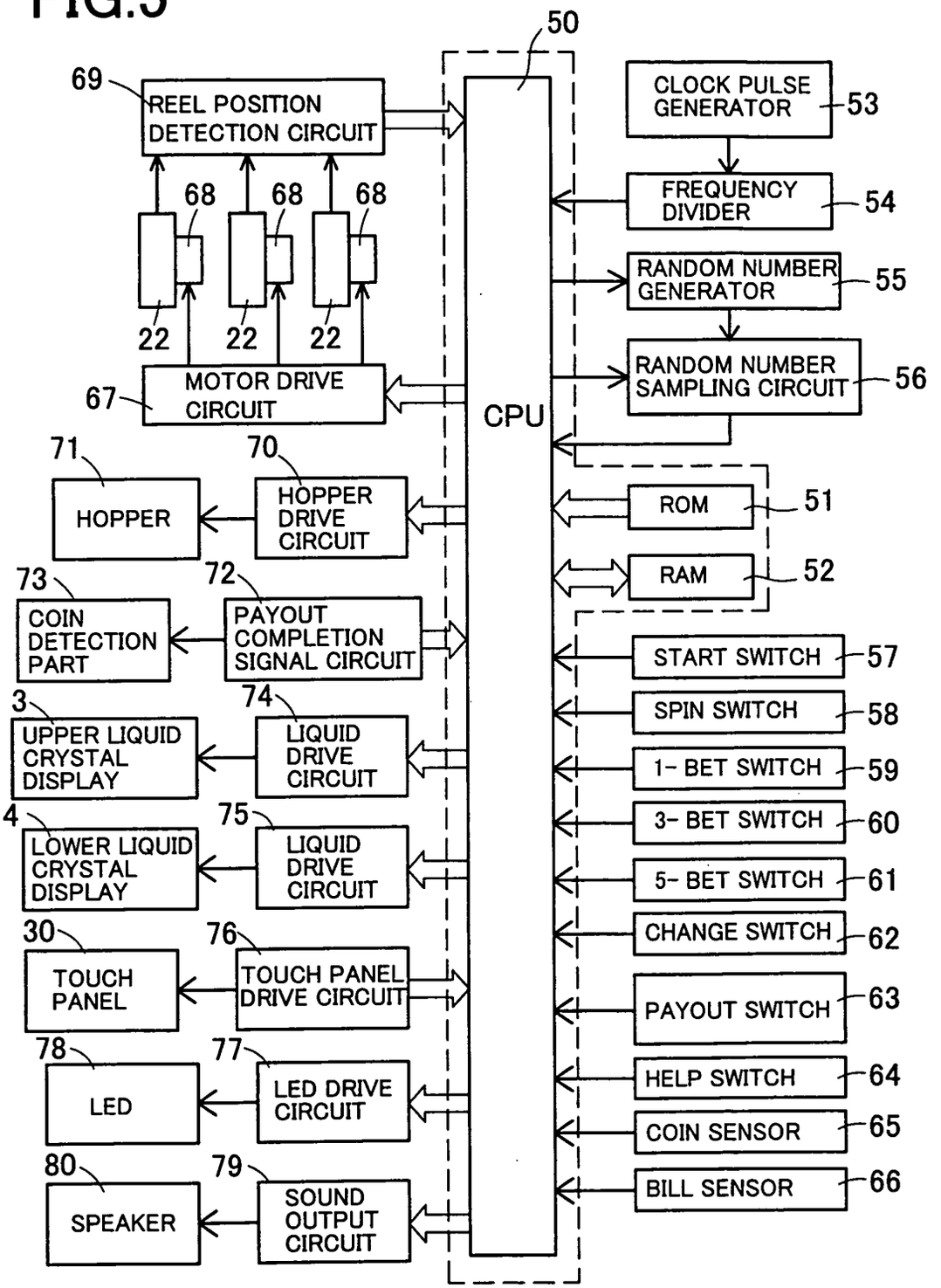
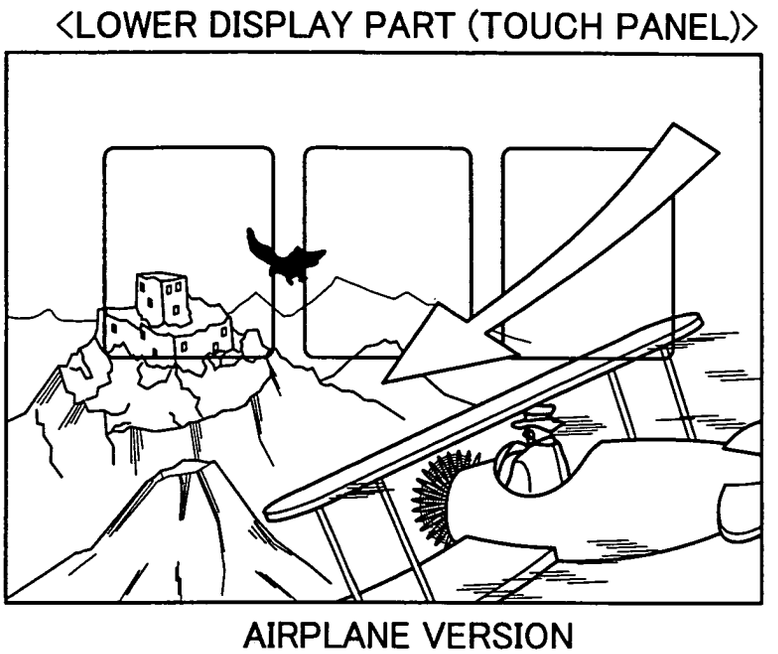
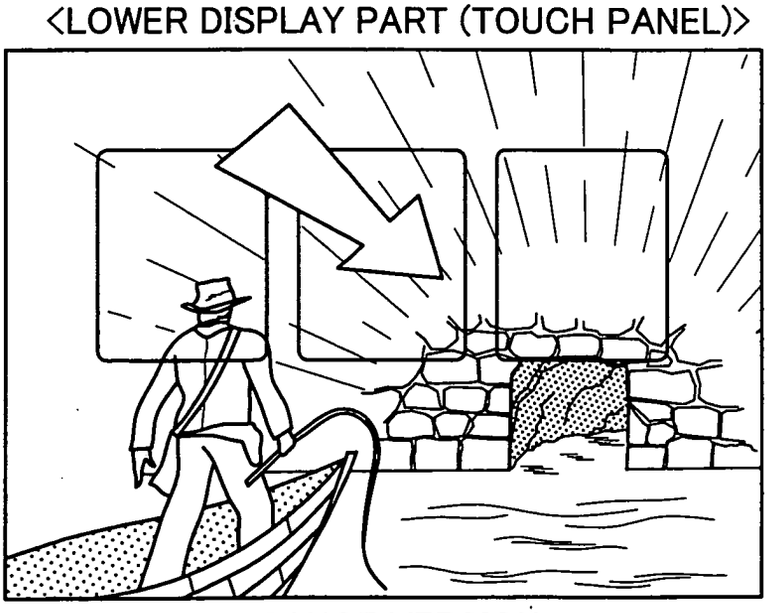

