What is Claimed is:

1. A winning game system to allow a player to play and give the player a winning, comprising:

a user interface including a plurality of selection buttons selectable by the player to display obtained items which include a plurality of prizes and at least one end prize, each of the plurality of prizes including an extra prize or a multiple prize, each of the multiple prizes having different multiples respectively, when the end prize being selected the winning game ends immediately;

an accumulation unit to accumulate the prize selected by the player, and to generate fixed amounts of extra prizes summed up by the at least one extra prize and an accumulated multiple value accumulated by the at least one multiple prize; and

a winning calculation payment unit to calculate the winning with the end prize, the accumulated multiple value, and the fixed amounts of extra prizes, settled and gave the winning to the player when the end prize is selected.

2. A winning game system to allow a player to play and give the player a winning, comprising:

a user interface including a plurality of selection buttons selectable by the player to display obtained items which include a plurality of extra prizes and at least one winning

class prize, the extra prizes including multiple prizes of different multiples, the winning class prize including winning awards of a plurality of classes, the winning game being ended immediately when one of the winning class prize is selected;

an accumulation unit to accumulate values of the multiple prizes of different multiples when the extra prizes are selected

prizes, the winning class prizes including winning awards of a plurality of classes, the winning game being ended immediately when one of the winning class prize is selected;

an accumulation unit to accumulate values of the fixed amounts of extra prizes when the extra prizes are selected by the player; and

a winning calculation payment unit to add an extra amount of money to the winning based on the winning class prize selected by the player according to values of the fixed amounts of extra prizes accumulated by the accumulation unit in addition to the winning class prize when one of the winning class prizes is selected by the player and give the winning to the player, the extra amount of money being the fixed amounts of extra prizes accumulated by the accumulation unit.

8. The winning game system of claim 7, wherein the user interface is selectively physical buttons or a touch screen.

9. The winning game system of claim 7 further including a display screen which displays the value of the winning class prize.

10. A winning game system to allow a player to play and give the player a winning, the winning being selected from anyone of a plurality of winning class prizes which are divided into different classes according to amounts of money thereof,

comprising:

a user interface including a plurality of selection buttons selectable by the player to display obtained items which include a plurality of accumulation point options and at least

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one end button to end the winning game, the winning class prizes including winning awards of a plurality of classes, the accumulation point options including different values corresponding to a plurality of prizes, each of the plurality of prizes including an extra prize or a multiple prize, each of the multiple prizes having different multiples respectively, the winning game being ended immediately when the end button is selected;

an accumulation unit to accumulate values of the accumulation point options that are selected by the player, and to generate fixed amounts of extra prizes summed up by the at least one extra prize and an accumulated multiple value accumulated by the at least one multiple prize; and

a winning calculation payment unit to decide which one of the winning class prizes to be selected for the winning and to add an extra amount of money as the prize money to give the player based on the value of the accumulation point options accumulated by the accumulation unit when the end button is selected by the player, the extra amount of money being a sum of a multiplication product, which is multiplied by the value of the winning class prizes being selected and the multiple value of the multiple prizes of different multiples accumulated by the accumulation unit, with the fixed amounts of extra prizes accumulated by the accumulation unit.