FIG.1

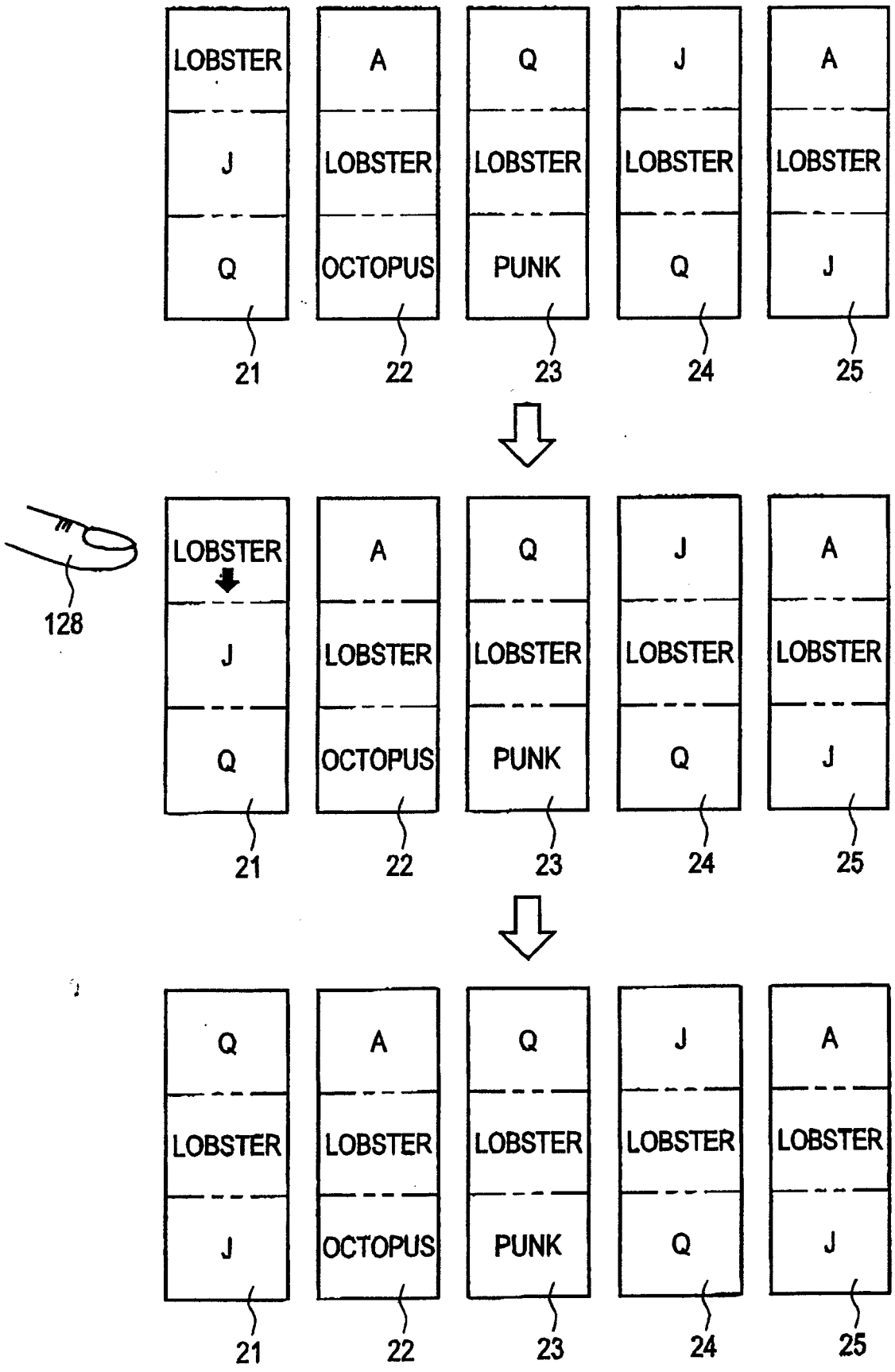

LOBSTER
J
Q
A
LOBSTER
OCTOPUS
Q
LOBSTER
PUNK
J
LOBSTER
Q
A
LOBSTER
J
21
22
23
24
25
128

FIG.2

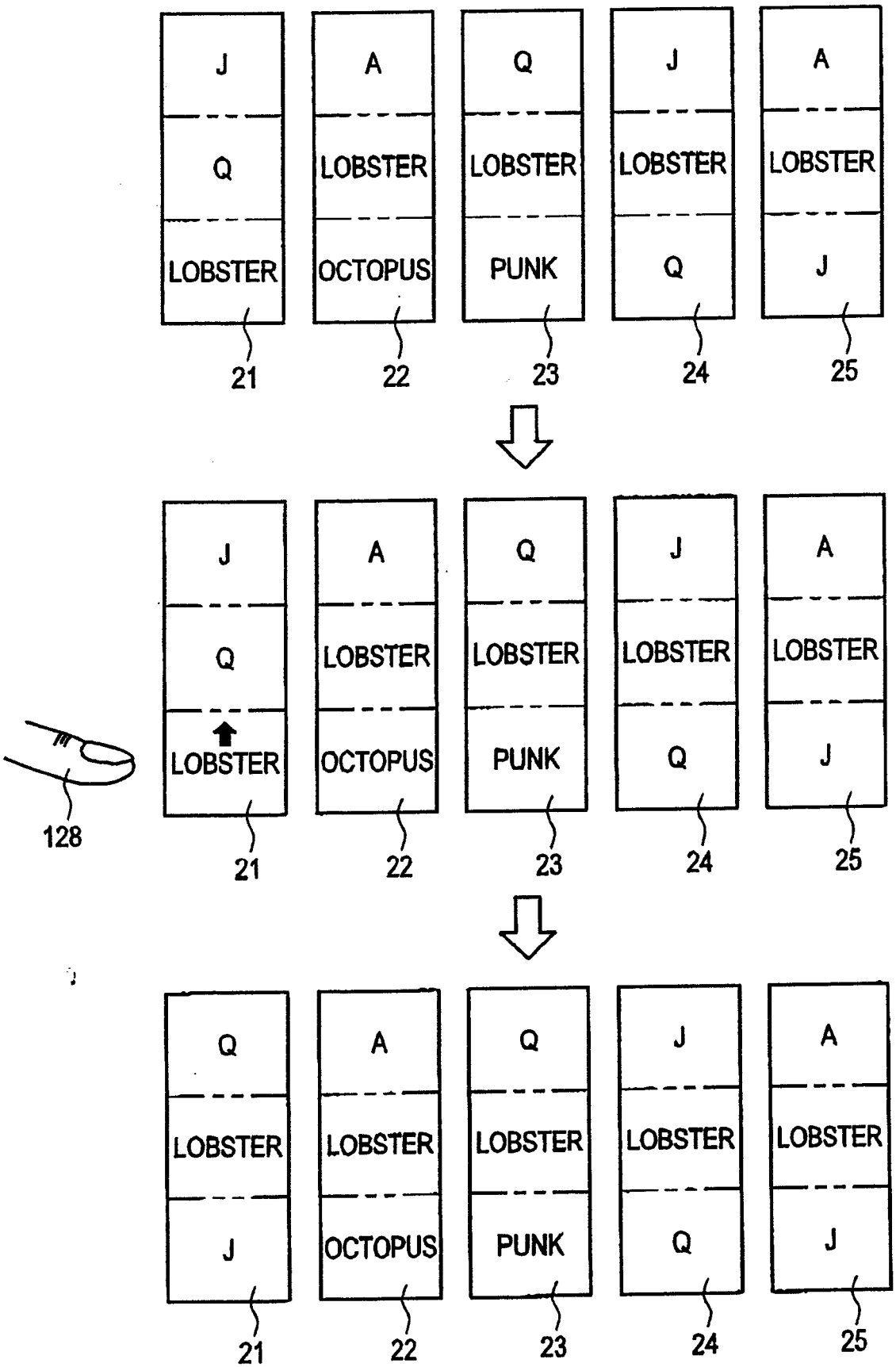

J
Q
LOBSTER
A
LOBSTER
OCTOPUS
Q
LOBSTER
PUNK
J
LOBSTER
Q
A
LOBSTER
J
21
22
23
24
25
128

FIG.3

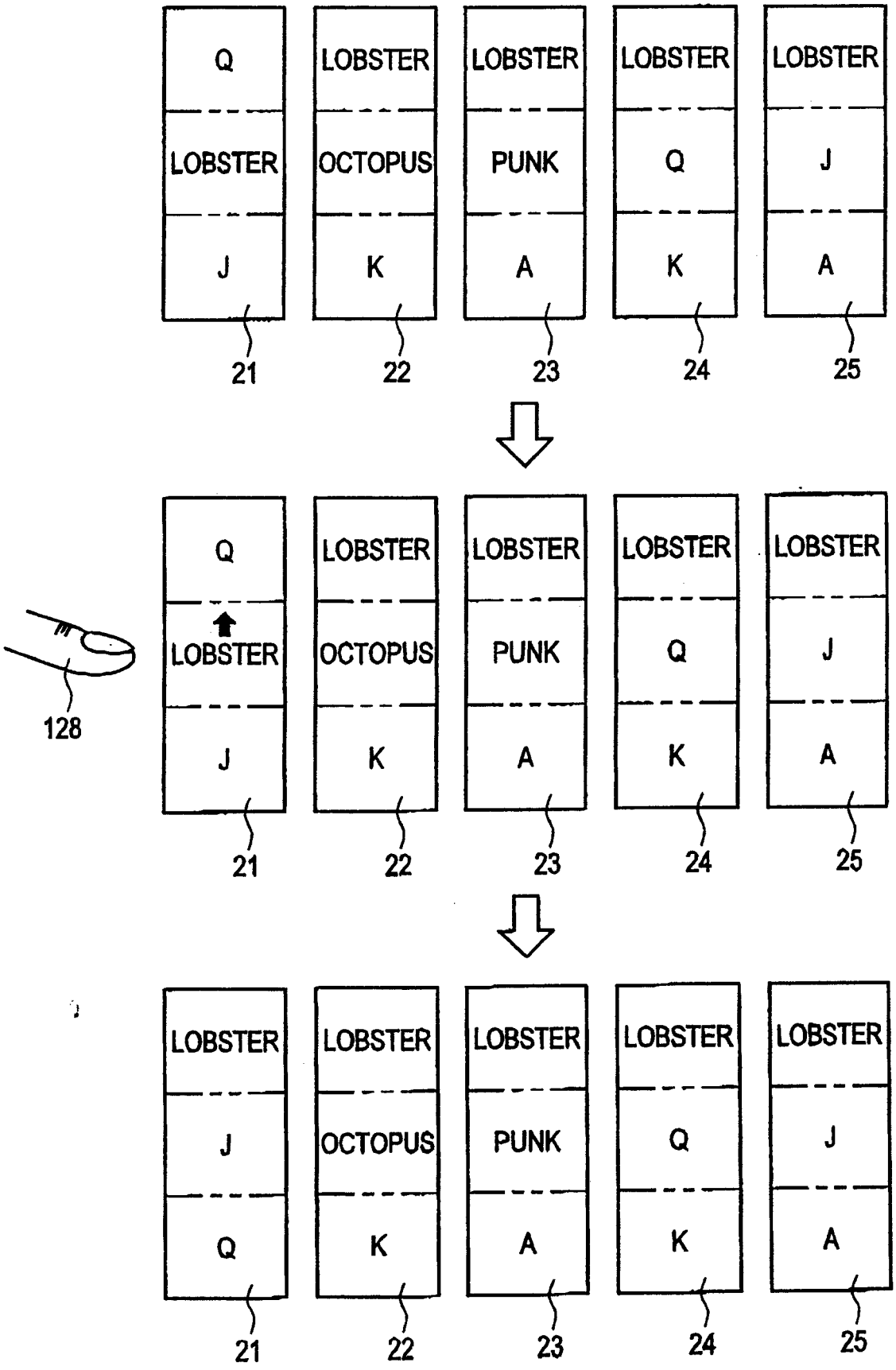

Q
LOBSTER
J
LOBSTER
OCTOPUS
K
LOBSTER
PUNK
A
LOBSTER
Q
K
LOBSTER
J
A
21
22
23
24
25
128