50
69
REEL POSITION DETECTION CIRCUIT
68
68
68
22
22
22
67
MOTOR DRIVE CIRCUIT
CPU
CLOCK PULSE GENERATOR
53
FREQUENCY DIVIDER
54
RANDOM NUMBER GENERATOR
55
RANDOM NUMBER SAMPLING CIRCUIT
56
71
HOPPER
70
HOPPER DRIVE CIRCUIT
ROM
51
RAM
52
73
COIN DETECTION PART
72
PAYOUT COMPLETION SIGNAL CIRCUIT
START SWITCH
57
3
UPPER LIQUID CRYSTAL DISPLAY
74
LIQUID DRIVE CIRCUIT
SPIN SWITCH
58
1- BET SWITCH
59
4
LOWER LIQUID CRYSTAL DISPLAY
75
LIQUID DRIVE CIRCUIT
3- BET SWITCH
60
5- BET SWITCH
61
30
TOUCH PANEL
76
TOUCH PANEL DRIVE CIRCUIT
CHANGE SWITCH
62
PAYOUT SWITCH
63
78
LED
77
LED DRIVE CIRCUIT
HELP SWITCH
64
COIN SENSOR
65
80
SPEAKER
79
SOUND OUTPUT CIRCUIT
BILL SENSOR
66

