What is claimed is:

1. A game machine having an input device and a display device in a housing, comprising:

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,

wherein as the game processing in the first mode, the first game processing portion displays at least a virtual board face and a first virtual winning port for transiting to the second mode on the display device, and after the virtual game ball launched onto the virtual board face based on an operation by the input device enters the first virtual winning port, the first virtual winning port is deleted from the virtual board face,

as the game processing in the second mode, the second game processing portion displays a second virtual winning port capable of acquiring winning balls on the virtual board face in the display device,

in a case wherein the virtual game ball enters the first virtual winning port in the first mode, and/or in a case wherein the virtual game ball enters the second virtual winning port in the second mode, the return processing portion specifies a number of virtual game balls remaining on the virtual board face, deletes the remaining virtual game balls from the display device, and adds the specified number of virtual game balls to a number of virtual game balls at hand of a player, and

the first game processing portion or the second game processing portion calculates and displays a maximum monetary consumption amount per unit time by calculating the maximum

number of virtual game balls capable of being launched per unit time and a selected exchange rate.

2. A game machine having an input device and a display device in a housing, comprising:

a first game processing portion performing game processing in a first mode; and

a second game processing portion performing game processing in a second mode,

wherein as the game processing in the first mode, the first game processing portion displays at least a virtual board face and a first virtual winning port for transiting to the second mode on the display device, and after a virtual game ball launched onto the virtual board face based on an operation by the input device enters the first virtual winning port, the first virtual winning port is deleted from the virtual board face, and

as the game processing in the second mode, the second game processing portion displays a second virtual winning port capable of acquiring winning balls on the virtual board face in the display device and

wherein the first game processing portion and/or the second game processing portion calculates a maximum monetary consumption amount per unit time by calculating a maximum number of virtual game balls capable of being launched per unit time and a selected exchange rate, and displays the amount on the display device.

3. A game machine according to claim 2,

wherein in the second game processing portion, after the virtual game ball launched onto the virtual board face based on an operation by the input device enters the second virtual winning port displayed on the virtual board face, a number of won virtual game balls set in the second virtual winning port

is added to a number of virtual game balls at hand of a player as a winning ball.

4. A game machine according to claim 2 or 3,

wherein in the second game processing portion, after the virtual game ball launched onto the virtual board face based on the operation by the input device enters the second virtual winning port displayed on the virtual board face, the second virtual winning port is deleted from the virtual board face, and

the first game processing portion displays the first virtual winning port on the virtual board face.

5. A game machine having an input device and a display device in a housing, comprising:

a game processing portion performing game processing; and

a return processing portion performing return processing of a virtual game ball remaining on a virtual board face,

wherein as the game processing, the game processing portion displays at least a virtual board face and a virtual winning port on the display device, and performs processing of determining whether a virtual game ball launched onto the virtual board face based on an operation by the input device has entered the virtual winning port, and

the return processing portion specifies a number of virtual game balls remaining on the virtual board face in a case of determining that the virtual game ball has entered the virtual winning port, deletes the remaining virtual game balls from the display device, and adds the specified number of virtual game balls to a number of virtual game balls at hand of a player.

6. A game machine having a display device in a housing, comprising:

a game processing portion performing game processing,

wherein the game processing portion calculates and displays a maximum monetary consumption amount per unit time by calculating using a maximum number of virtual game balls capable of being launched per unit time and a selected exchange rate.

7. A game machine according to claim 6,

wherein the game processing portion further calculates and displays the maximum monetary consumption amount per unit time by calculating using the maximum number of virtual game balls capable of being launched per unit time, a selected exchange rate, and a base, as the maximum monetary consumption amount per unit time.