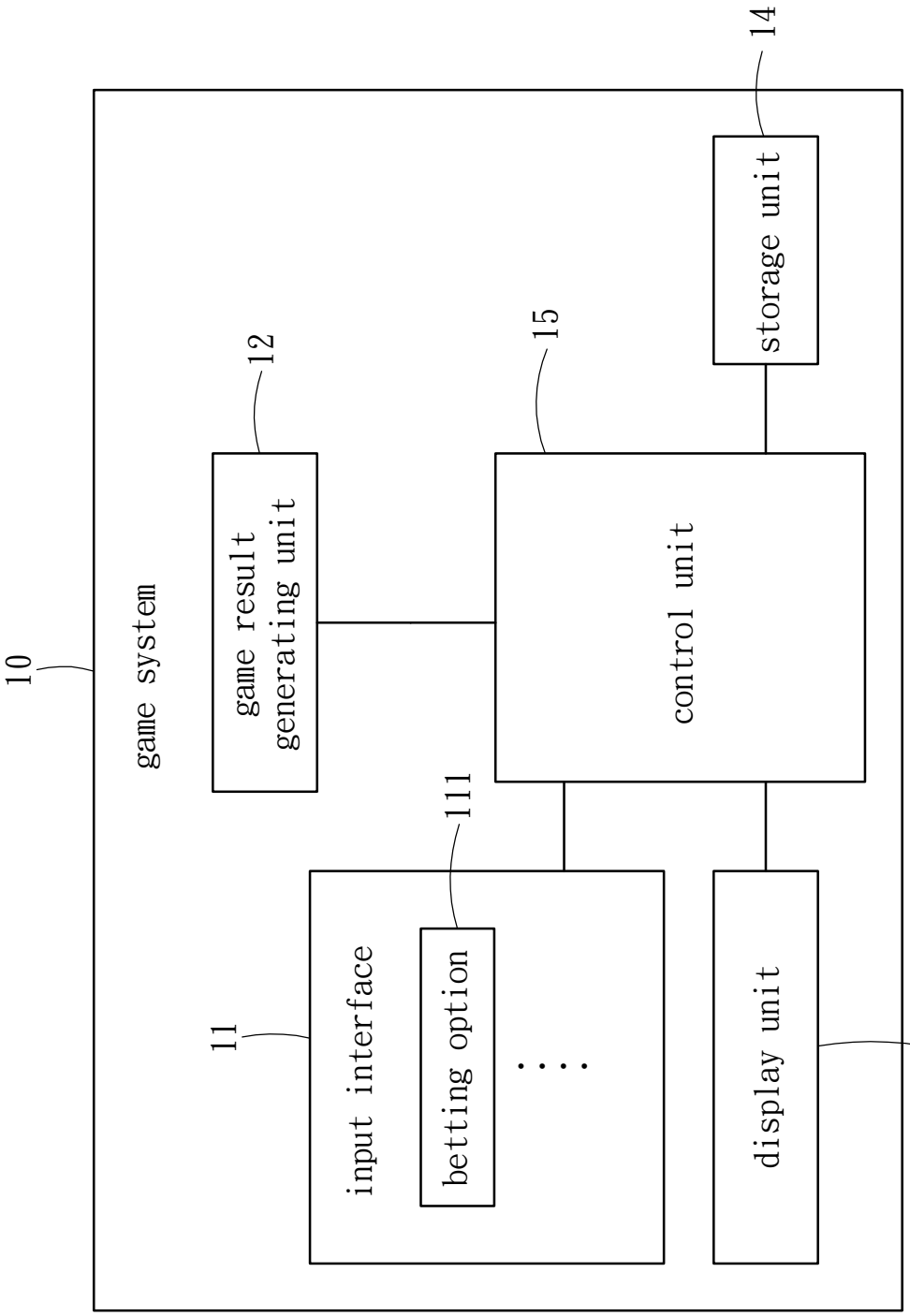
10
game system
11
input interface
111
betting option
. . .
12
game result generating unit
13
display unit
14
storage unit
15
control unit