FIG.6



AIRPLANE VERSION

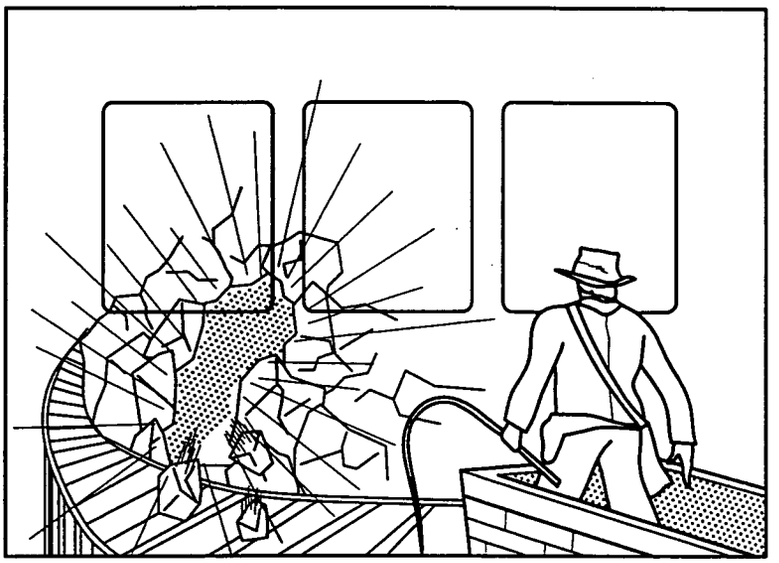
FIG.7



CANOE VERSION

FIG.8

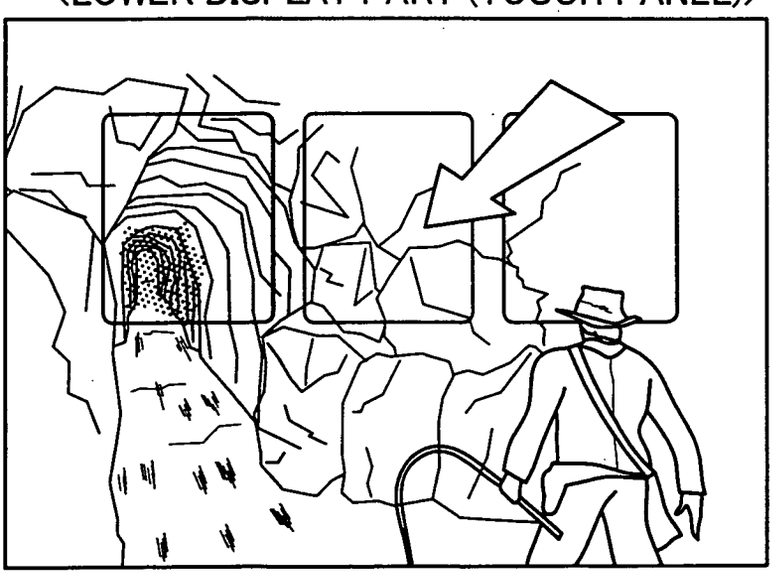
<LOWER DISPLAY PART (TOUCH PANEL)>



TRAMCAR VERSION

FIG.9

<LOWER DISPLAY PART (TOUCH PANEL)>

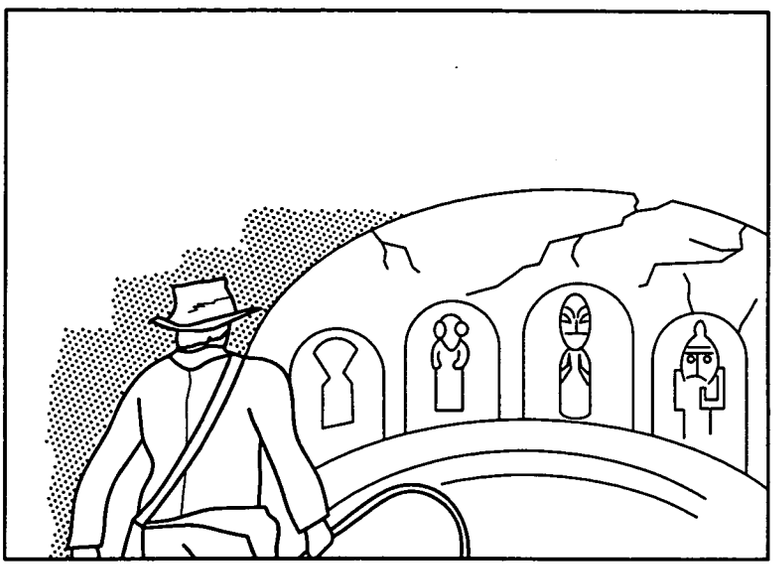


RUINS VERSION

FIG.10

GOLDEN GATE BONUS

<UPPER DISPLAY PART>



<LOWER DISPLAY PART (TOUCH PANEL)>

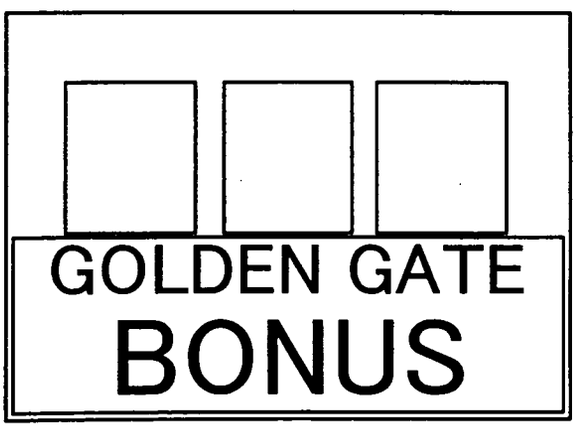
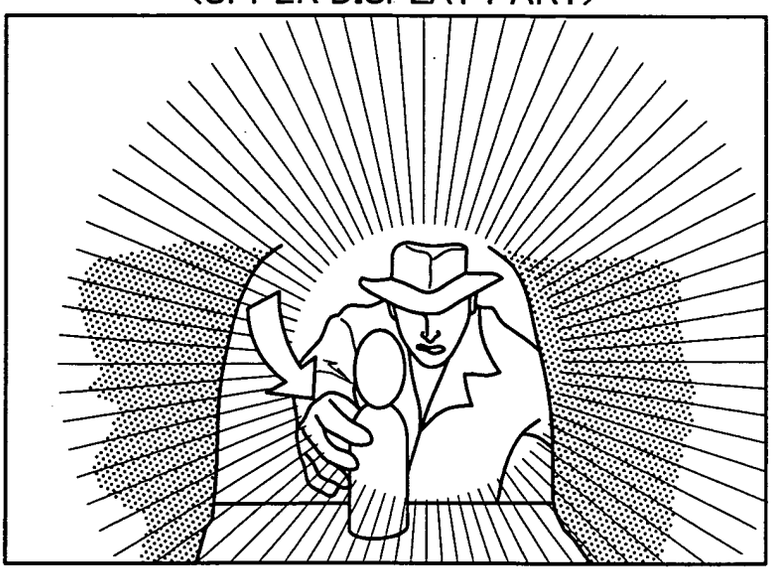


FIG.11

GOLDEN GATE BONUS

<UPPER DISPLAY PART>



<LOWER DISPLAY PART (TOUCH PANEL)>

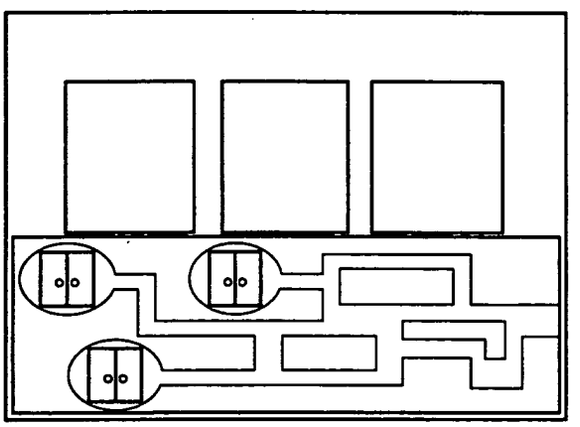
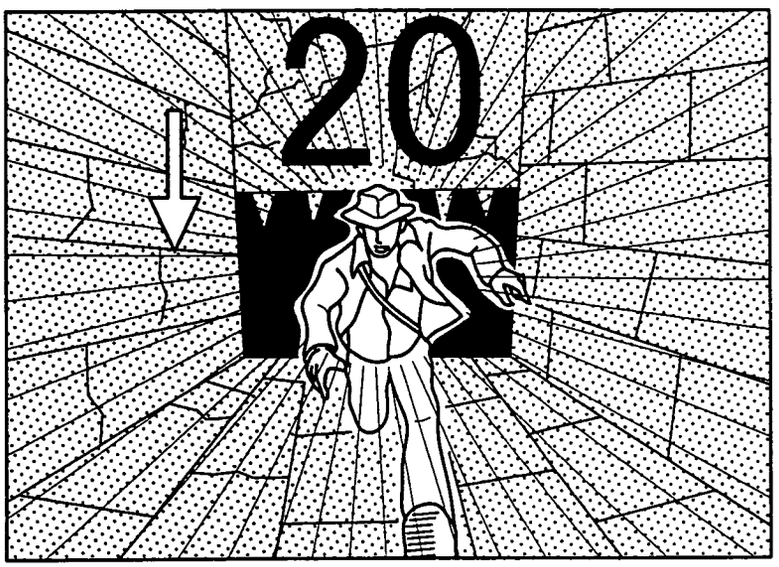


