

GAME MACHINE

Abstract of the Disclosure

A game machine includes a first game processing portion performing game processing in a first mode; a second game processing portion performing game processing in a second mode; and a return processing portion performing return processing of a virtual game ball remaining on a virtual board face in a case of satisfying a predetermined condition. The first game processing portion displays at least a virtual board face and a first virtual winning port, and after the virtual game ball launched onto the virtual board face enters the first virtual winning port, the first virtual winning port is deleted from the virtual board face, and the second game processing portion displays a second virtual winning port capable of acquiring a winning ball on the virtual board face. In a case wherein the virtual game ball enters the first virtual winning port in the first mode/in a case wherein the virtual game ball enters the second virtual winning port in the second mode, the return processing portion specifies the number of virtual game balls remaining on the virtual board face, deletes it from a display device D, and adds the specified number to the number of balls at hand. The first game processing portion/the second game processing portion calculates and displays a maximum monetary consumption amount per unit time.

[Figure 1]