LOBSTER
J
Q

FIG.4

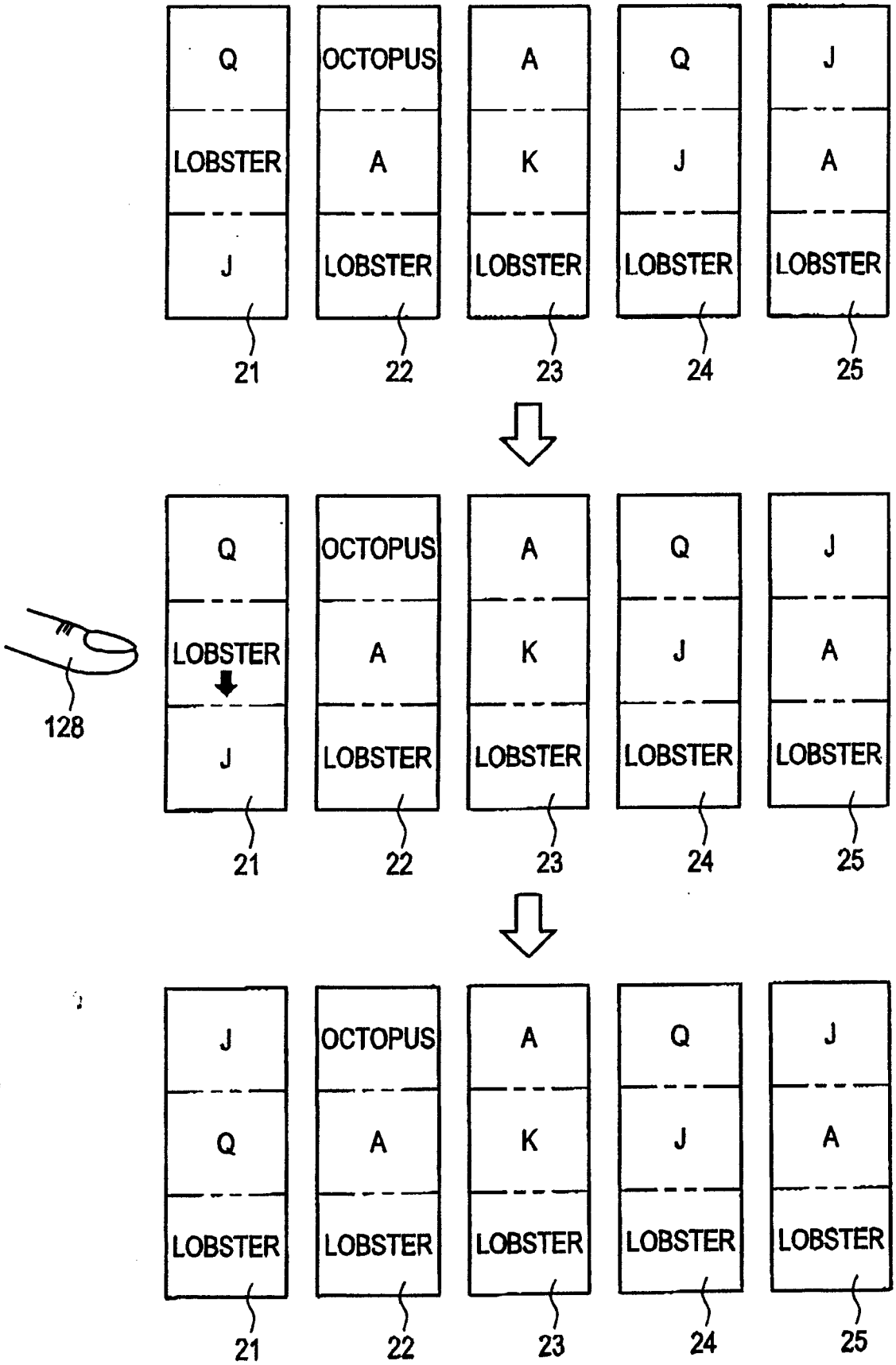

Q
LOBSTER
J
OCTOPUS
A
LOBSTER
A
K
LOBSTER
Q
J
LOBSTER
J
A
LOBSTER
21
22
23
24
25
128
J
Q
LOBSTER

FIG.5

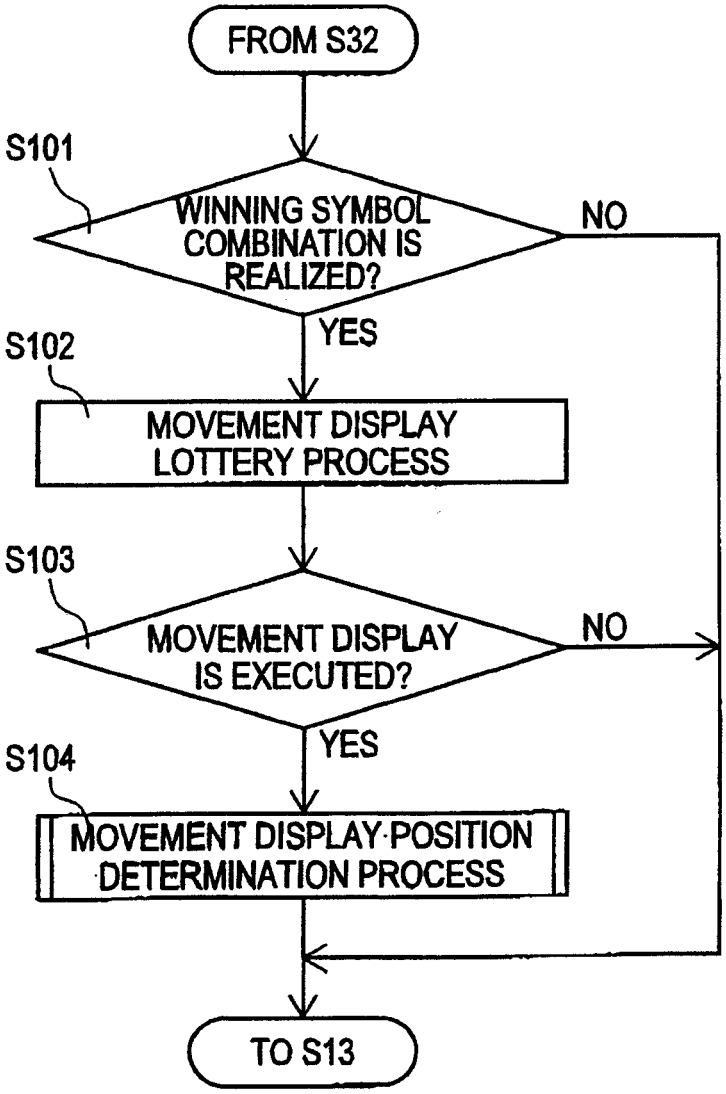

FROM S32
S101
WINNING SYMBOL COMBINATION IS REALIZED?
NO
YES
S102
MOVEMENT DISPLAY LOTTERY PROCESS
S103
MOVEMENT DISPLAY IS EXECUTED?
NO
YES
S104
MOVEMENT DISPLAY POSITION DETERMINATION PROCESS
TO S13