FIG.12

GOLDEN GATE BONUS

<UPPER DISPLAY PART>



<LOWER DISPLAY PART (TOUCH PANEL)>

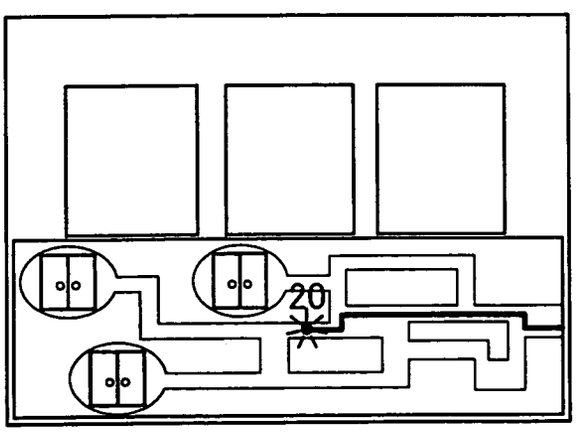
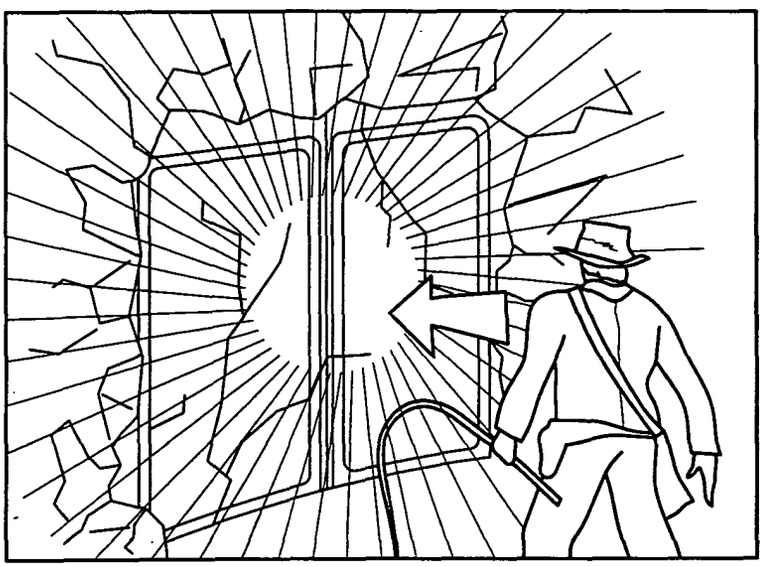


FIG.13

GOLDEN GATE BONUS

<UPPER DISPLAY PART>



<LOWER DISPLAY PART (TOUCH PANEL)>

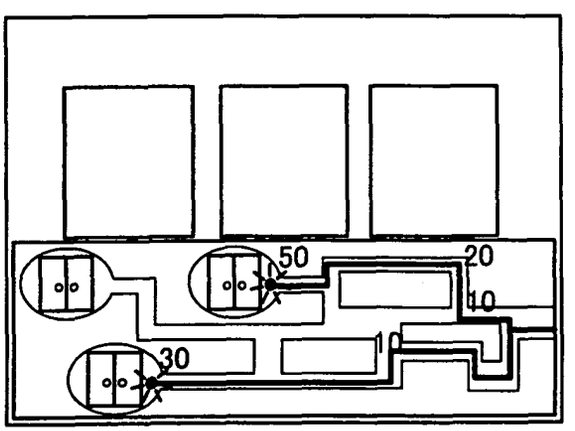
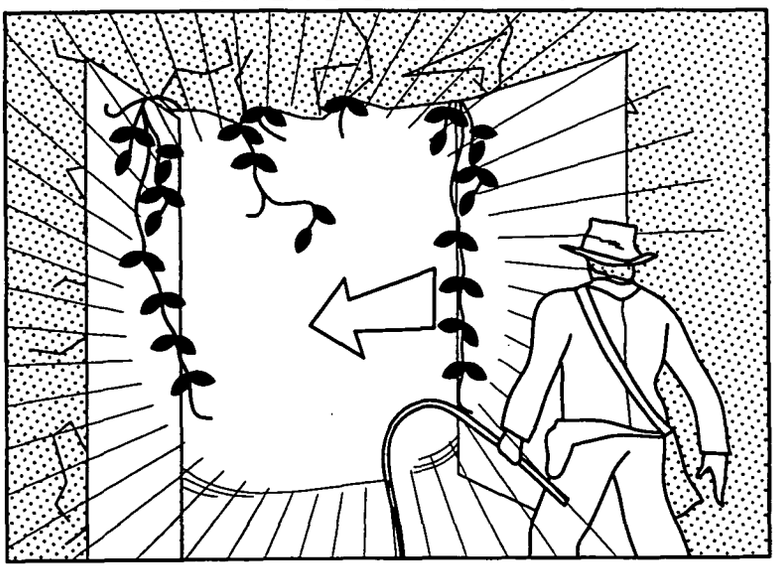


