authentic sense of operation when playing a pachinko game or a slot game on a video game machine such as that described in JP-A No. 2008-245828.

[0006] Moreover, in pachinko machines, gameplay balls are used as a gameplay medium, and in a slot machine, tokens are used as a gameplay medium. To perform a pachinko game or a slot game in a video game machine, it is necessary to convert betting money into a gameplay medium (for example gameplay points) for each game.

~~An object~~ Embodiments of the present invention ~~is to~~ provide a game machine in which plural games with different gameplay points used in gameplay can be performed on a single machine, and in which the experience of operating a real game machine can be obtained.

Solution to Problem

[0007] ~~The present invention includes the following aspect.~~

~~(1) A~~ According to an aspect of the present invention, there is provided a game machine including a display device in which one game of a plural games can be performed, gameplay switches that are provided for each of the respective games in order to perform one game of the plural games, and that are provided separately to the display device, a selection switch that is capable of selecting one game of the plural games, a storage medium (for example, an IC card) that stores value information required to perform the games, a read/write device (for example, a card reader/writer) that is capable of reading the value information from the storage medium or writing the value information to the storage medium, and a control apparatus for performing the game displayed on the display device according to operation of the gameplay switches. The gameplay switches include a switch that can be employed in the plural games, and a switch that can only be employed in one of the games. In the control apparatus, the value to a player of gameplay points, which are gameplay points used in the respective games and acquired from the value information, being set for each of the games. The control apparatus including a game selection means that selects one of the games by operation of the selection switch by the player, and a point processing means that acquires the gameplay points from the value information read by the read/write device. The game machine performs the games using the gameplay points for the selected game, and employing the gameplay switch corresponding to the selected game.

[0008] In embodiments of the present invention, the "value information" is information required in order to perform the games, and includes monetary information, this being information relating to money, and the gameplay points used in gameplay. The monetary information includes monetary data indicating the value of the money itself, and monetary points, these being points converted from the money at a specific conversion rate. The gameplay points are points used when gameplay is started, and are also points that can be won as a result of gameplay.

Examples of the "storage medium" include media such as IC cards, magnetic cards, and contactless cards (such as RFID).

[0009] In embodiments of the present invention, the value of the gameplay points can be set for each respective type of game. For example, in a first game, one gameplay point can be set with a value of 5 yen, and in a second game, one gameplay point can be set with a value of 20 yen.

~~The present invention further includes the following aspect.~~

~~(2) The~~ In an embodiment, the gameplay points that are for the sole use of one of the games, and are not capable of being used with the other games, are included in the value information separately for the respective games.

~~The present invention further includes the following aspect.~~

~~(3) The~~ In an embodiment, the value information includes monetary information, and at a start of the selected game, the point processing means converts the monetary information included in the value information into the gameplay points for the selected game and acquires the gameplay points.

[0010] ~~The present invention further includes the following aspect.~~

~~(4) The~~ In an embodiment, the gameplay points that are for the sole use of one of the games, and are not capable of being used with the other games, are included in the value information separately for the respective games, and at an end of the selected game, the read/write device includes the gameplay points of the selected game in the value information and stores the value information in the storage medium.

~~The present invention further includes the following aspect.~~

~~(5) The~~ In an embodiment, the value information includes monetary information, at an end of the selected game, the point processing means converts the gameplay points of the selected game into the monetary information, and the read/write device includes the converted monetary information in the value information and stores the value information in the storage medium.

[0011] ~~The present invention further includes the following aspect.~~

~~(6) A~~ In an embodiment, a conversion rate between the monetary information and the gameplay points used in the games is set for each of the games.

~~The present invention further includes the following aspect.~~

~~(7) One~~ In an embodiment, one or more of the gameplay switches double as the selection switch.

[0012] ~~The present invention further includes the following aspect.~~

~~(8) The~~ In an embodiment, the gameplay points of the selected game are displayed on the display device for each of the games.

Advantageous Effects of Invention

[0013] ~~The~~Embodiments of the present invention ~~is~~are capable of providing a gameplay machine in which plural games with different gameplay points used in gameplay can be performed on a single