Fig. 1

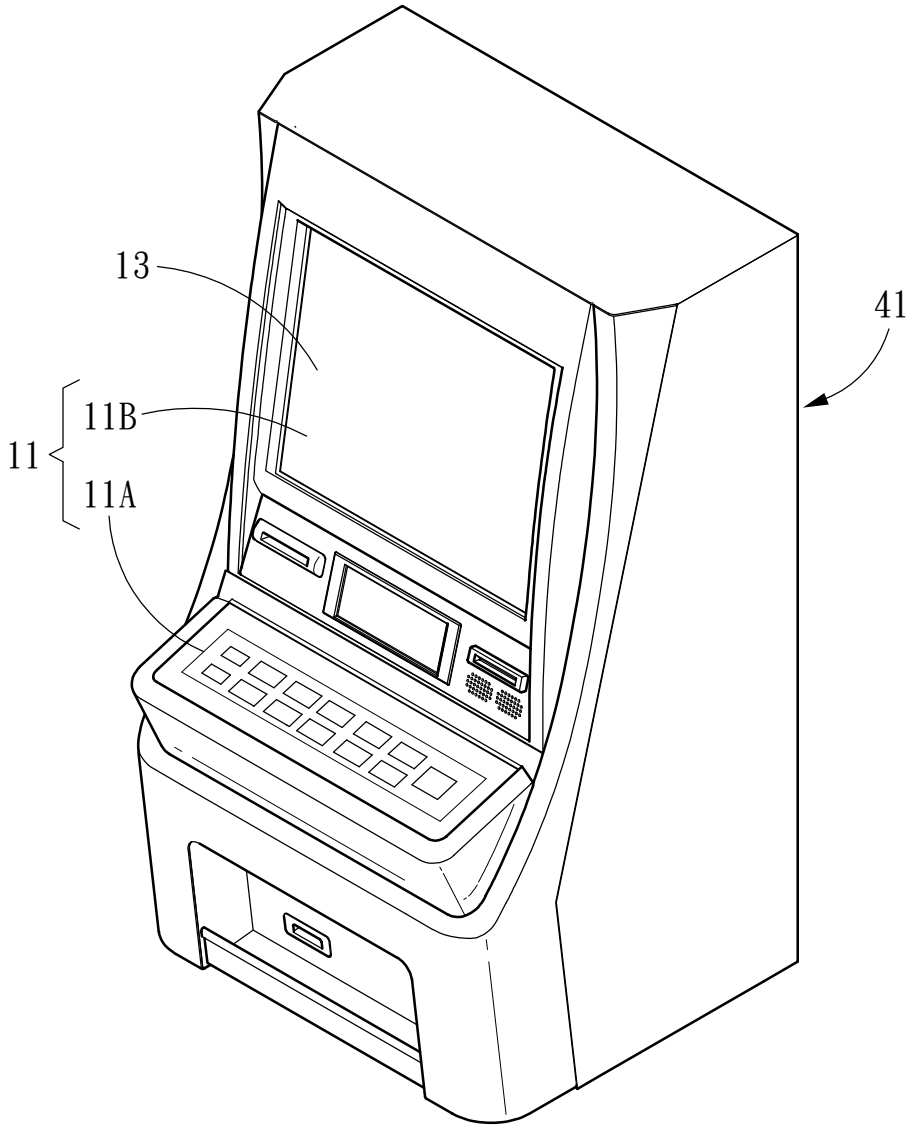

Fig. 2

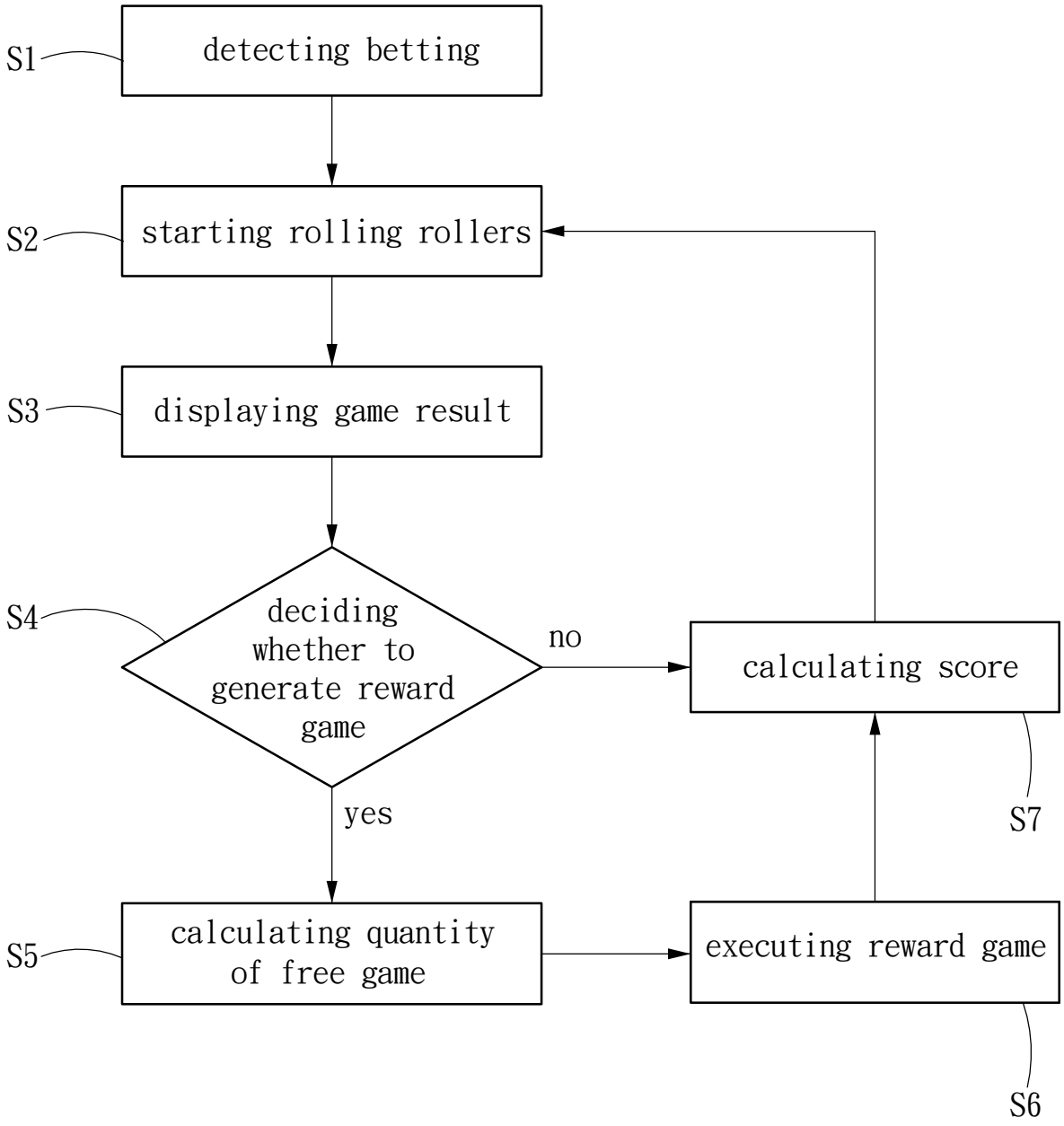
S1
detecting betting
S2
starting rolling rollers
S3
displaying game result
S4
deciding whether to generate reward game
no
yes
calculating score
S7
S5
calculating quantity of free game
executing reward game
S6