FIG.14

GOLDEN GATE BONUS

<UPPER DISPLAY PART>



<LOWER DISPLAY PART (TOUCH PANEL)>

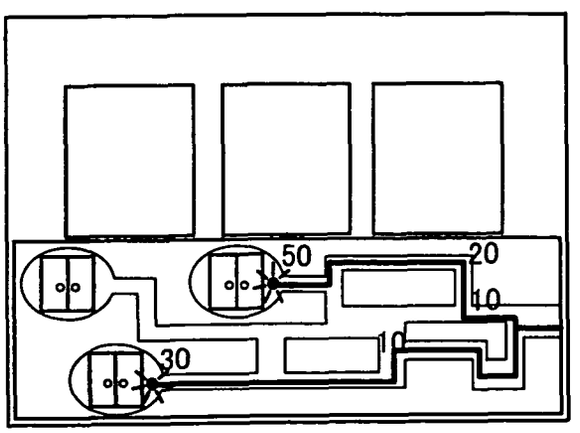
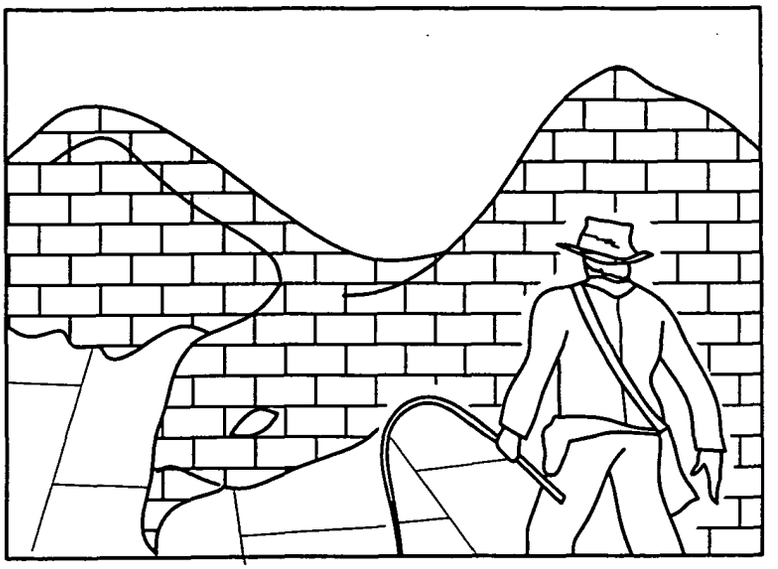


FIG.15

CONDOR TREASURE BONUS

<UPPER DISPLAY PART>



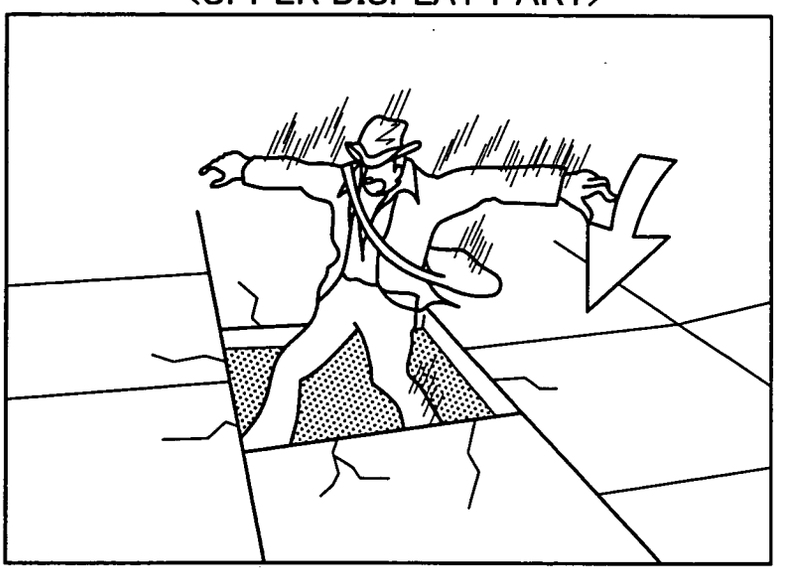
<LOWER DISPLAY PART (TOUCH PANEL)>

CONDOR TREASURE BONUS

FIG.16

CONDOR TREASURE BONUS

<UPPER DISPLAY PART>



<LOWER DISPLAY PART (TOUCH PANEL)>

CONDOR TREASURE BONUS

FIG.17

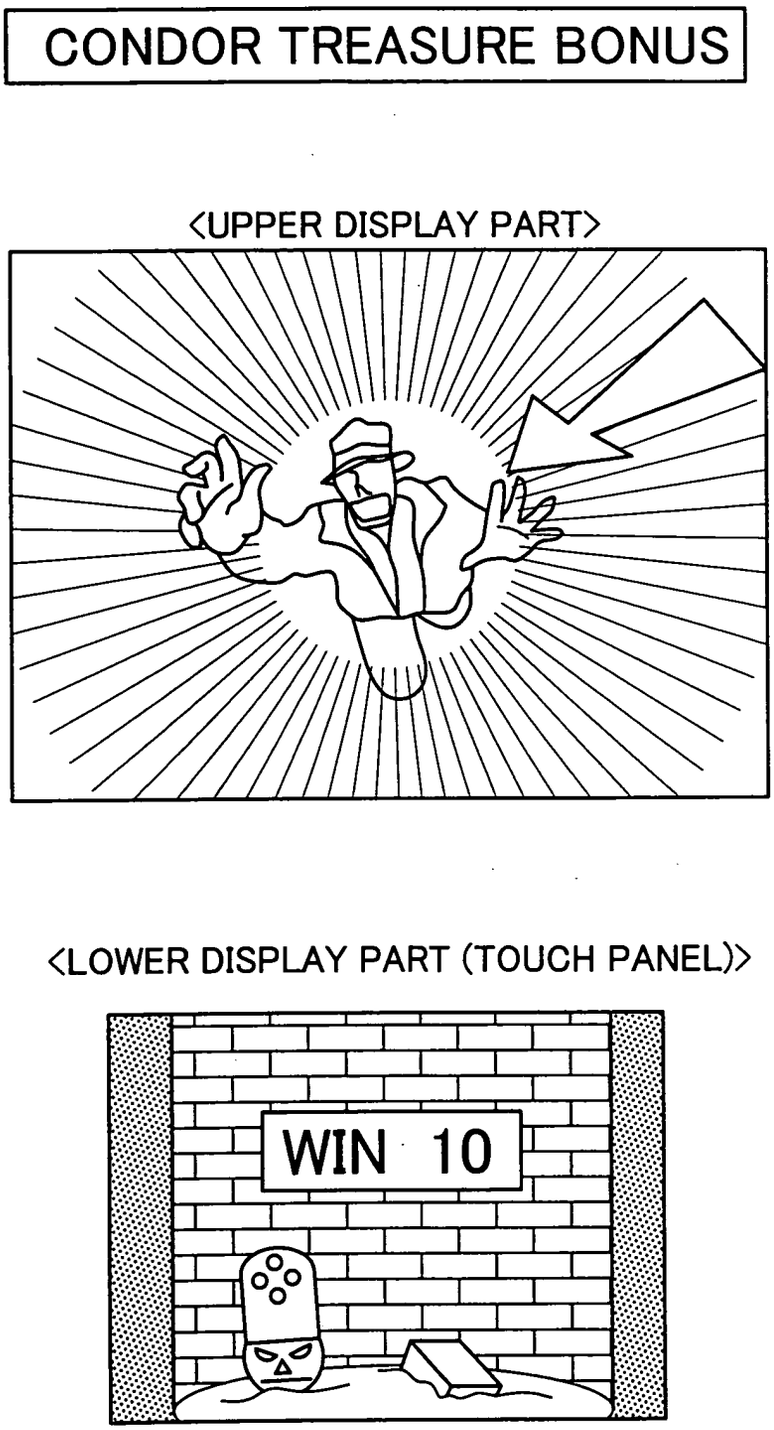
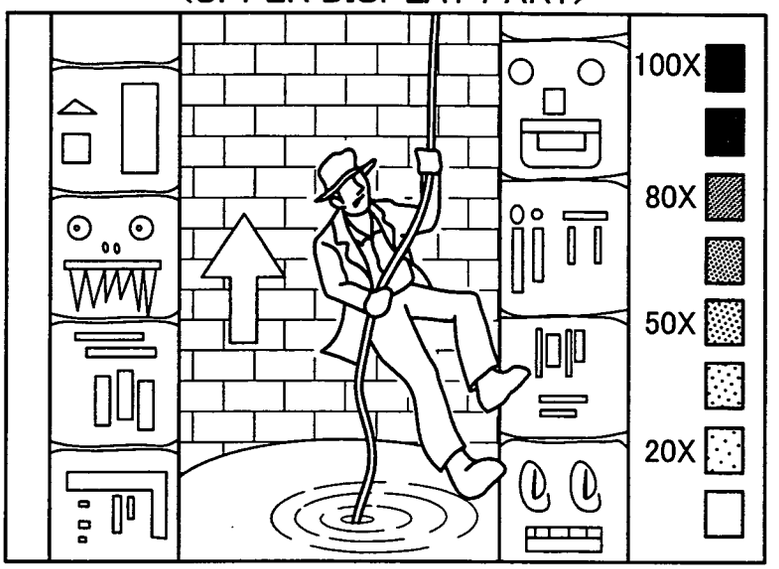