FIG.6

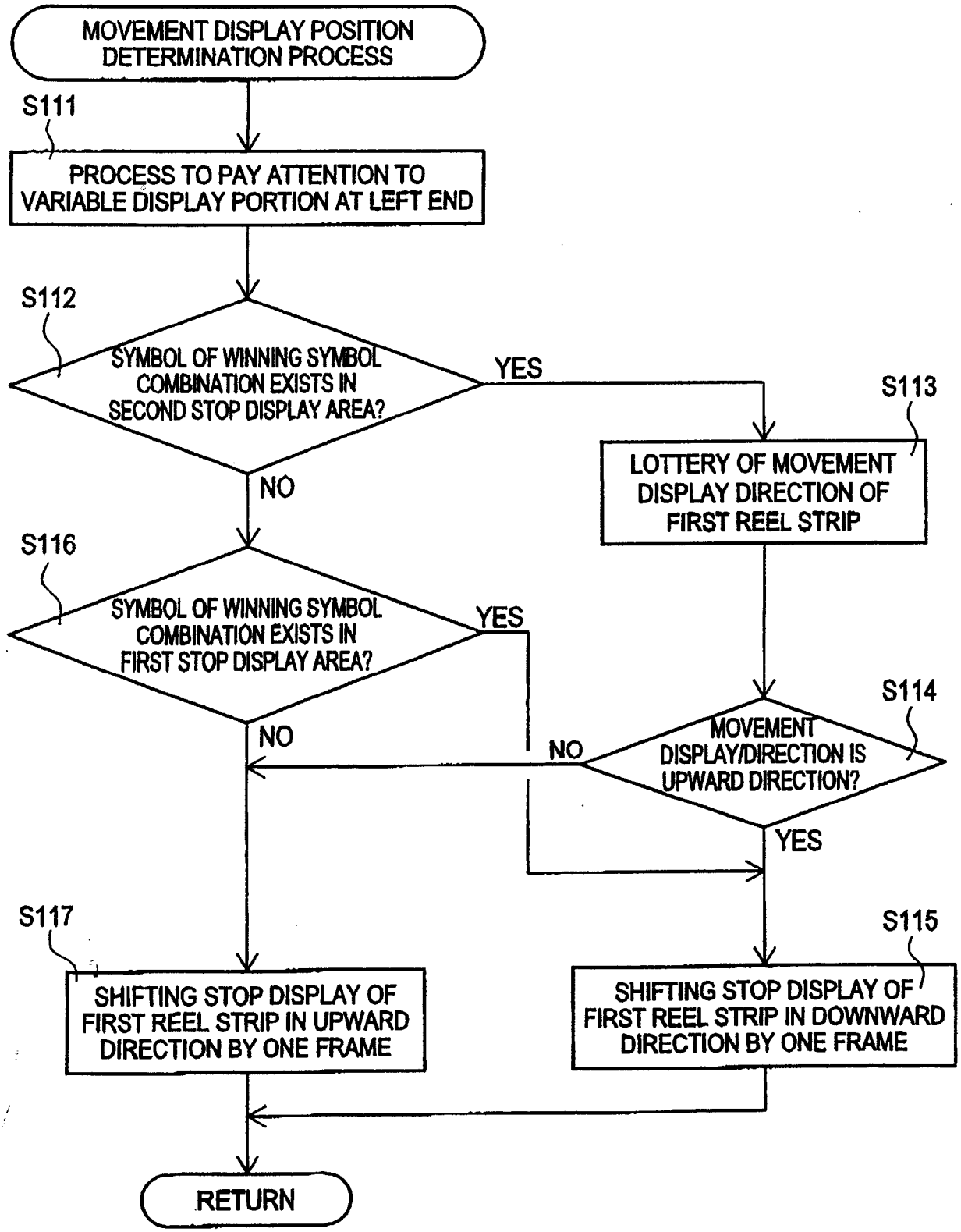

MOVEMENT DISPLAY POSITION DETERMINATION PROCESS
S111
PROCESS TO PAY ATTENTION TO VARIABLE DISPLAY PORTION AT LEFT END
S112
SYMBOL OF WINNING SYMBOL COMBINATION EXISTS IN SECOND STOP DISPLAY AREA?
YES
NO
S113
LOTTERY OF MOVEMENT DISPLAY DIRECTION OF FIRST REEL STRIP
S116
SYMBOL OF WINNING SYMBOL COMBINATION EXISTS IN FIRST STOP DISPLAY AREA?
YES
NO
S114
MOVEMENT DISPLAY/DIRECTION IS UPWARD DIRECTION?
NO
YES
S117
SHIFTING STOP DISPLAY OF FIRST REEL STRIP IN UPWARD DIRECTION BY ONE FRAME
S115
SHIFTING STOP DISPLAY OF FIRST REEL STRIP IN DOWNWARD DIRECTION BY ONE FRAME
RETURN

FIG.7

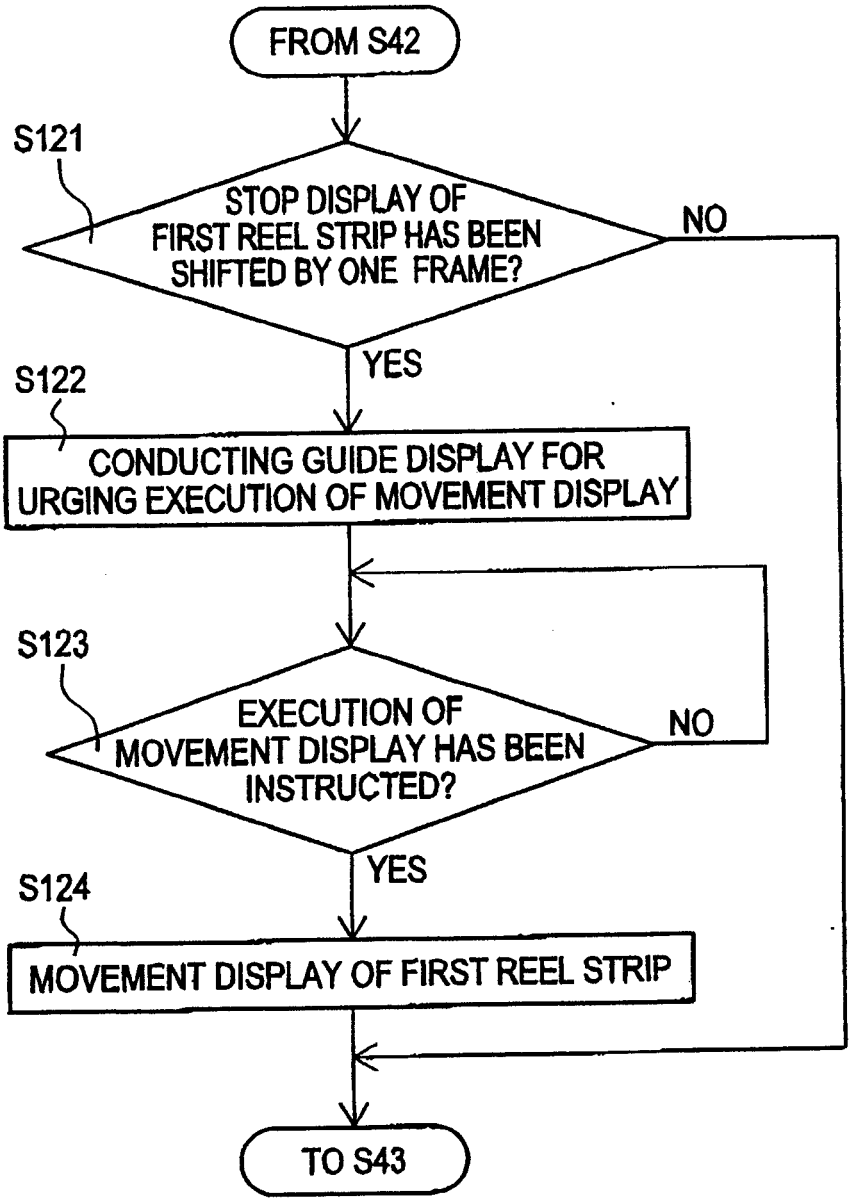

FROM S42
S121
STOP DISPLAY OF FIRST REEL STRIP HAS BEEN SHIFTED BY ONE FRAME?
NO
YES
S122
CONDUCTING GUIDE DISPLAY FOR URGING EXECUTION OF MOVEMENT DISPLAY
S123
EXECUTION OF MOVEMENT DISPLAY HAS BEEN INSTRUCTED?
NO
YES
S124
MOVEMENT DISPLAY OF FIRST REEL STRIP
TO S43

