GAMING MACHINE AND PLAYING METHOD THEREOF

ABSTRACT OF THE INVENTION

The rearrangement symbol data is received from a host computer 200 that determines symbols in a rearrangement in a base probability state in which a probability that the symbols 180 rearranged will constitute a specific relation is a predetermined probability and determines symbols in a rearrangement in a high probability state in which a probability that the symbols 180 rearranged will constitute a specific relation is higher than the predetermined probability, when a predetermined condition is realized. Based on rearrangement symbol data, the symbols 180 are rearranged. A win is determined by a relation of the symbols 180 rearranged.

Figure 1