CONDOR TREASURE BONUS
<UPPER DISPLAY PART>
<LOWER DISPLAY PART (TOUCH PANEL)>
WIN 10

FIG.18

CONDOR TREASURE BONUS

<UPPER DISPLAY PART>



<LOWER DISPLAY PART (TOUCH PANEL)>

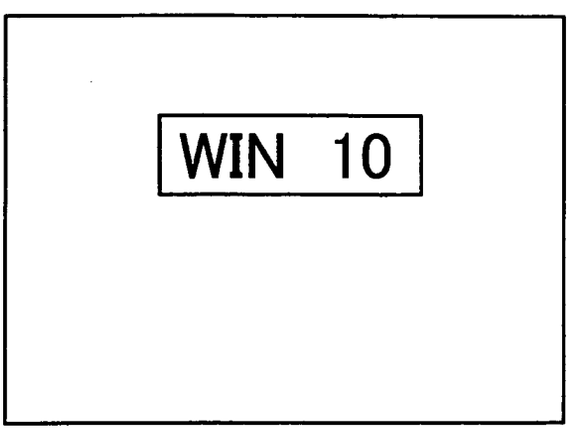
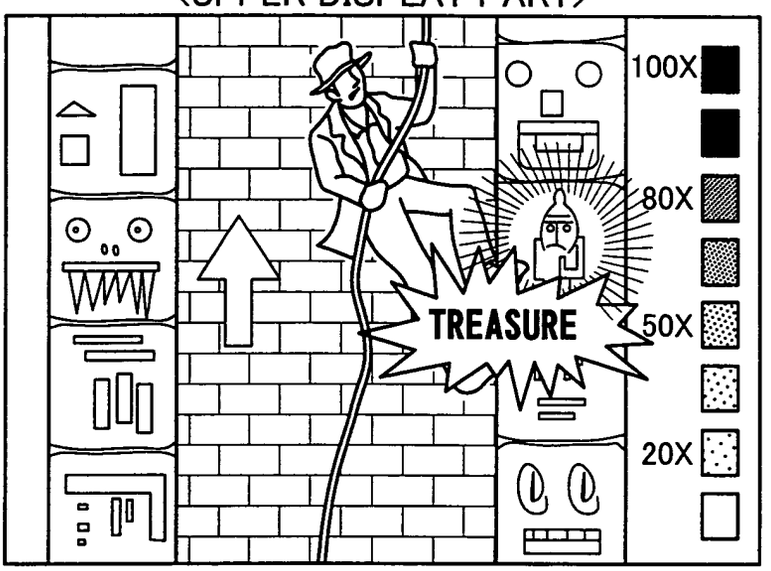


