What is Claimed is:

1. A game system, including:

a game result generating unit;

a display unit; and

a control unit, the control unit being connected to the game result generating unit and the display unit, the control unit executing a plurality of commands of a roller game to control the game system to perform the following steps of:

generating a first game result and generating a first game screen by corresponding to the first game result through the game result generating unit, the first game screen including a plurality of first rollers which are arranged adjacent to each other and a plurality of first game symbols, displayed on the plurality of first rollers respectively by a manner of rolling and stopping the plurality of first rollers;

displaying the first game screen through the display unit;

determining whether a start-up event associated with the first game screen is occurred through the control unit, and if the start-up event is determined to be occurred, starting a reward game which provides at least two consecutive free games;

in each of the free games, the control unit controlling the game system to perform the following steps of:

generating a second game result and generating a second game screen corresponding to the second game result through the game result generating unit, the second game screen including a plurality of second rollers which are arranged adjacent to each other and a plurality of second game symbols, displayed on the plurality of second rollers respectively by a manner of rolling and stopping the plurality of second rollers;

determining whether at least one first special symbol appeared in the second game symbols of the free game currently, if the at least one first special symbol is appeared, displaying the at least one first special symbol at a position in the second game screen of the free game performed next when the plurality of second rollers of the free game performed next stop rolling, and overlapping the at least one first special symbol the second game symbol located at the position in the free game performed next; and

displaying the second game screen through the display unit; and

determining a payout result to pay a player by the control unit at least based on the first game result and each of the second game results.

2. The game system as claimed in claim 1, wherein when the plurality of second rollers of the free game performed next roll, the first special symbol of the free game currently performed appears at

the position; and

when the plurality of second rollers of the free game performed next stop rolling, the first special symbol appearing at the position overlaps the second game symbol located at the position.

3. The game system as claimed in claim 1, wherein when the plurality of second rollers of the free game performed next roll, the first special symbol of the free game currently performed does not appear at the position; and

when the plurality of second rollers of the free game performed next stop rolling, the first special symbol of the free game currently performed reappears at the position and overlaps the second game symbol located at the position.

4. The game system as claimed in any one of claims 1, 2 and 3, wherein on the second game screen, when the second game symbol overlapping the first special symbol is not the first special symbol, the game result generating unit makes the first special symbol to replace the second game symbol.

5. The game system as claimed in any one of claims 1, 2 and 3, wherein on the second game screen, when the second game symbol overlapping the first special symbol is the first special symbol, the game result generating unit replaces the two overlapping first special symbols with an advanced special symbol.

6. The game system as claimed in claim 1, wherein the start-up event

is that a quantity of the first special symbol appearing in the first game screen meets a threshold value, and a quantity of the free games provided by the reward game is associated with a quantity of the first special symbol appearing in the plurality of first game symbols.

7. The game system as claimed in claim 1, wherein the start-up event is the plurality of first special symbol appears in the first game symbols in the first game screen, and a quantity of the first special symbol appearing is greater than or equal to a threshold value.

8. The game system as claimed in claim 1, wherein compared to a quantity of the first special symbol appearing in the free game currently performed, each time the first special symbol appears in the free game performed next, the reward game additionally provides at least one free game.

9. The game system as claimed in claim 1, wherein the plurality of second rollers include a secondary roller, the secondary roller overlaps the second roller where the first special symbol overlapping the second game symbol located, the first special symbol is located on one of the second roller overlapped and the secondary roller overlapped, and the second game symbol overlapped is located on the other one of the second roller overlapped and the secondary roller.

10. The game system as claimed in claim 1, wherein the roller game further includes a second special symbol, the control unit further performs:

determining whether the second special symbol appearing on the plurality of first rollers or the plurality of second rollers; and

adjusting the payout result according to the second special symbol appearing on the plurality of first rollers or the plurality of second rollers.

11. The game system as claimed in claim 1, wherein the roller game further includes a second special symbol, the first game screen or the second game screen further includes at least one secondary roller, the control unit further performs:

determining whether the second special symbol appearing on the at least one secondary roller; and

adjusting the payout result according to the second special symbol appearing on the at least one secondary roller.

12. The game system as claimed in claim 10 or 11, wherein the second special symbol includes at least two types of reward symbols, and the at least two types of reward symbols respectively correspond to different reward criteria.

13. The game system as claimed in claim 1, wherein the first special symbol includes at least two types of reward symbols, and the at least two types of reward symbols respectively correspond to different reward criteria.

14. The game system as claimed in claim 1, further including:

a game machine, the game machine including the game result generating unit, the display unit and the control unit; and

a controller, the controller being connected to the game machine to manage information provided by the game machine.