Fig. 3

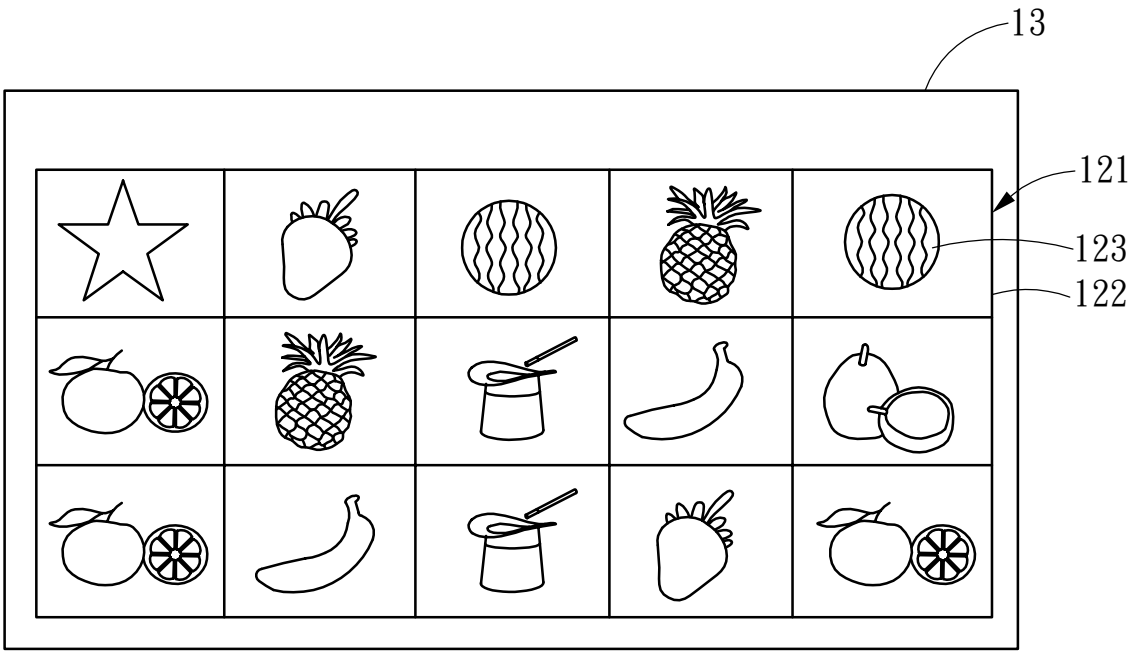

Fig. 4A

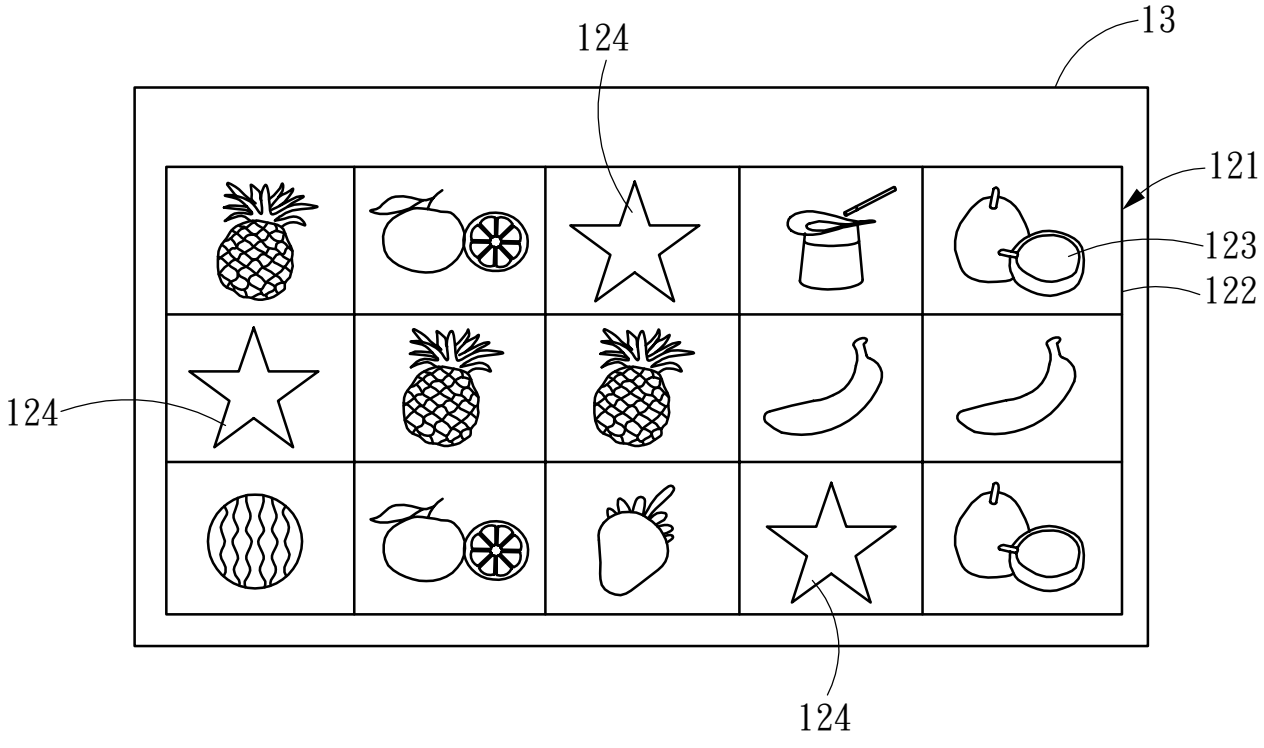

Fig. 4B

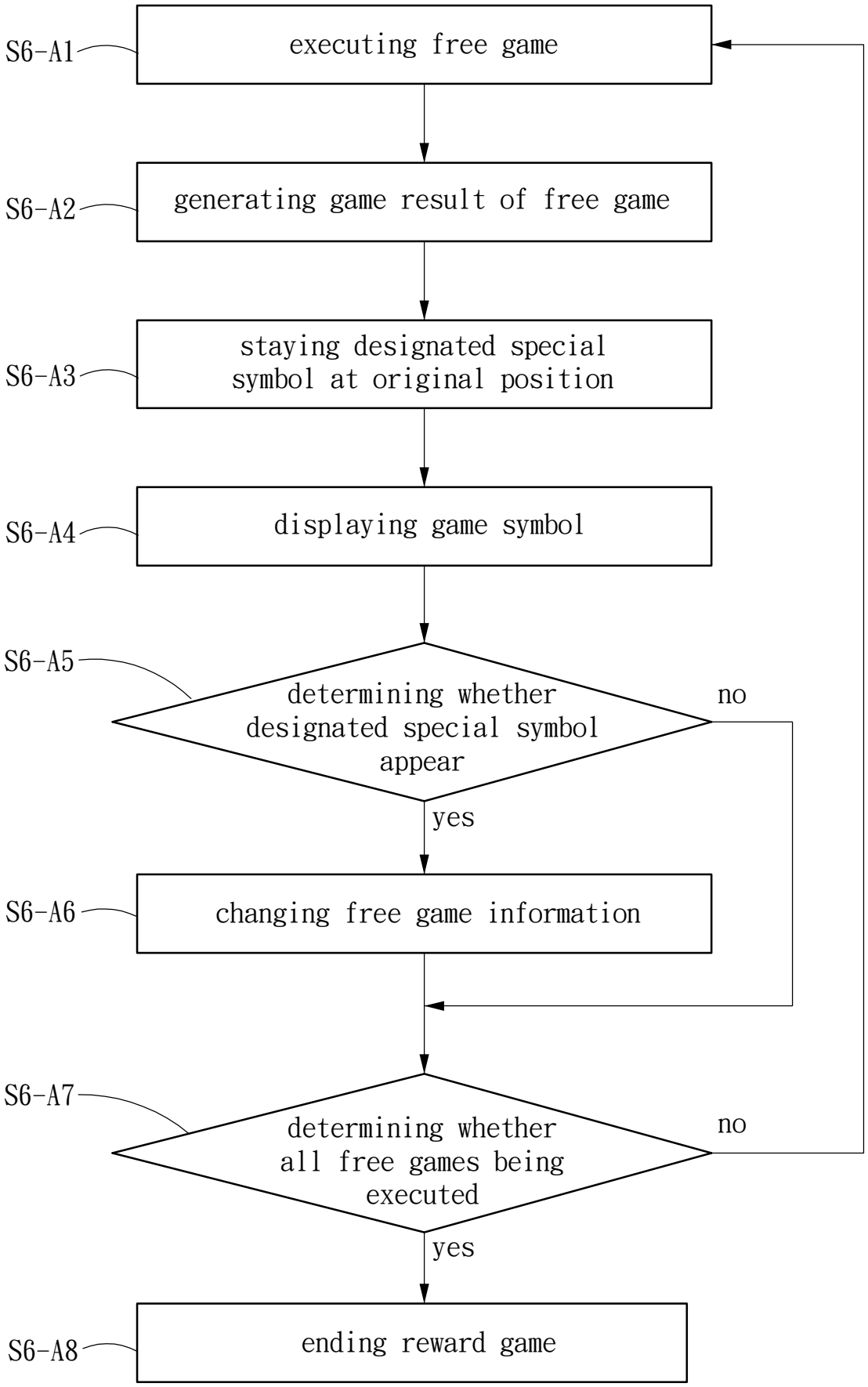
S6-A1
executing free game
S6-A2
generating game result of free game
S6-A3
staying designated special symbol at original position
S6-A4
displaying game symbol
S6-A5
determining whether designated special symbol appear
no
yes
S6-A6
changing free game information
S6-A7
determining whether all free games being executed
no
yes
S6-A8
ending reward game