FIG.19

CONDOR TREASURE BONUS

<UPPER DISPLAY PART>



<LOWER DISPLAY PART (TOUCH PANEL)>

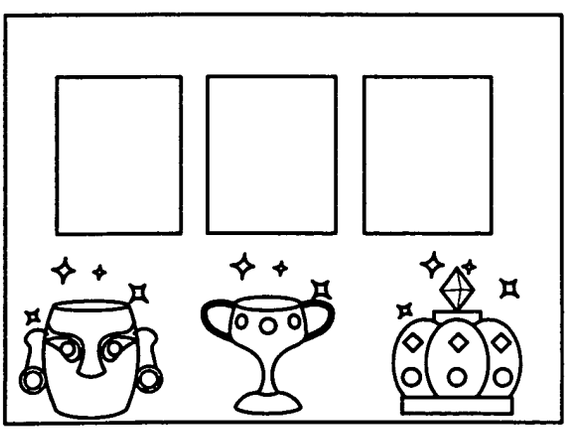
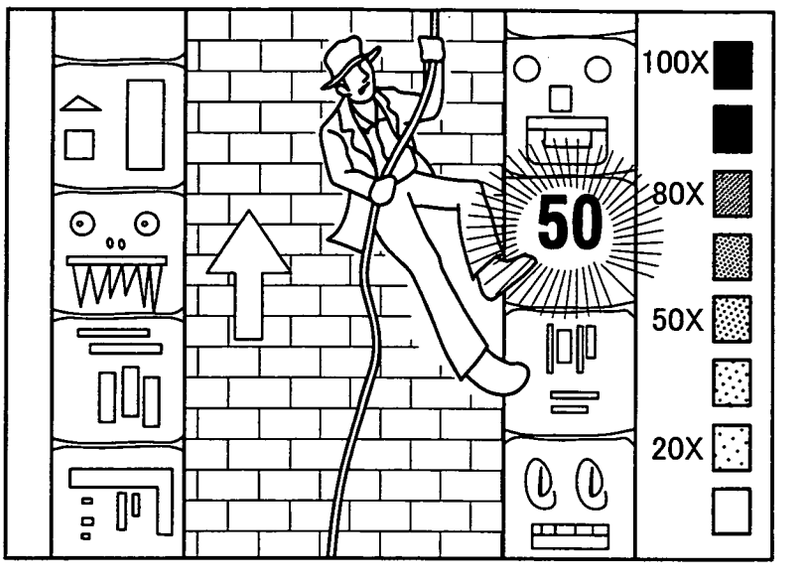


FIG.20

CONDOR TREASURE BONUS

<UPPER DISPLAY PART>



<LOWER DISPLAY PART (TOUCH PANEL)>

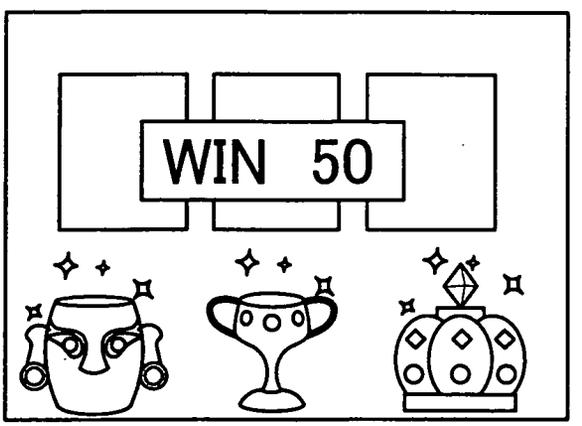
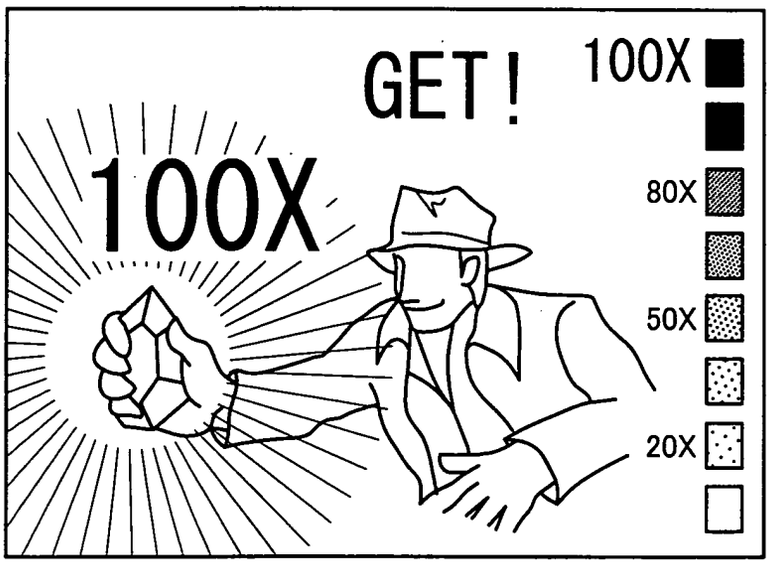


FIG.21

CONDOR TREASURE BONUS

<UPPER DISPLAY PART>



<LOWER DISPLAY PART (TOUCH PANEL)>

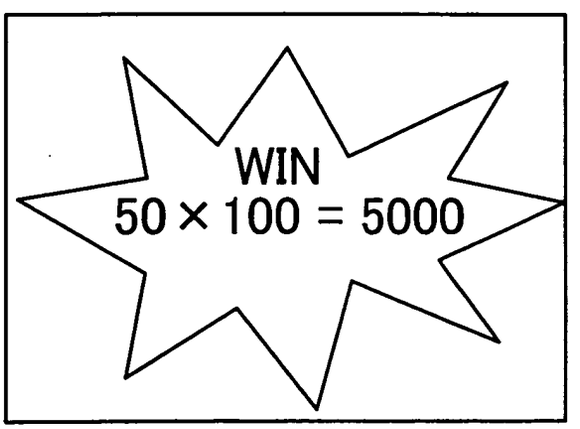
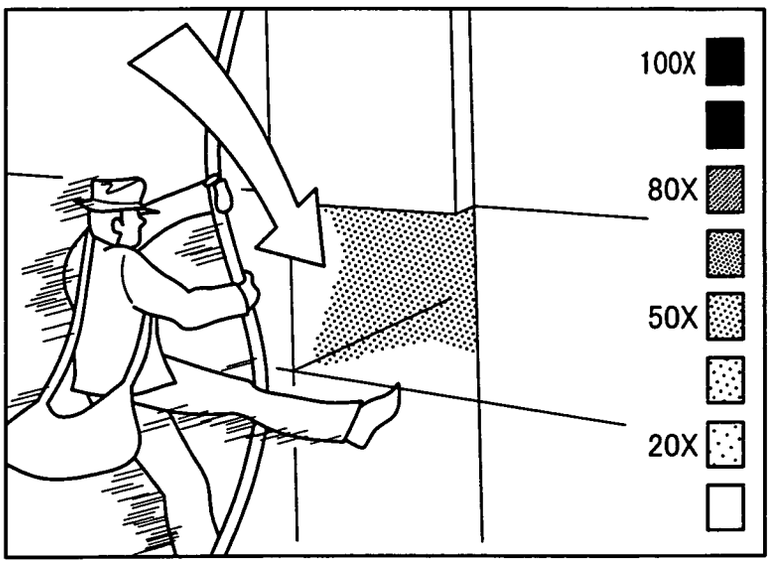