FIG.8

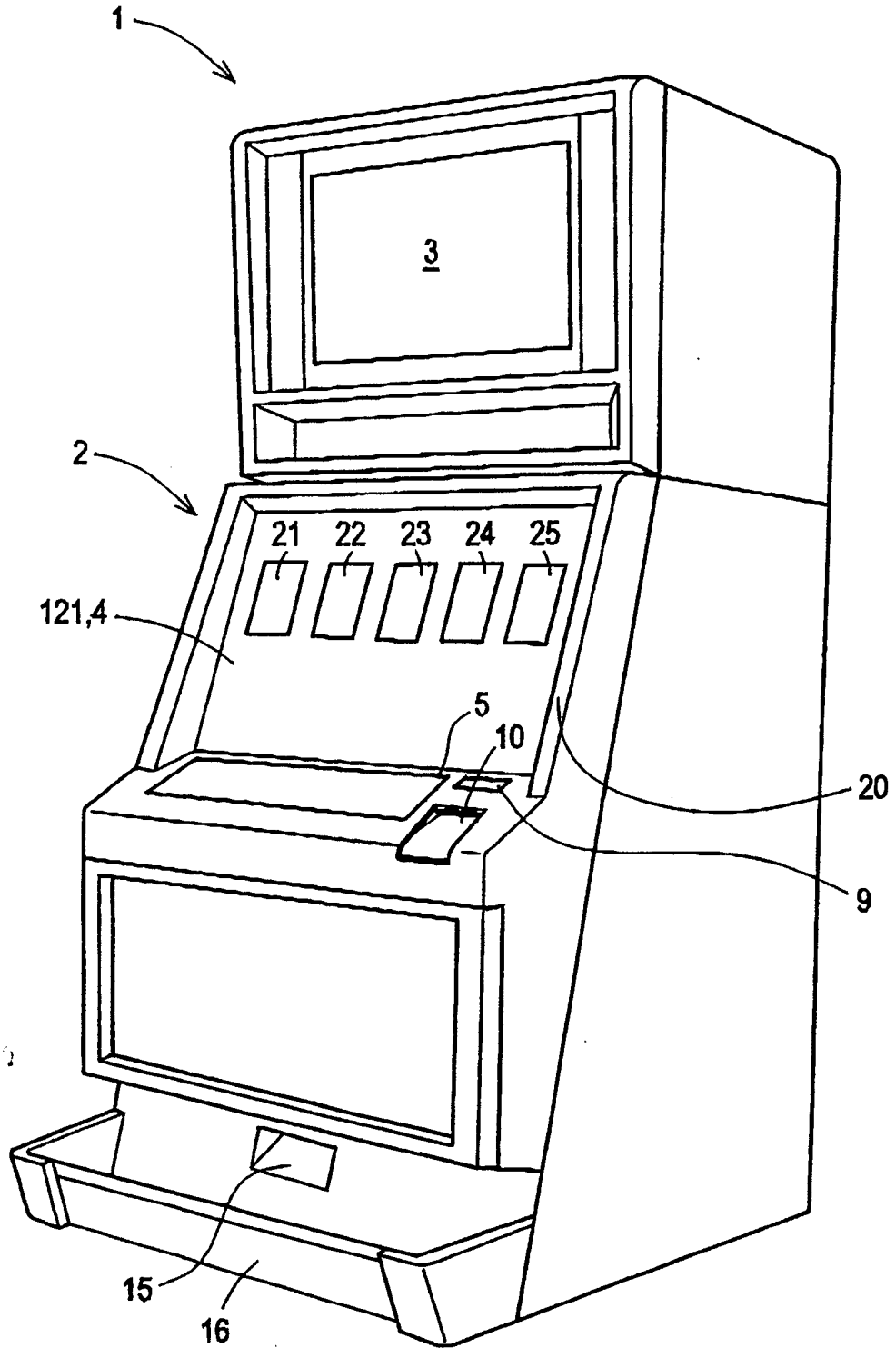


FIG.9

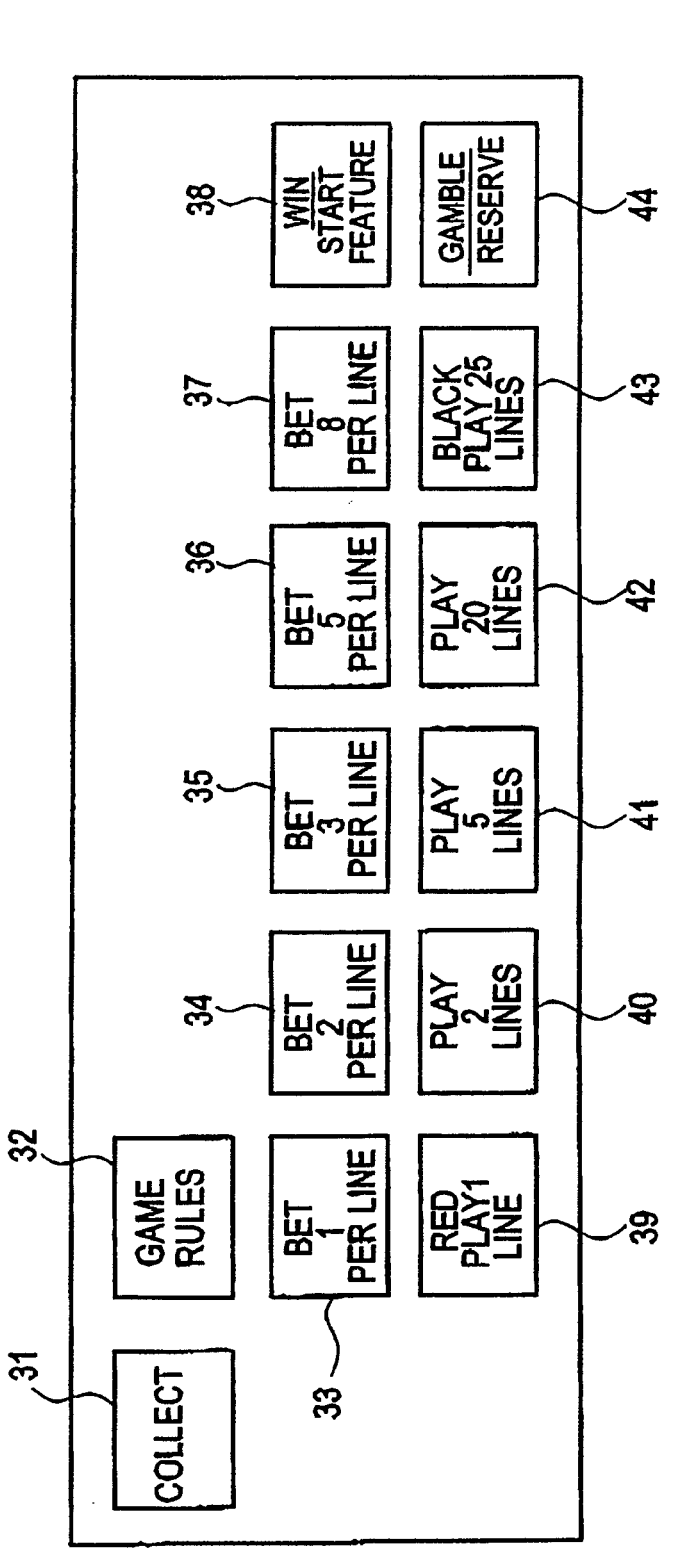

5
COLLECT
31
GAME RULES
32
BET 1 PER LINE
33
BET 2 PER LINE
34
BET 3 PER LINE
35
BET 5 PER LINE
36
BET 8 PER LINE
37
WIN START FEATURE
38
RED PLAY1 LINE
39
PLAY 2 LINES
40
PLAY 5 LINES
41
PLAY 20 LINES
42
BLACK PLAY 25 LINES
43
GAMBLE RESERVE
44