Fig. 5

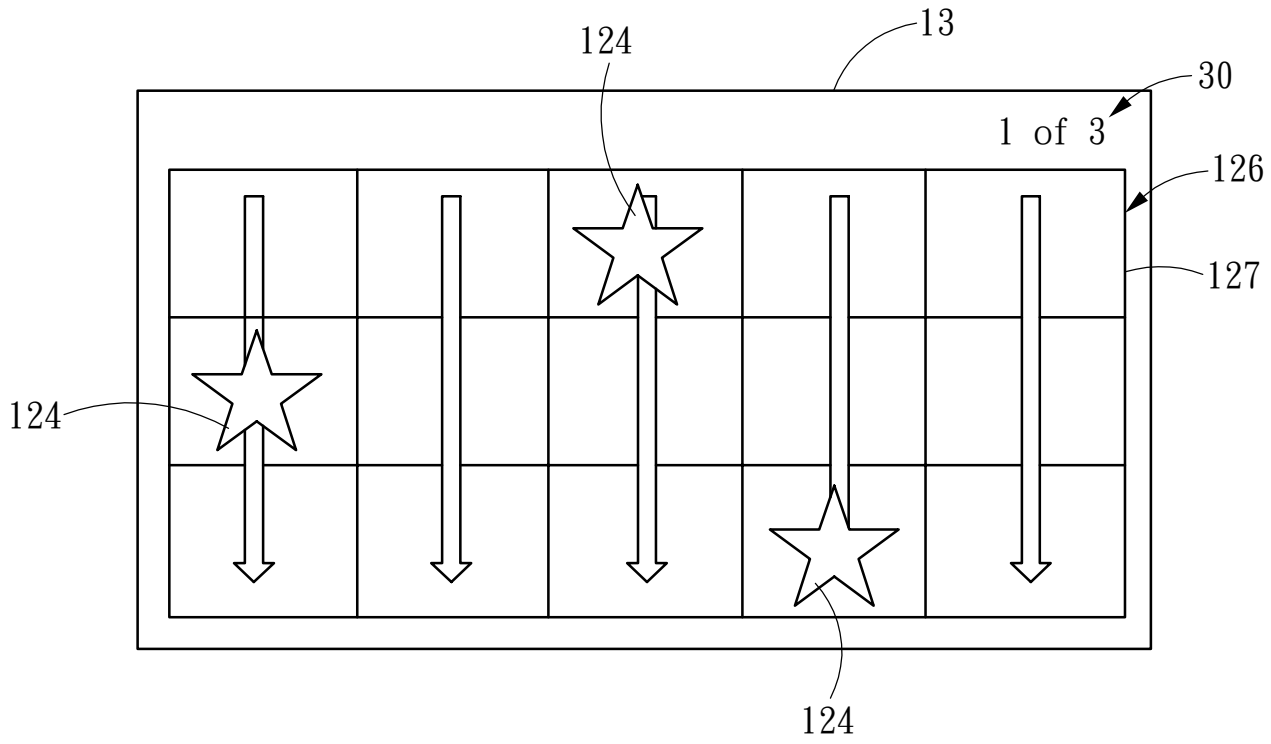
13
124
30
1 of 3
126
127
124
124

Fig. 6A

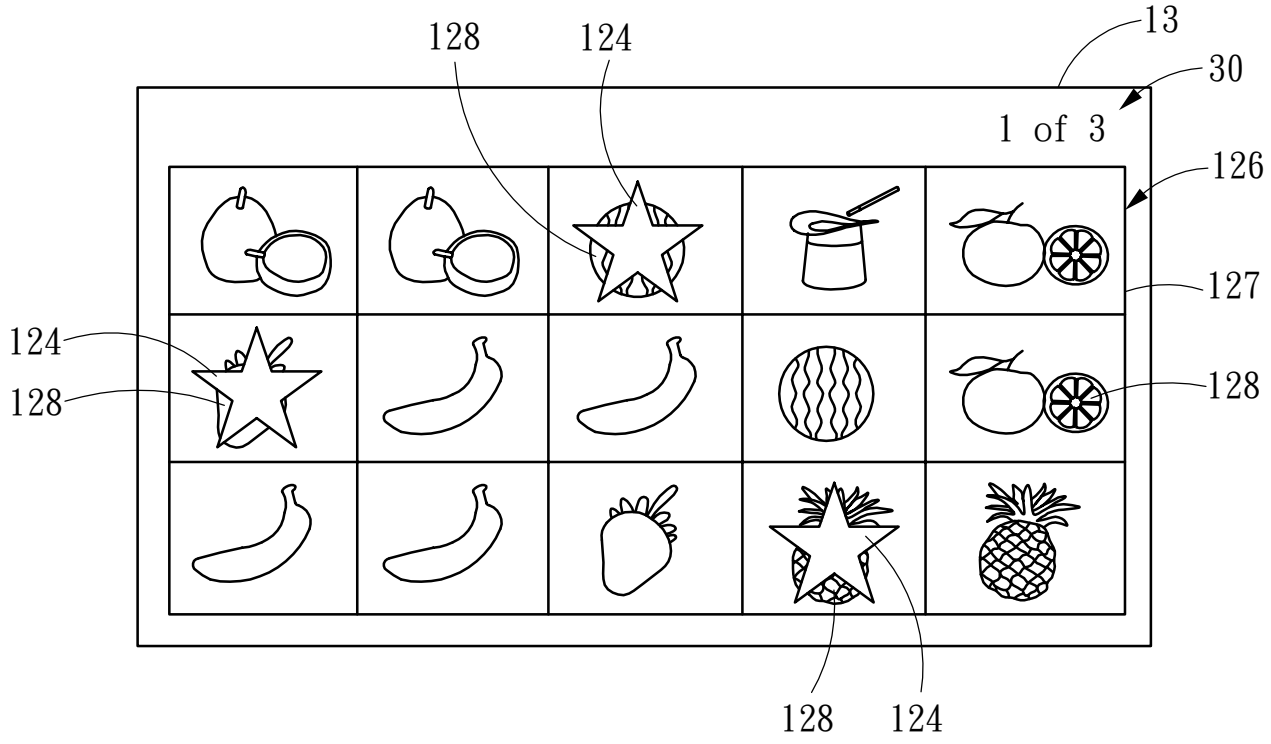
128
124
13
30
1 of 3
126
127
124
128
128
128
124