FIG.22

CONDOR TREASURE BONUS

<UPPER DISPLAY PART>



<LOWER DISPLAY PART (TOUCH PANEL)>

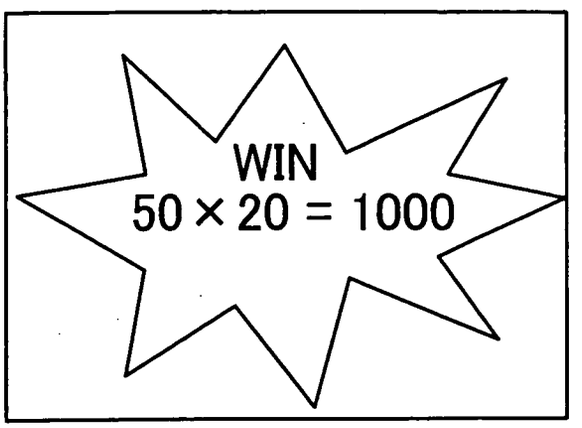
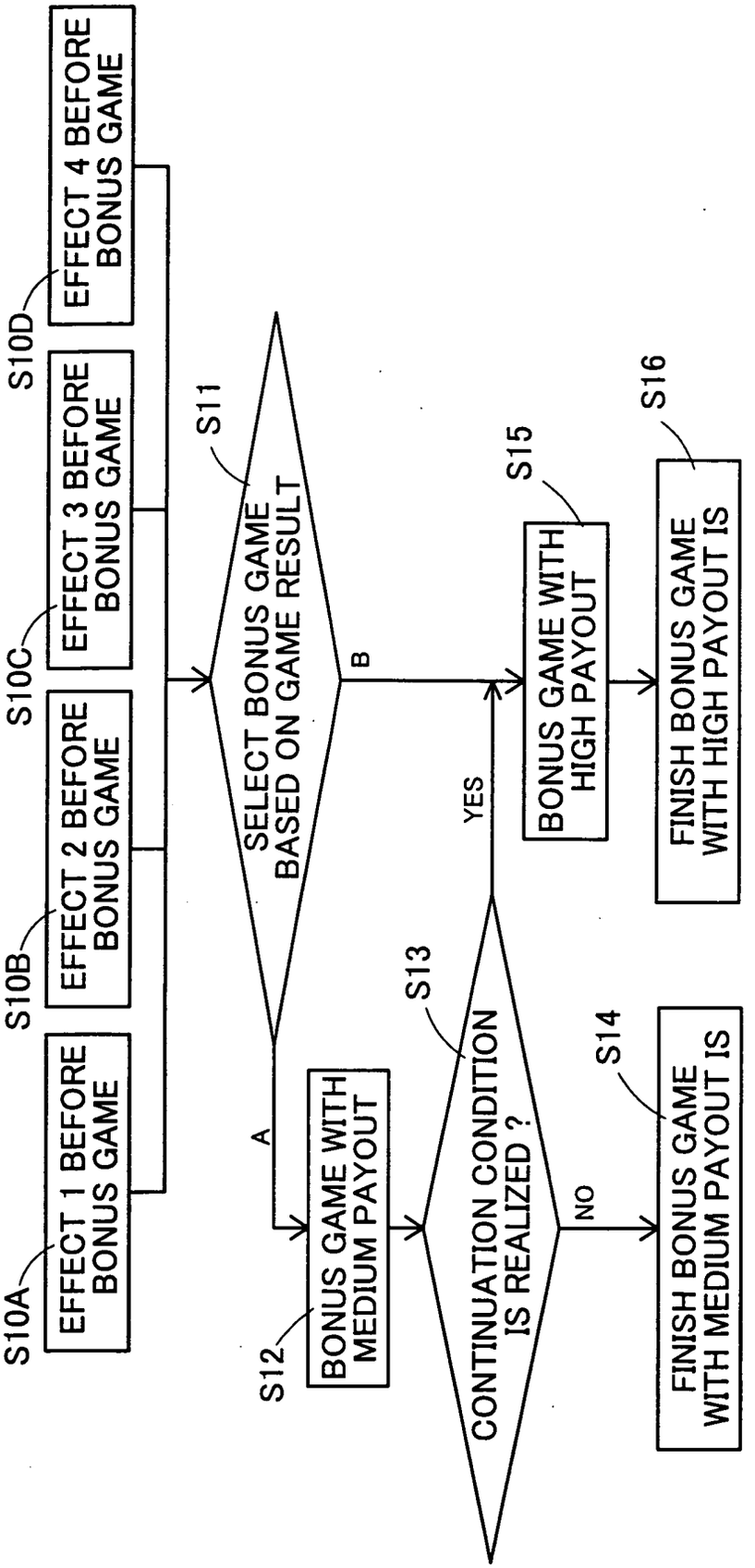


FIG.23


S10A
EFFECT 1 BEFORE BONUS GAME
S10B
EFFECT 2 BEFORE BONUS GAME
S10C
EFFECT 3 BEFORE BONUS GAME
S10D
EFFECT 4 BEFORE BONUS GAME
S11
SELECT BONUS GAME BASED ON GAME RESULT
A
B
S12
BONUS GAME WITH MEDIUM PAYOUT
S13
CONTINUATION CONDITION IS REALIZED ?
YES
NO
S14
FINISH BONUS GAME WITH MEDIUM PAYOUT IS
S15
BONUS GAME WITH HIGH PAYOUT
S16
FINISH BONUS GAME WITH HIGH PAYOUT IS