What is Claimed is:

1. A game system for getting high reward score by accumulating multiples, installed in a game machine, and the game system providing a slot game, the slot game having a plurality of game results, the game system comprising:

a display unit, the display unit comprising a game screen, the game screen displaying real-time game images of the slot game, and the game screen comprising a plurality of display positions arranged side by side;

a ~~game result generating unit~~plurality of roller units, the ~~game result generating unit~~plurality of roller units generating a plurality of first group symbols, the plurality of first group symbols being displayed at the plurality of display positions of the game screen, the slot game generating one of the plurality of game results according to type and composition of the first group symbols; and

a control unit, the control unit being connected to the display unit and the ~~game result generating unit~~plurality of roller units, and the control unit performing following steps of:

determining whether the game result latest generated meets an activation event, when meeting the activation event, starting a reward game, the reward game comprising a basic score and an accumulating reward multiple with an initial value, the reward game comprising at least one free round performed sequentially; and

performing the at least one free round sequentially, and in each round of the at least one free round of the reward game performed sequentially, the control unit performing following steps of:

generating a plurality of second group symbols through the ~~game result generating unit~~plurality of roller units, displaying the plurality of second group symbols at the plurality of display positions of the game screen;

when determining that any one of the plurality of second group symbols generated by the ~~game result generating unit~~plurality of roller units being a special pattern, keeping display of the special pattern at the display position where the special pattern appearing in the reward game;

if the special pattern comprising a percentage value symbol, accumulatively calculating a value of the percentage value symbol and a current value of the accumulating reward multiple to generate a latest value of the accumulating reward multiple;

calculating a product of the basic score and the accumulating reward multiple latest generated to be used as a reward score of the special pattern; and

determining whether the at least one free round of the reward game having been played, if so, ending the reward game, if otherwise, continuing the at least one free round sequentially.

2. The game system as claimed in claim 1, wherein the ~~game result generating unit~~plurality of roller units is a plurality of roller units, and the roller units generate the plurality of first group symbols or the plurality of second group symbols by rolling and then stopping.

3. The game system as claimed in claim 2, wherein a quantity of the roller units corresponds to a quantity of the display positions.

4. The game system as claimed in claim 2, wherein the plurality of

first group symbols or the plurality of second group symbols displayed at the plurality of display positions in a same row are generated by the same roller unit.

5. The game system as claimed in claim 1, wherein the activation event of the game result is that the plurality of first group symbols comprise a specified quantity of at least one reward pattern , each of the at least one reward patterns comprises an individual score, the individual scores of the at least one reward pattern are calculated accumulatively to be used as the basic score, and each of the display positions where the reward patterns appear keeps displaying the reward patterns until the reward game ends.

6. The game system as claimed in claim 5, wherein each of the display positions where the reward patterns appear displays the individual score of each of the reward patterns.

7. The game system as claimed in claim 5, wherein when any one of the second group symbols generated by the ~~game result generating unit~~plurality of roller units is the special pattern, the game screen presents an animation image, and the animation image includes a process of the control unit accumulatively calculating the individual score of each of the reward patterns sequentially and displaying on the special pattern.

8. The game system as claimed in claim 7, wherein the animation image further includes a process of calculating the product of the basic score and the latest accumulating reward multiple to generate the reward score and displaying on the special pattern.

9. The game system as claimed in claim 7, wherein each of the

display positions where the reward pattern appears displays the individual score of the reward pattern.

10. The game system as claimed in claim 1, wherein when the special pattern comprises a session quantity symbol, the control unit correspondingly increases a quantity of the free rounds according to a quantity of the session quantity symbol.

11. The game system as claimed in claim 1, wherein the second group symbols comprise an independent percentage symbol, in the reward game, when the independent percentage symbol appears at any one of the display positions, the control unit accumulatively calculates a display value of the independent percentage symbol and a value of the accumulating reward multiple to increase the value of the accumulating reward multiple.

12. The game system as claimed in claim 1, wherein the second group symbols include an independent session symbol, in the reward game, when the independent session symbol appears at any one of the display positions, the control unit correspondingly increases a quantity of the free rounds according to a display quantity of the independent session symbol.

13. The game system as claimed in claim 1, wherein the display unit comprises a multiple display field that displays the accumulating reward multiple.

14. The game system as claimed in claim 1, wherein the display unit has a round display field, and the round display field displays a total quantity and a played quantity of the at least one free round.