Fig. 6B

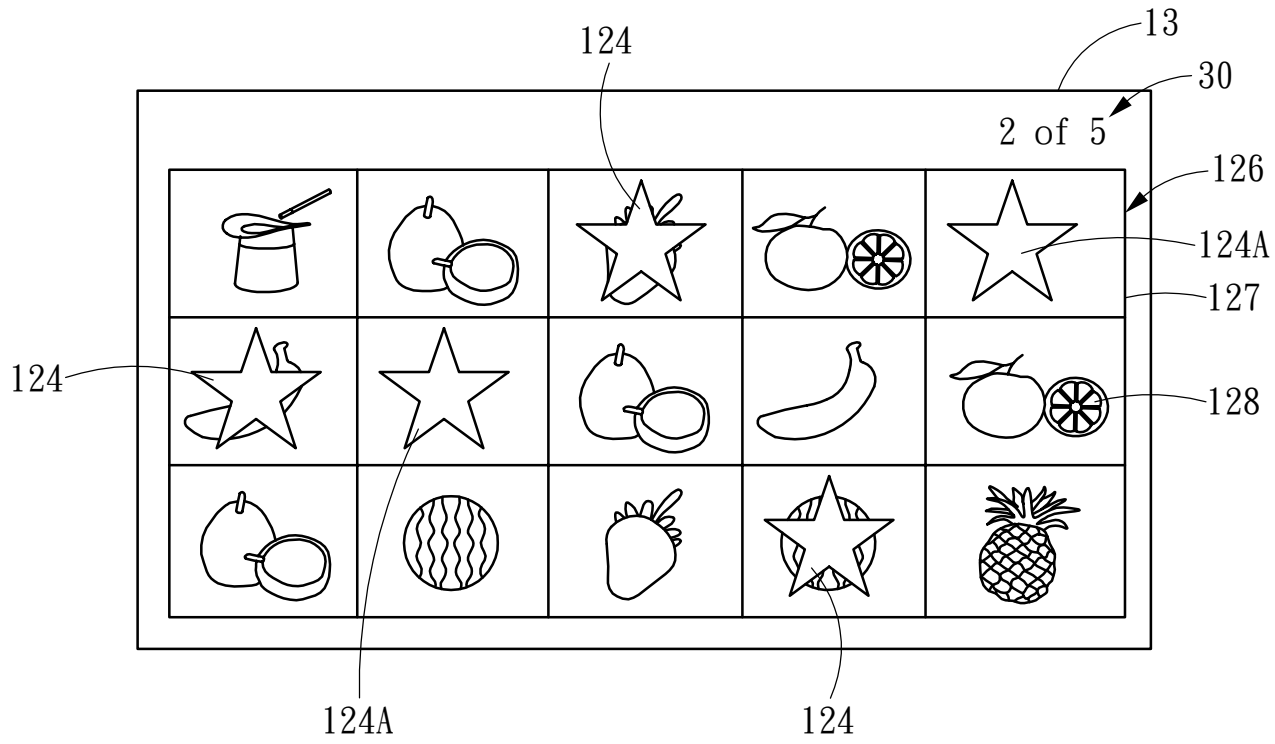
124
13
30
2 of 5
126
124A
127
124
128
124A
124

Fig. 6C

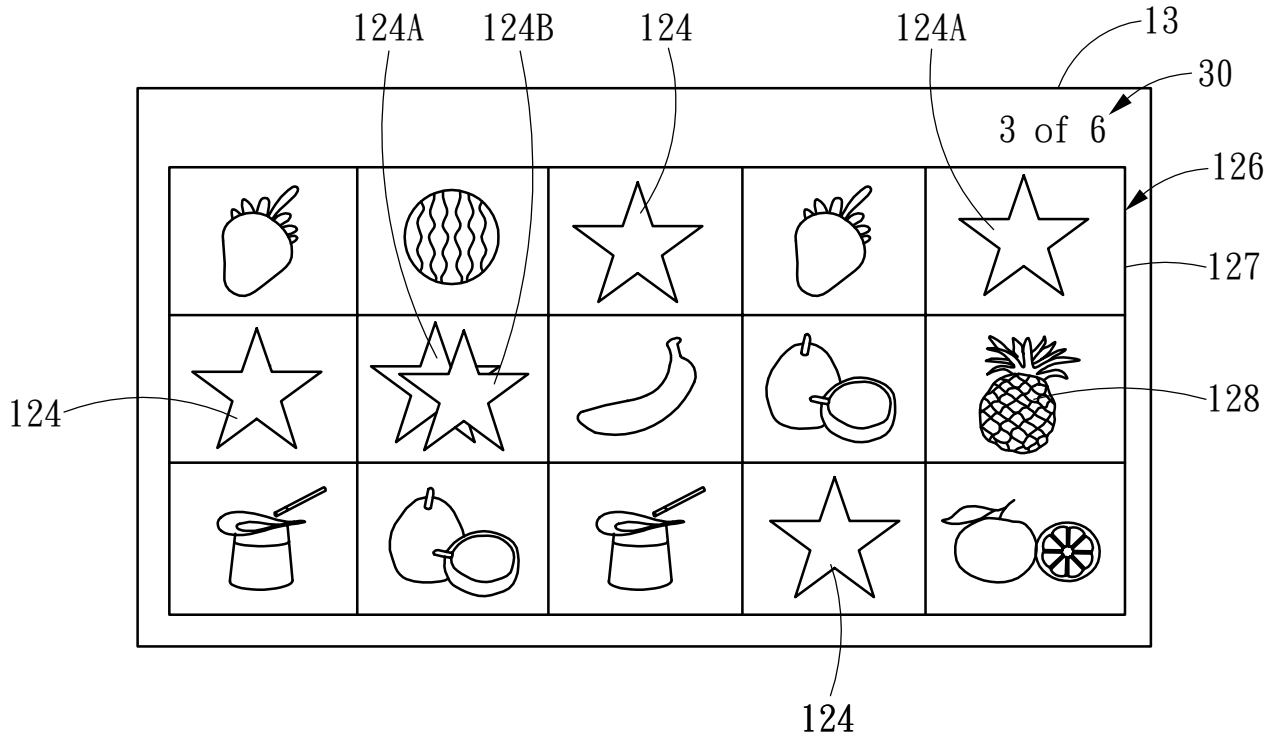
124A
124B
124
124A
13
30
3 of 6
126
127
124
128
124