FIG.10

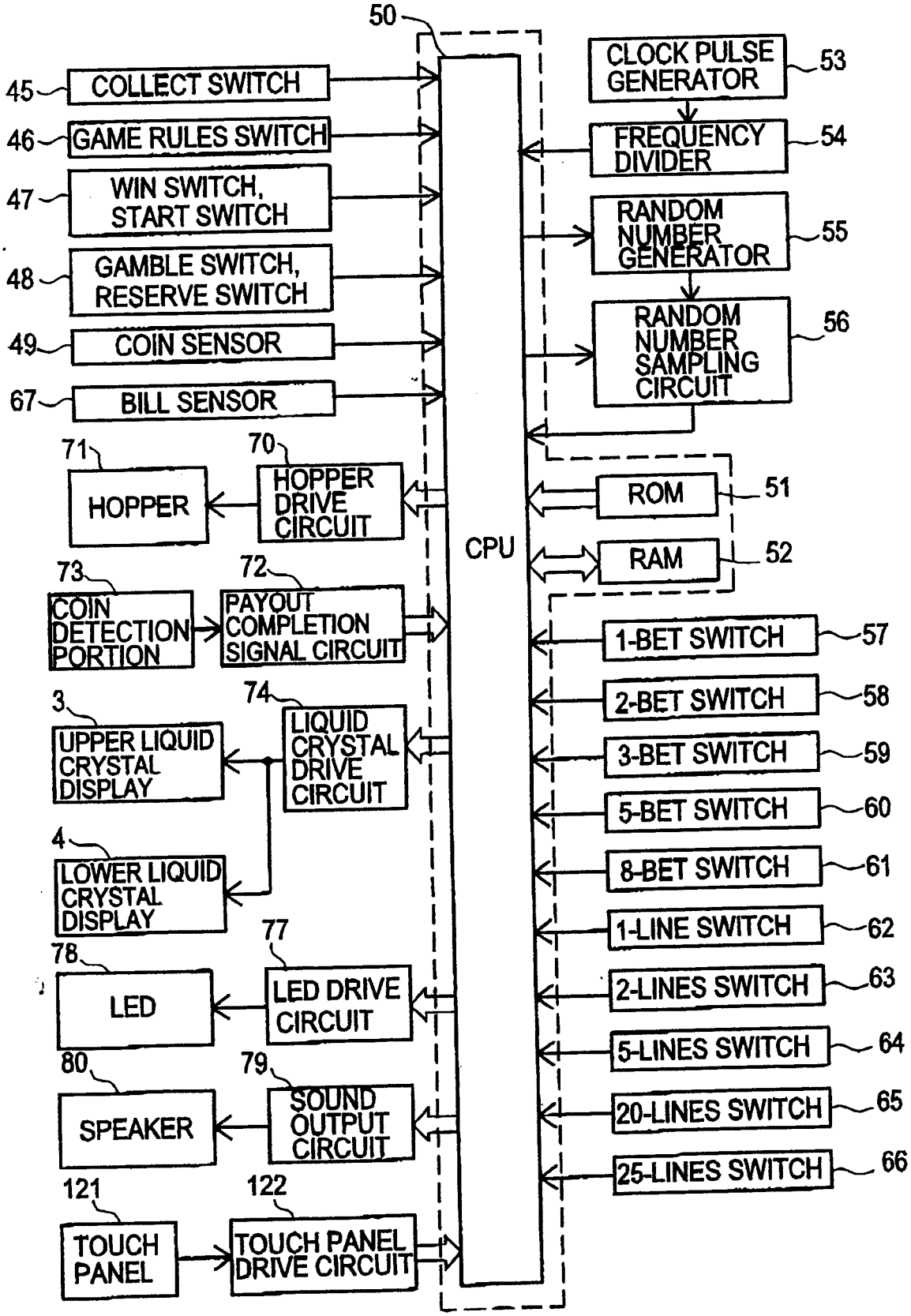

50
CPU
45
COLLECT SWITCH
46
GAME RULES SWITCH
47
WIN SWITCH, START SWITCH
48
GAMBLE SWITCH, RESERVE SWITCH
49
COIN SENSOR
67
BILL SENSOR
71
HOPPER
70
HOPPER DRIVE CIRCUIT
73
COIN DETECTION PORTION
72
PAYOUT COMPLETION SIGNAL CIRCUIT
3
UPPER LIQUID CRYSTAL DISPLAY
74
LIQUID CRYSTAL DRIVE CIRCUIT
4
LOWER LIQUID CRYSTAL DISPLAY
78
LED
77
LED DRIVE CIRCUIT
80
SPEAKER
79
SOUND OUTPUT CIRCUIT
121
TOUCH PANEL
122
TOUCH PANEL DRIVE CIRCUIT
CLOCK PULSE GENERATOR
53
FREQUENCY DIVIDER
54
RANDOM NUMBER GENERATOR
55
RANDOM NUMBER SAMPLING CIRCUIT
56
ROM
51
RAM
52
1-BET SWITCH
57
2-BET SWITCH
58
3-BET SWITCH
59
5-BET SWITCH
60
8-BET SWITCH
61
1-LINE SWITCH
62
2-LINES SWITCH
63
5-LINES SWITCH
64
20-LINES SWITCH
65
25-LINES SWITCH
66

FIG.11

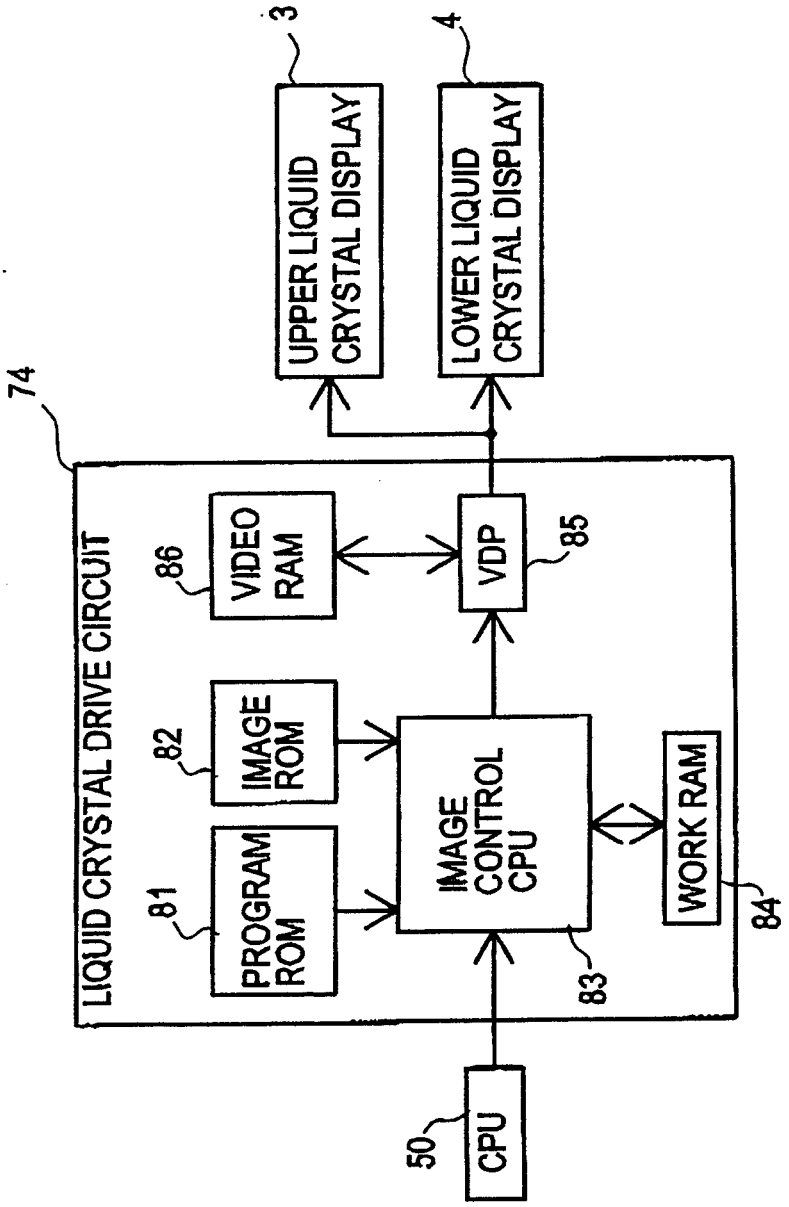

3
4
UPPER LIQUID CRYSTAL DISPLAY
LOWER LIQUID CRYSTAL DISPLAY
74
LIQUID CRYSTAL DRIVE CIRCUIT
86
VIDEO RAM
VDP
85
82
IMAGE ROM
IMAGE CONTROL CPU
WORK RAM
84
81
PROGRAM ROM
83
50
CPU

FIG.12

101

FIRST REEL STRIP	
CODE No.	SYMBOL
00	J
01	Q
02	LOBSTER
03	J
04	Q
05	CRAB
06	A
07	WORM
08	K
09	FISH
10	PUNK
11	Q
12	SHARK
13	CRAB
14	K
15	A
16	OCTOPUS
17	J
18	Q
19	FISH
20	K
21	J
22	SARDINE
23	CRAB
24	J
25	WORM
26	Q
27	CRAB
28	A
29	FISH

102

SECOND REEL STRIP	
CODE No.	SYMBOL
00	OCTOPUS
01	A
02	LOBSTER
03	OCTOPUS
04	K
05	J
06	FISH
07	WORM
08	J
09	CRAB
10	OCTOPUS
11	A
12	SARDINE
13	WORM
14	J
15	OCTOPUS
16	SHARK
17	J
18	OCTOPUS
19	CRAB
20	Q
21	PUNK
22	CRAB
23	OCTOPUS
24	J
25	WORM
26	CRAB
27	K
28	OCTOPUS
29	WORM

