

A GAME SYSTEM FOR GETTING HIGH REWARD SCORE BY ACCUMULATING MULTIPLES

Abstract

In performing a slot game by the invention, when a plurality of
5 first group symbols meet an activation event, a reward game is started.
The reward game has a basic score, an accumulating reward multiple,
and at least one free round. In each of the free rounds, a game result
generating unit generates a plurality of second group symbols to be
displayed at a plurality of display positions. When a control unit
10 determines that any one of the second group symbols is a special
pattern, keeps displaying the special pattern at the display position.
When the special pattern has a percentage value symbol, a value
thereof is calculated accumulatively to increase a value of the
accumulating reward multiple. A product of the basic score and the
15 latest accumulating reward multiple is calculated to be used as a
reward score for the special pattern.

FIG. 2