Fig. 6D

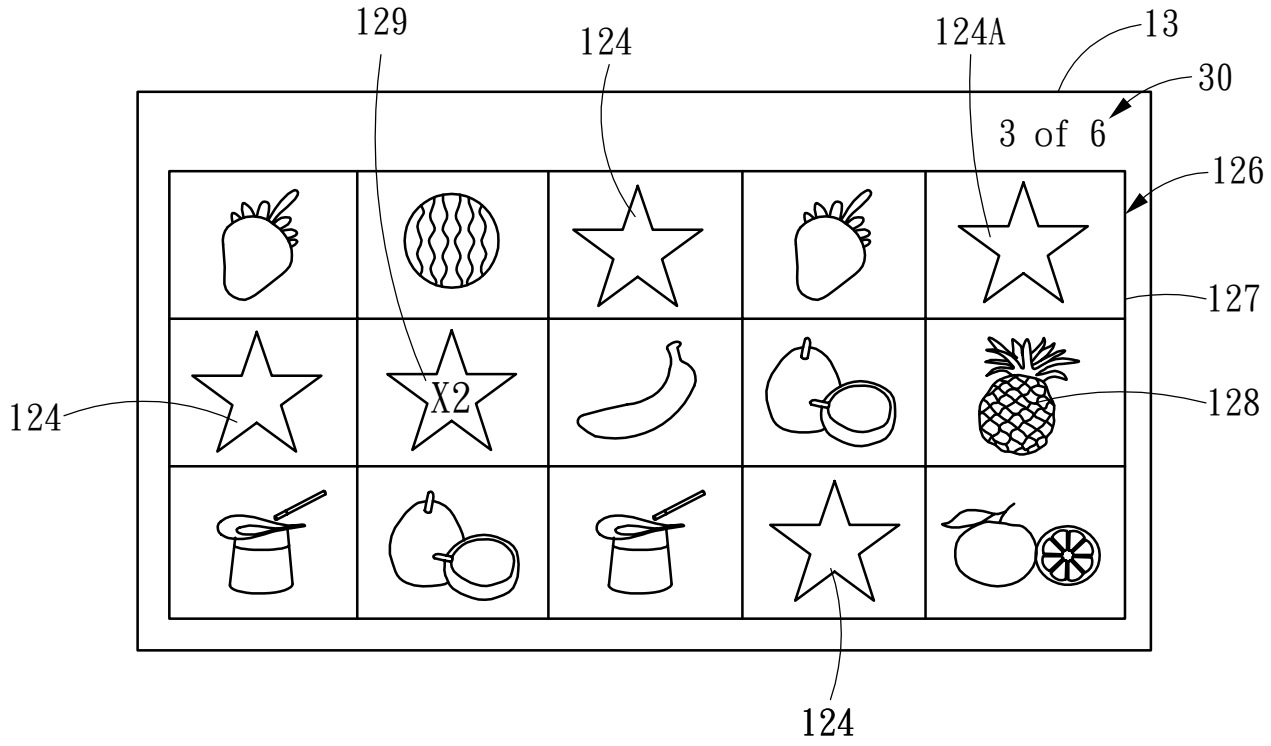

Fig. 6E

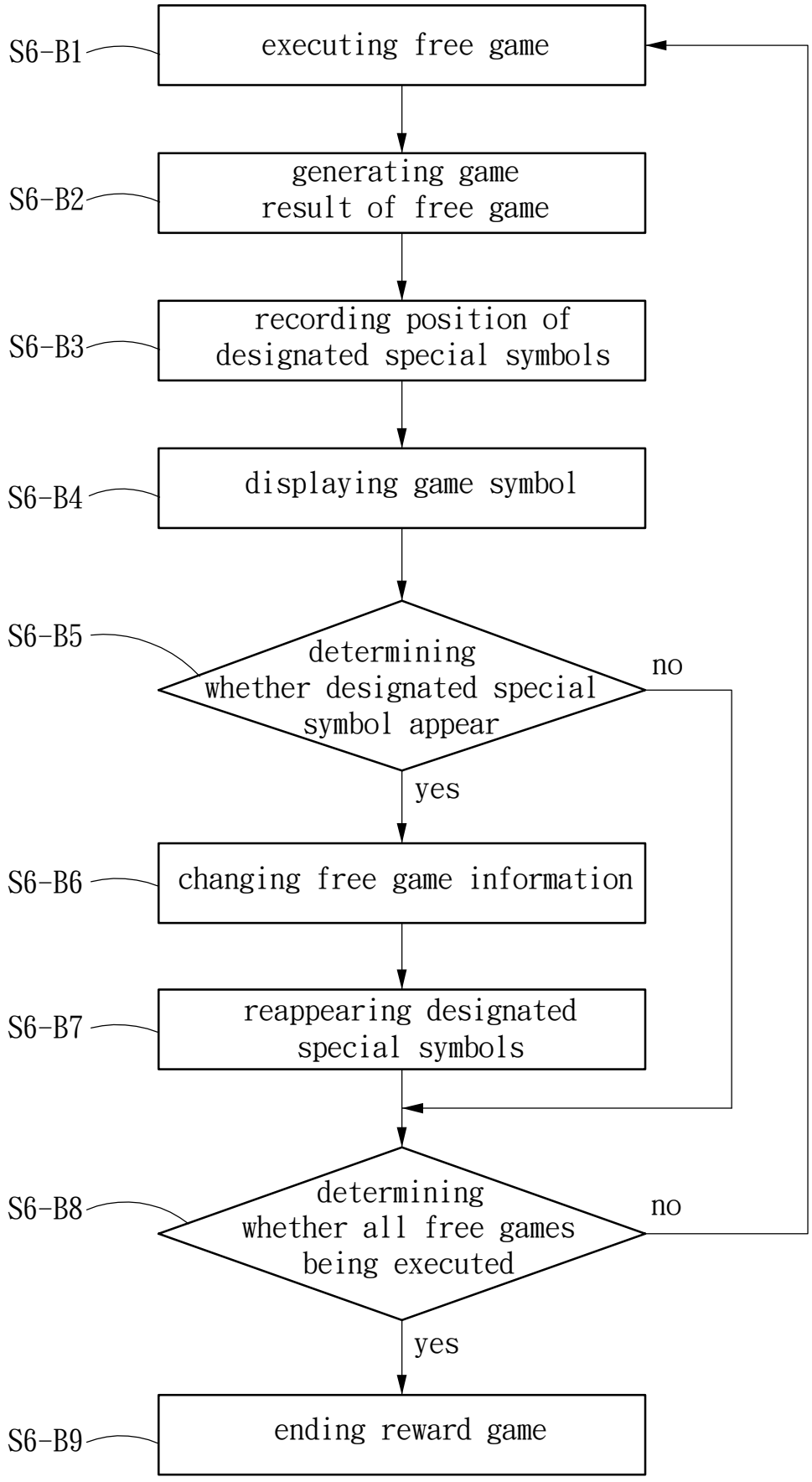
S6-B1
executing free game
S6-B2
generating game result of free game
S6-B3
recording position of designated special symbols
S6-B4
displaying game symbol
S6-B5
determining whether designated special symbol appear
no
yes
S6-B6
changing free game information
S6-B7
reappearing designated special symbols
S6-B8
determining whether all free games being executed
no
yes
S6-B9
ending reward game