103

THIRD REEL STRIP	
CODE No.	SYMBOL
00	A
01	K
02	LOBSTER
03	WORM
04	Q
05	LOBSTER
06	PUNK
07	A
08	J
09	SARDINE
10	A
11	Q
12	WORM
13	K
14	FISH
15	Q
16	CRAB
17	A
18	K
19	SHARK
20	Q
21	K
22	OCTOPUS
23	Q
24	A
25	WORM
26	J
27	Q
28	PUNK
29	K

104

FOURTH REEL STRIP	
CODE No.	SYMBOL
00	Q
01	J
02	LOBSTER
03	Q
04	K
05	LOBSTER
06	A
07	K
08	SARDINE
09	A
10	K
11	CRAB
12	PUNK
13	K
14	SHARK
15	WORM
16	A
17	OCTOPUS
18	FISH
19	K
20	WORM
21	PUNK
22	A
23	FISH
24	CRAB
25	K
26	Q
27	OCTOPUS
28	WORM
29	Q

105

FIFTH REEL STRIP	
CODE No.	SYMBOL
00	J
01	A
02	LOBSTER
03	J
04	A
05	FISH
06	CRAB
07	PUNK
08	K
09	SARDINE
10	Q
11	CRAB
12	K
13	WORM
14	FISH
15	J
16	OCTOPUS
17	Q
18	WORM
19	J
20	Q
21	OCTOPUS
22	A
23	PUNK
24	WORM
25	Q
26	CRAB
27	PUNK
28	K
29	OCTOPUS

FIG.13

	2K	3K	4K	5K	
LOBSTER	10	320	2500	6000	Left→Right
SHARK	3	25	150	1000	Left→Right
FISH	2	15	120	500	Left→Right
PUNK	2	10	120	400	Left→Right
OCTOPUS	2	8	50	300	Left→Right
CRAB		7	50	200	Left→Right
WORM		6	40	150	Left→Right
A		5	25	120	Left→Right
K		5	25	120	Left→Right
Q		5	20	100	Left→Right
J		5	20	100	Left→Right
SARDINE	2	5	10	125	SCATTER/Trigger

FIG.14

CODE No.	RANDOM NUMBER
00	0
01	1
02	2
03	3
04	4
05	5
06	6
07	7
08	8
09	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24
25	25
26	26
27	27
28	28
29	29