15. A game system including:

a game result generating unit; and

a control unit, the control unit being connected to the game result generating unit, the control unit further communicating with an electronic device of a player, wherein the electronic device includes a display screen, the control unit executes a plurality of commands of a roller game to control the game system to perform the following steps of:

generating a first game result and generating a first game screen corresponding to the first game result through the game result generating unit, the first game screen including a plurality of first rollers which are arranged adjacent to each other and a plurality of first game symbols displayed on the plurality of first rollers respectively by a manner of rolling and stopping the plurality of first rollers;

transmitting the first game screen to the display screen and displaying the first game screen through the display screen;

determined whether a start-up event associated with the first game screen is occurred through the control unit, and if the start-up event is determined to be occurred, starting a reward game which provides at least two consecutive free games;

in each of the free games, the control unit controlling the game system to perform the following steps of:

generating a second game result and generating a second game screen by corresponding to the second game result through the game result generating unit, the second game screen including a plurality of second rollers which are arranged adjacent to each other and a plurality of second game symbols displayed on the plurality of second rollers respectively by a manner of rolling and stopping the plurality of second rollers;

determining whether at least one first special symbol appeared in the second game symbols of the free game currently, if the at least one first special symbol is appeared, displaying the at least one first special symbol at a position in the second game screen of the free game performed next when the plurality of second rollers of the free game performed next stop rolling, and overlapping the at least one first special symbol on the second game symbol located at the position in the free game performed next; and

transmitting the second game screen to the display screen and displaying the second game screen through the display screen; and

determining a payout result to pay the player by the control unit at least based on the first game result and each of the second game results.

16. An operation method of a game system, the game system being provided for a player to play a roller game, the game system

including a game result generating unit, a display unit, and a control unit, the operation method including:

generating a first game result and generating a first game screen by corresponding to the first game result through the game result generating unit, the first game screen including a plurality of first rollers which are arranged adjacent to each other and a plurality of first game symbols, displayed on the plurality of first rollers respectively by a manner of rolling and stopping the plurality of first rollers;

displaying the first game screen through the display unit;

determining whether a start-up event associated with the first game screen is occurred, and if the start-up event is determined to be occurred, starting a reward game which provides at least two free games continuously;

in each of the free games, the control unit controlling the game system to perform the following steps of:

generating a second game result and generating a second game screen by corresponding to the second game result through the game result generating unit, the second game screen including a plurality of second rollers which are arranged adjacent to each other and a plurality of second game symbols displayed on the plurality of second rollers respectively by a manner of rolling and stopping the plurality of second rollers;

determining whether at least one first special symbol is appeared in the second game symbols of the free game currently, if the at least one first special symbol is appeared, displaying the at least one first special symbol at a position in the second game screen of the free game performed next when the plurality of second rollers of the free game performed next stop rolling, and overlapping the at least one first special symbol on the second game symbol located at the position in the free game performed next; and

displaying the second game screen through the display unit; and

determining a payout result to pay the player by the control unit at least based on the first game result and each of the second game results.

17. A game system including:

a game result generating unit;

a display unit; and

a control unit, the control unit being connected to the game result generating unit and the display unit, the control unit executing a plurality of commands of a roller game to control the game system to perform the following steps of:

generating a first game result and generating a first game screen corresponding to the first game result through the game result

generating unit, the first game screen including a plurality of main rollers which are arranged adjacent to each other and a plurality of first game symbols displayed the plurality of first game symbols on the plurality of main rollers respectively;

displaying the first game screen through the display unit;

generating a second game result and generating a second game screen by corresponding to the second game result through the game result generating unit, the second game screen including the plurality of main rollers and a plurality of second game symbols displayed the second game symbols on the plurality of main rollers respectively

determining whether at least one of the plurality of first game symbols in the first game screen is a special symbol, if the least one of the plurality of first game symbols is the special symbol, generating at least one secondary roller on the second game screen ;

overlapping the at least one secondary roller on the main roller where the special symbol is located, so that when the plurality of main rollers and the at least one secondary roller of the second game screen stop rolling, the special symbol at a position overlaps the second game symbol at the position, the special symbol is located on one of the main roller overlapped and the secondary roller, and the second game symbol overlapping the special symbol is located on the other one of the main roller overlapped and the secondary roller;

displaying the second game screen through the display unit; and

determining a payout result to pay a player by the control unit at least based on at least one of the first game result and the second game result.

18. A game system including:

a display unit; and

a controller, the controller being connected to the display unit, the controller executing a plurality of commands of a roller game to control the game system to perform the following steps:

generating a game screen by the controller, the game screen including a plurality of rollers adjacently arranged, the plurality of rollers displaying a first set of game symbols on the plurality of rollers by a manner of rolling and stopping, and the first set of game symbols including a plurality of special symbols;

displaying the game screen by the display unit;

generating an another game screen by the controller, the another game screen including the plurality of rollers, the plurality of rollers displaying a second set of game symbols on the plurality of rollers by a manner of rolling and stopping;

determining locations of the plurality of special symbols of the first set of game symbols, and when the plurality of rollers of the another game screen stopping rolling, and overlapping the plurality of special symbols on the second set of at least part of the second set of game symbols;

displaying the another game screen by the displaying unit; and

determining a payout result by the controller to pay a player at least based on the plurality of special symbols.