Fig. 7

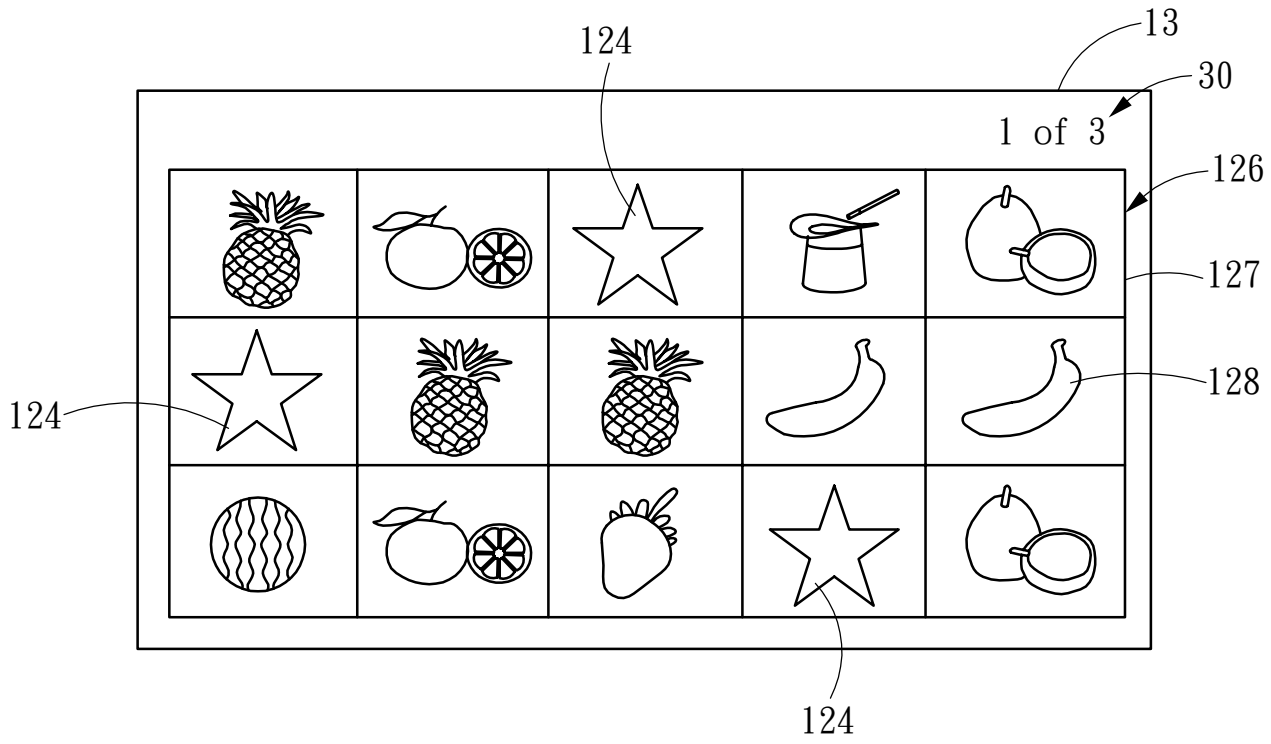

Fig. 8A

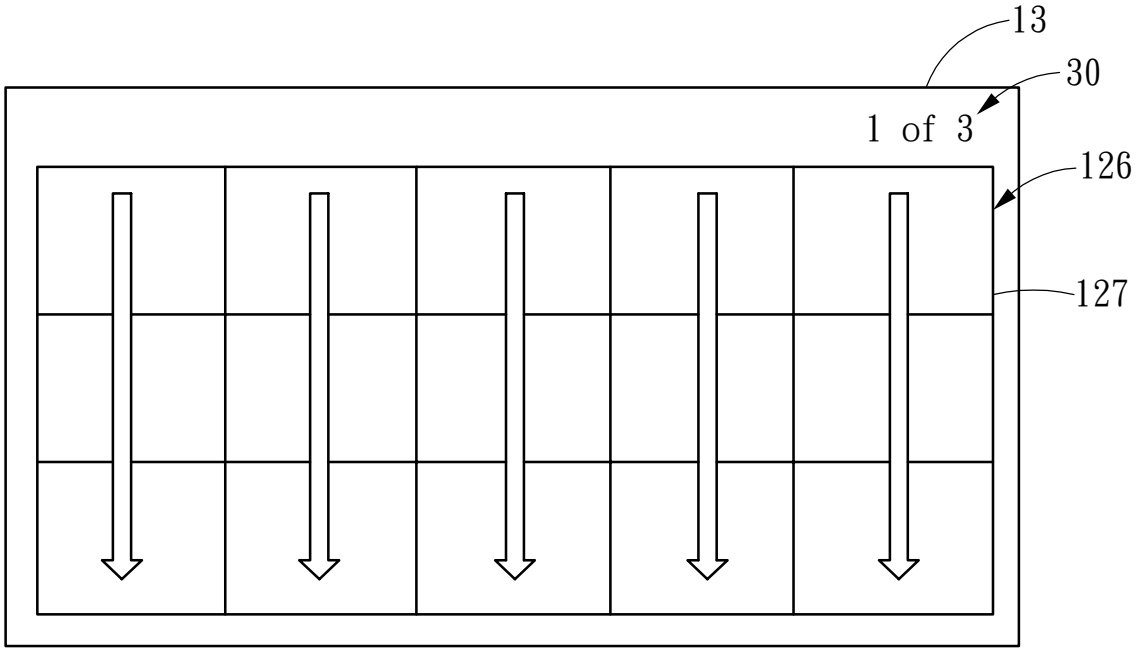

Fig. 8B

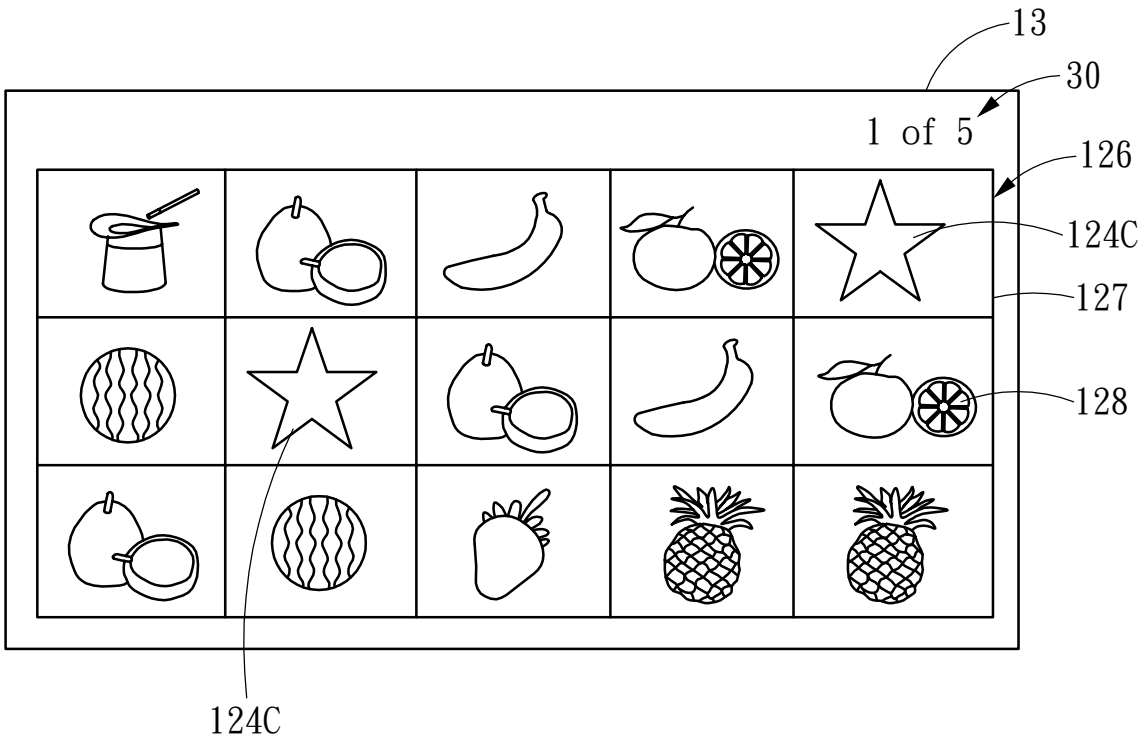
13
30
1 of 5
126
124C
127
128
124C

Fig. 8C