FIG.15

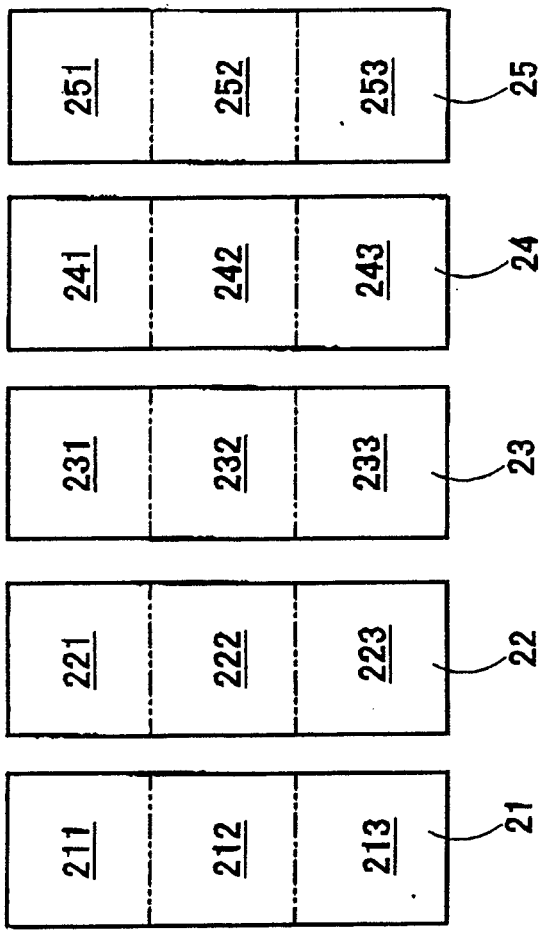

251
252
253
25
241
242
243
24
231
232
233
23
221
222
223
22
211
212
213
21

FIG.16

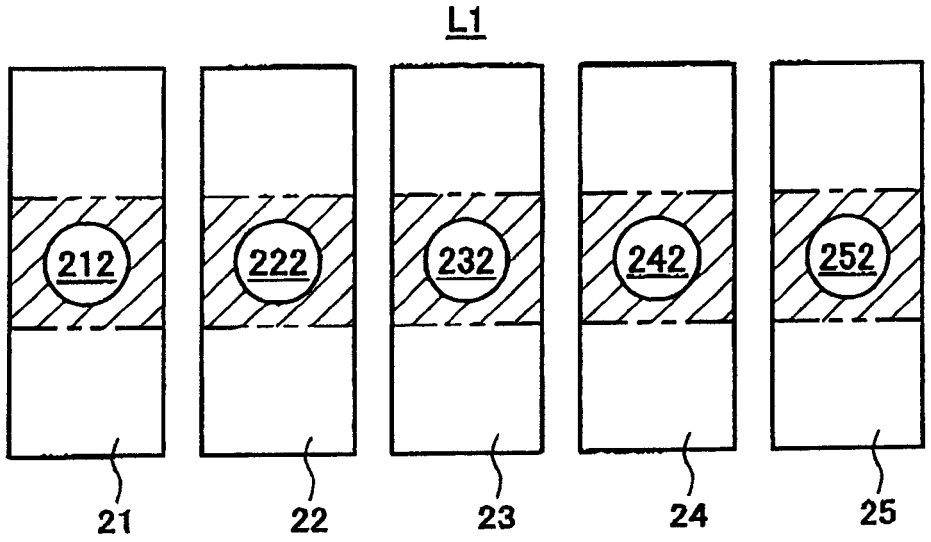

L1
212
222
232
242
252
21
22
23
24
25

FIG.17

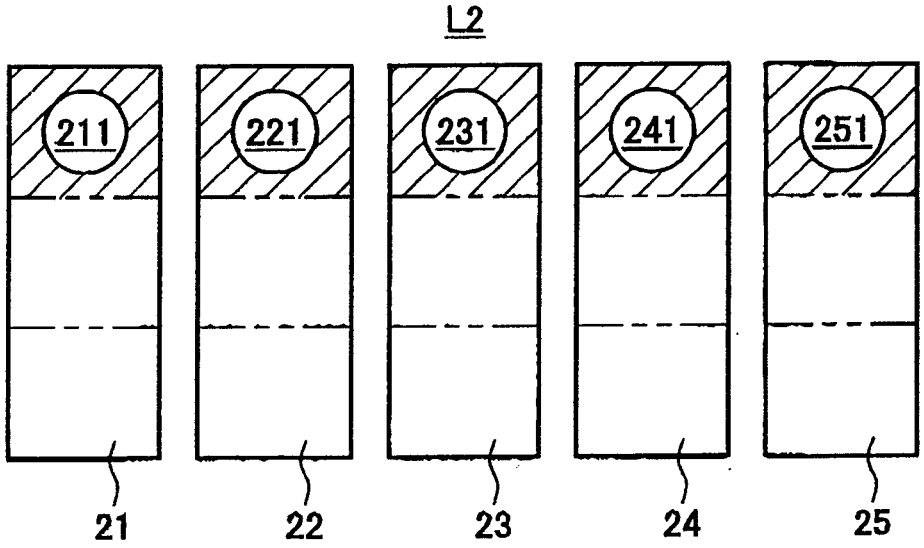

L2
211
221
231
241
251
21
22
23
24
25

FIG.18

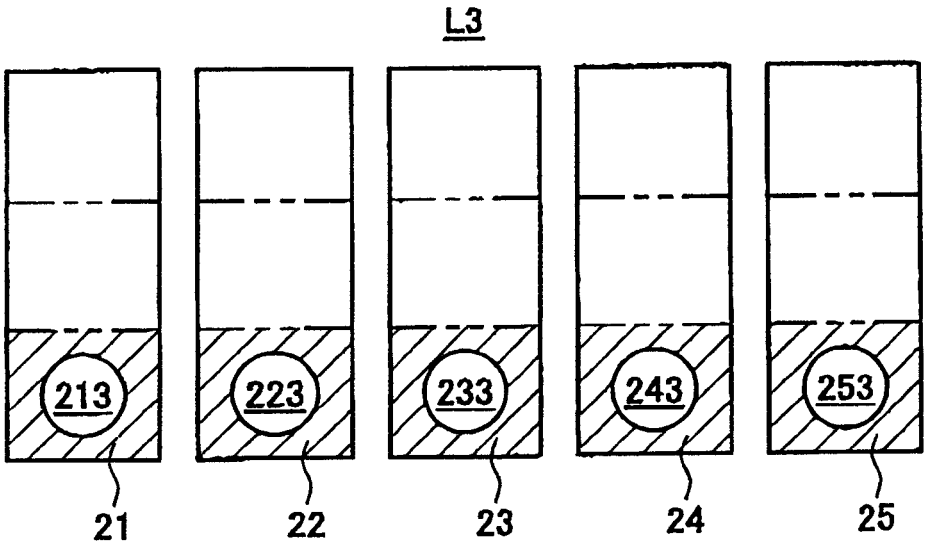

L3
213
223
233
243
253
21
22
23
24
25

FIG.19

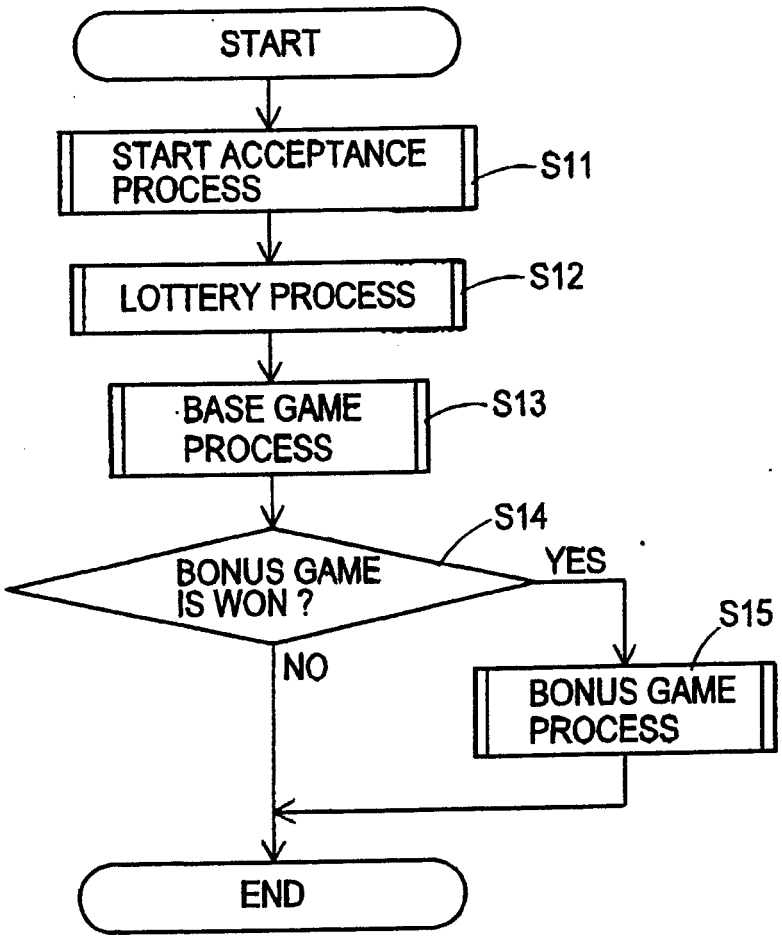

START
START ACCEPTANCE PROCESS
S11
LOTTERY PROCESS
S12
BASE GAME PROCESS
S13
S14
BONUS GAME IS WON ?
YES
NO
S15
BONUS GAME PROCESS
END

FIG.20

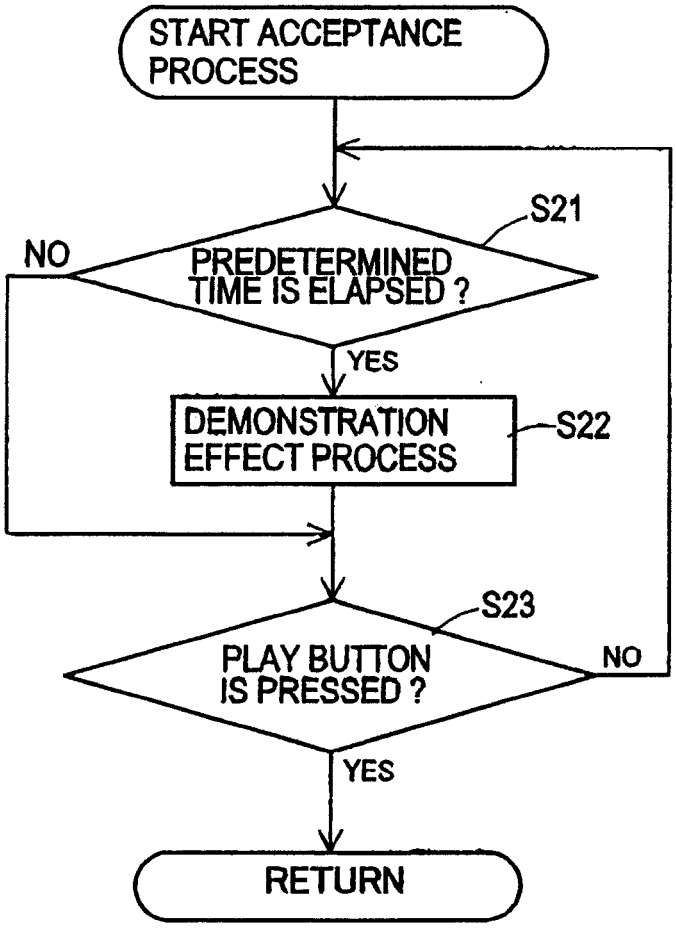

START ACCEPTANCE PROCESS
S21
NO
PREDETERMINED TIME IS ELAPSED ?
YES
DEMONSTRATION EFFECT PROCESS
S22
S23
PLAY BUTTON IS PRESSED ?
NO
YES
RETURN

