What is Claimed is:

1. A winning game system offering multiple winnings simultaneously, for a player to conduct a winning game and to win at least one of a plurality of winning prizes from at least one winning pool database, the winning game system comprising:

an operation ~~processing unit~~processor, connected to the at least one winning pool database~~, and obtaining~~ to retrieve a value and a corresponding name of each of the plurality of winning prizes; and

a user interface, connected to the operation ~~processing unit~~processor, and including an operation input interface and an information output interface, the operation input interface comprising a plurality of selection buttons for the player to conduct the winning game, the information output interface comprising a plurality of winning balls which are positioned corresponding to the plurality of selection buttons, and the plurality of winning balls respectively comprising a pattern which is hidden;

wherein the operation ~~processing unit comprises a game start determination procedure, an accumulation procedure, a game end determination procedure and a winning payout procedure, and the operation processing unit~~ processor performs following steps:

step a: a determination for whether a game started, ~~determining~~commanding a game start determination module to determine whether the winning game is started ~~through the game start determination procedure~~, retrieving the pattern of

each of the plurality of winning balls from the information output interface, and respectively associating the plurality of winning balls with at least one of the plurality of winning prizes in accordance with the plurality of winning balls with different patterns;

step b: an interface activation, controlling the information output interface to display the plurality of winning balls but hide the patterns thereof, and activating the plurality of selection buttons on the operation input interface;

step c: a selection, controlling the information output interface to display one of the patterns of the plurality of winning balls which is positioned corresponding to the selection button, after one of the plurality of selection buttons is selected;

step d: an accumulation, triggering at least one of the plurality of winning prizes associated with the one of the plurality of winning balls, and ~~accumulating a plurality of~~commanding an accumulation module to accumulate triggered times ~~—~~that each of the plurality of winning prizes is triggered ~~through the accumulation procedure~~;

step e: a determination for whether a game ends, ~~determining~~commanding a game end determination module to determine whether the winning game is satisfied with an end condition ~~through the game end determination procedure~~, wherein the end condition for ending the winning game is that the triggered

times of at least one of the plurality of winning prizes have reached a threshold;

step f: a repeated selection, repeating step c, step d and step e until the end condition for ending the winning game is satisfied; and

step g: a winning payout, ~~awarding~~commanding a winning payout module to award the plurality of winning prizes of which the triggered times reached the threshold through ~~the~~a winning payout ~~procedure~~module after the winning game has ended.

2. The winning game system of claim 1, wherein the winning game system further comprises an announcement board connected to the operation ~~processing unit~~processor, and the announcement board comprises a plurality of display regions, which display the value and the corresponding name of each of the plurality of winning prizes one-to-one.

3. The winning game system of claim 2, wherein each of the plurality of display regions further comprises a display field respectively, and the display field displays the triggered times of the plurality of winning prizes correspondingly.

4. The winning game system of claim 1, wherein when one of the plurality of selection buttons is selected by the player, the operation ~~processing unit~~processor randomly selects any one of the plurality of winning balls to be a position-associated winning ball.

5. The winning game system of claim 4, wherein a probability of the plurality of winning balls, which is randomly selected by the

operation ~~processing unit~~processor and associated with at least two of the plurality of winning prizes, comprises a change according to a remaining number of the plurality of selection buttons that are not selected.

6. The winning game system of claim 5, wherein the change of the probability is set to be decrease.

7. The winning game system of claim 5, wherein the change of the probability is set to be increase.

8. The winning game system of claim 4, wherein only before at least one of the plurality of winning prizes is triggered one more time to reach the threshold, the operation ~~processing unit~~processor incorporates the plurality of winning balls associated with at least two of the plurality of winning prizes into a scope of random selection.

9. The winning game system of claim 1, wherein the user interface is provided as a touch screen.

10. The winning game system of claim 4, wherein the plurality of winning balls are divided into a first group and a second group according to the number of the plurality of winning prizes, the plurality of winning balls in the first group are associated with one of the plurality of winning prizes, and the plurality of winning balls in the second group are associated with at least two of the plurality of winning prizes, and wherein the operation ~~processing unit~~processor sets a probability for randomly selecting the plurality of winning balls in the first group is greater than randomly selecting the plurality of winning balls in the second group.

11. The winning game system of claim 10, wherein the operation ~~processing unit~~processor sets the probability for randomly selecting the plurality of winning balls in the second group comprises a change according to a total of triggered times of the plurality of winning prizes.

12. The winning game system of claim 11, wherein the change of the probability is set to be decrease.

13. The winning game system of claim 11, wherein the change of the probability is set to be increase.

14. The winning game system of claim 11, wherein in the plurality of winning balls of the first group, the operation ~~processing unit~~processor sets a greater selection probability for the plurality of winning balls associated with the plurality of winning prizes is not triggered.