FIG.21

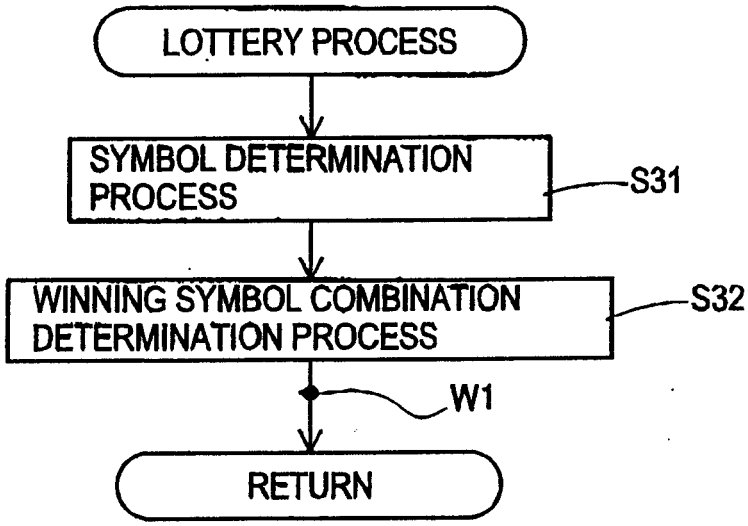

LOTTERY PROCESS
SYMBOL DETERMINATION PROCESS
S31
WINNING SYMBOL COMBINATION DETERMINATION PROCESS
S32
W1
RETURN

FIG.22

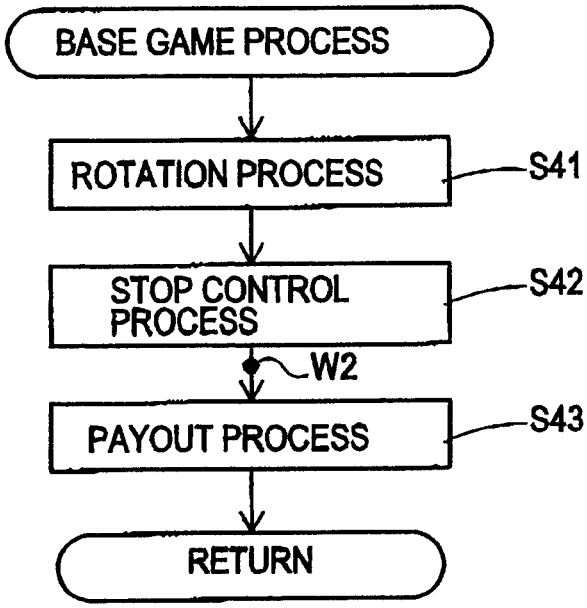

BASE GAME PROCESS
ROTATION PROCESS
S41
STOP CONTROL PROCESS
S42
W2
PAYOUT PROCESS
S43
RETURN

FIG.23

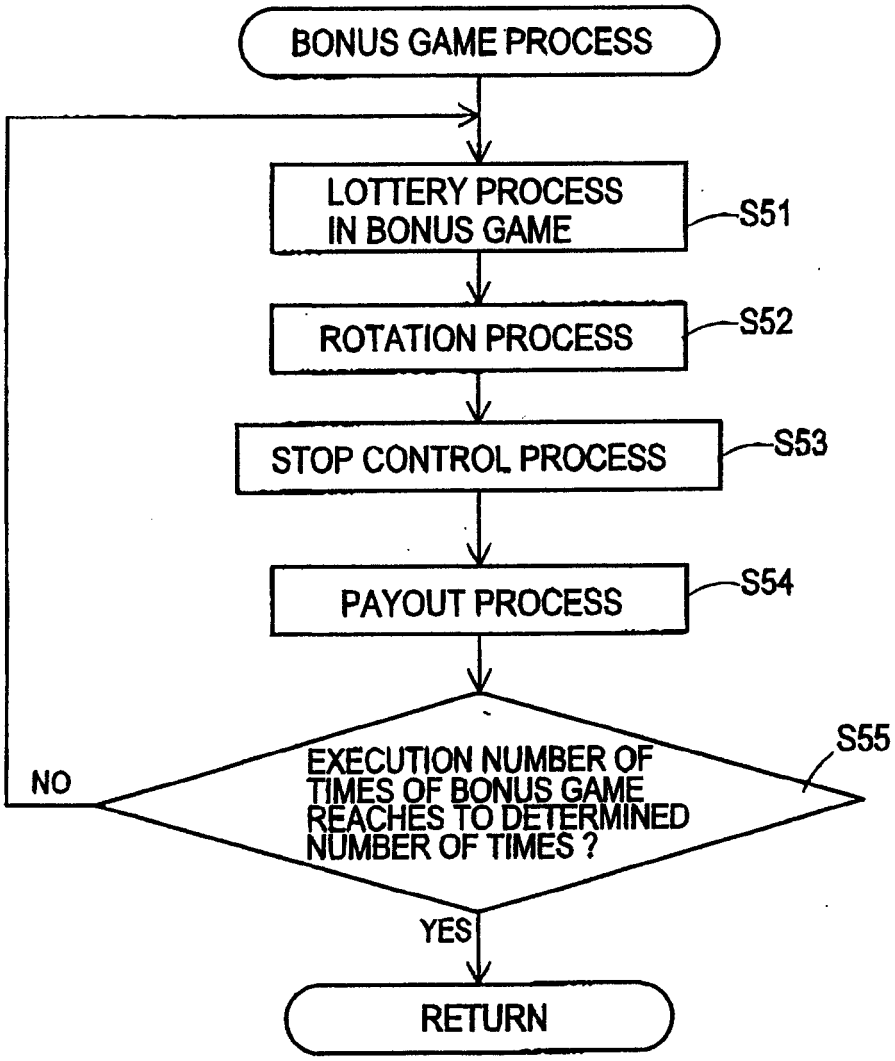
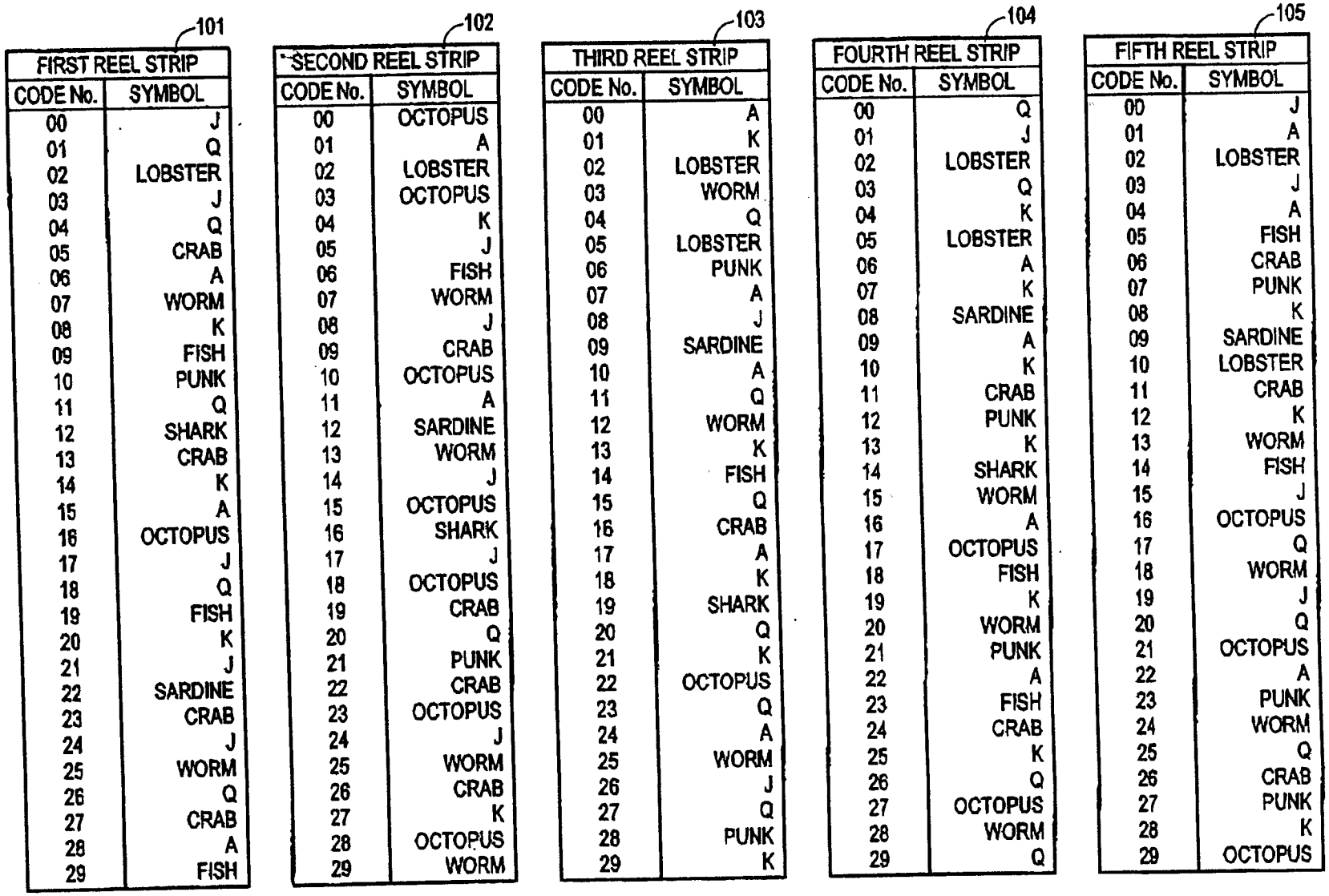

BONUS GAME PROCESS
LOTTERY PROCESS IN BONUS GAME
S51
ROTATION PROCESS
S52
STOP CONTROL PROCESS
S53
PAYOUT PROCESS
S54
EXECUTION NUMBER OF TIMES OF BONUS GAME REACHES TO DETERMINED NUMBER OF TIMES ?
S55
NO
YES
RETURN

FIG.24

CODE No.	RANDOM NUMBER
0	0~539
1	540~1040
2	1041~1592
3	1593~2131
4	2132~2665
5	2666~3215
6	3216~3751
7	3752~4299
8	4300~4821
9	4822~5351
10	5352~5972
11	5973~6321
12	6322~6953
13	6954~7492
14	7493~8121
15	8122~8630
16	8631~9151
17	9152~9723
18	9724~10257
19	10258~10872
20	10873~11327
21	11328~11874
22	11875~12450
23	12451~13011
24	13012~13552
25	13553~14033
26	14034~14624
27	14625~15121
28	15122~15722
29	15723~16383

FIG.25



101

FIRST REEL STRIP	
CODE No.	SYMBOL
00	J
01	Q
02	LOBSTER
03	J
04	Q
05	CRAB
06	A
07	WORM
08	K
09	FISH
10	PUNK
11	Q
12	SHARK
13	CRAB
14	K
15	A
16	OCTOPUS
17	J
18	Q
19	FISH
20	K
21	J
22	SARDINE
23	CRAB
24	J
25	WORM
26	Q
27	CRAB
28	A
29	FISH

102

SECOND REEL STRIP	
CODE No.	SYMBOL
00	OCTOPUS
01	A
02	LOBSTER
03	OCTOPUS
04	K
05	J
06	FISH
07	WORM
08	J
09	CRAB
10	OCTOPUS
11	A
12	SARDINE
13	WORM
14	J
15	OCTOPUS
16	SHARK
17	J
18	OCTOPUS
19	CRAB
20	Q
21	PUNK
22	CRAB
23	OCTOPUS
24	J
25	WORM
26	CRAB
27	K
28	OCTOPUS
29	WORM

103

THIRD REEL STRIP	
CODE No.	SYMBOL
00	A
01	K
02	LOBSTER
03	WORM
04	Q
05	LOBSTER
06	PUNK
07	A
08	J
09	SARDINE
10	A
11	Q
12	WORM
13	K
14	FISH
15	Q
16	CRAB
17	A
18	K
19	SHARK
20	Q
21	K
22	OCTOPUS
23	Q
24	A
25	WORM
26	J
27	Q
28	PUNK
29	K

104

FOURTH REEL STRIP	
CODE No.	SYMBOL
00	Q
01	J
02	LOBSTER
03	Q
04	K
05	LOBSTER
06	A
07	K
08	SARDINE
09	A
10	K
11	CRAB
12	PUNK
13	K
14	SHARK
15	WORM
16	A
17	OCTOPUS
18	FISH
19	K
20	WORM
21	PUNK
22	A
23	FISH
24	CRAB
25	K
26	Q
27	OCTOPUS
28	WORM
29	Q

105

FIFTH REEL STRIP	
CODE No.	SYMBOL
00	J
01	A
02	LOBSTER
03	J
04	A
05	FISH
06	CRAB
07	PUNK
08	K
09	SARDINE
10	LOBSTER
11	CRAB
12	K
13	WORM
14	FISH
15	J
16	OCTOPUS
17	Q
18	WORM
19	J
20	Q
21	OCTOPUS
22	A
23	PUNK
24	WORM
25	Q
26	CRAB
27	PUNK
28	K
29	OCTOPUS