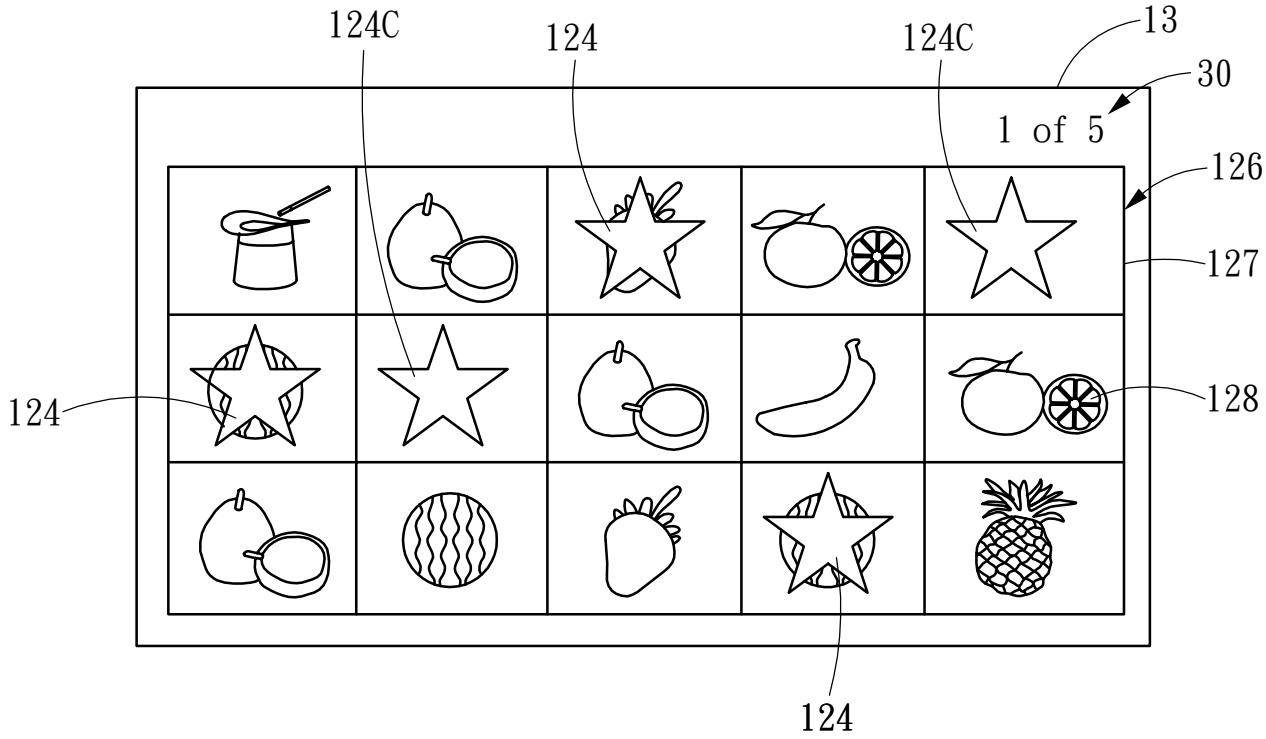
124C
124
124C
13
30
1 of 5
126
127
124
128
124

Fig. 8D

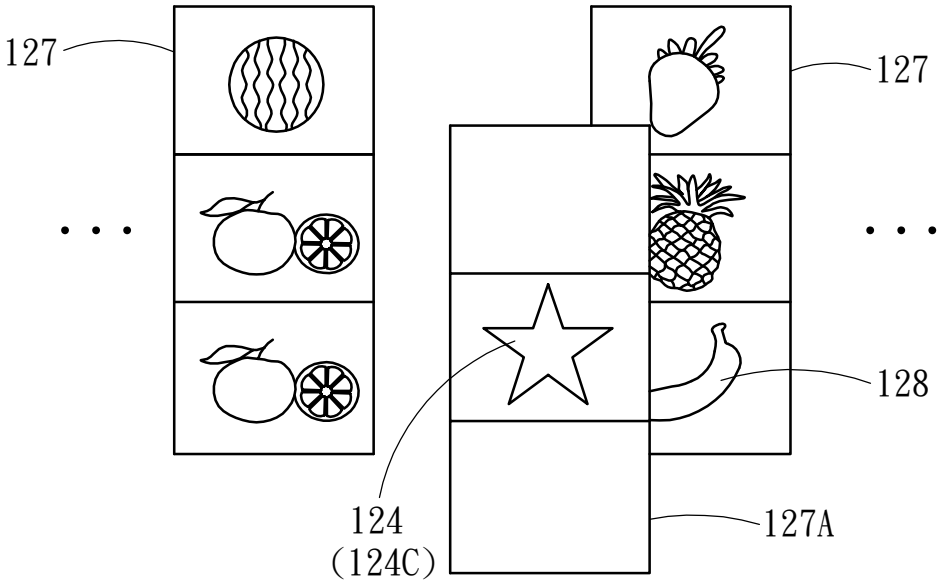

Fig. 9A

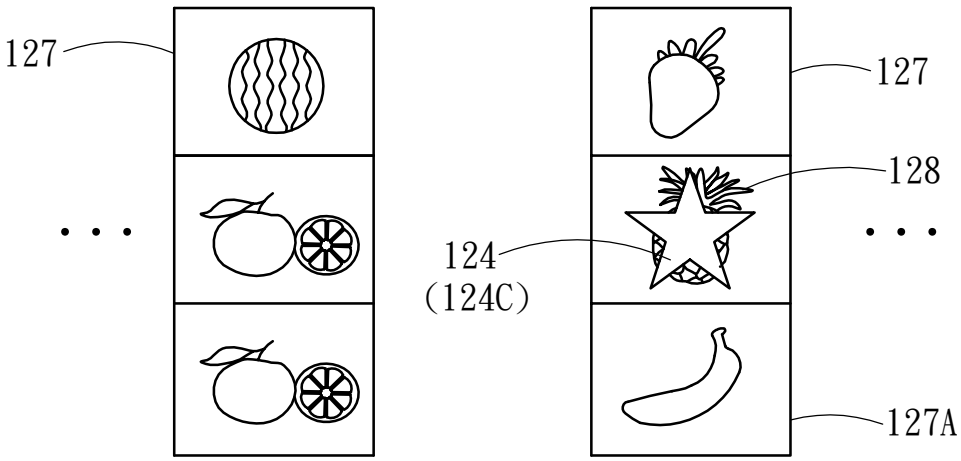

Fig. 9B

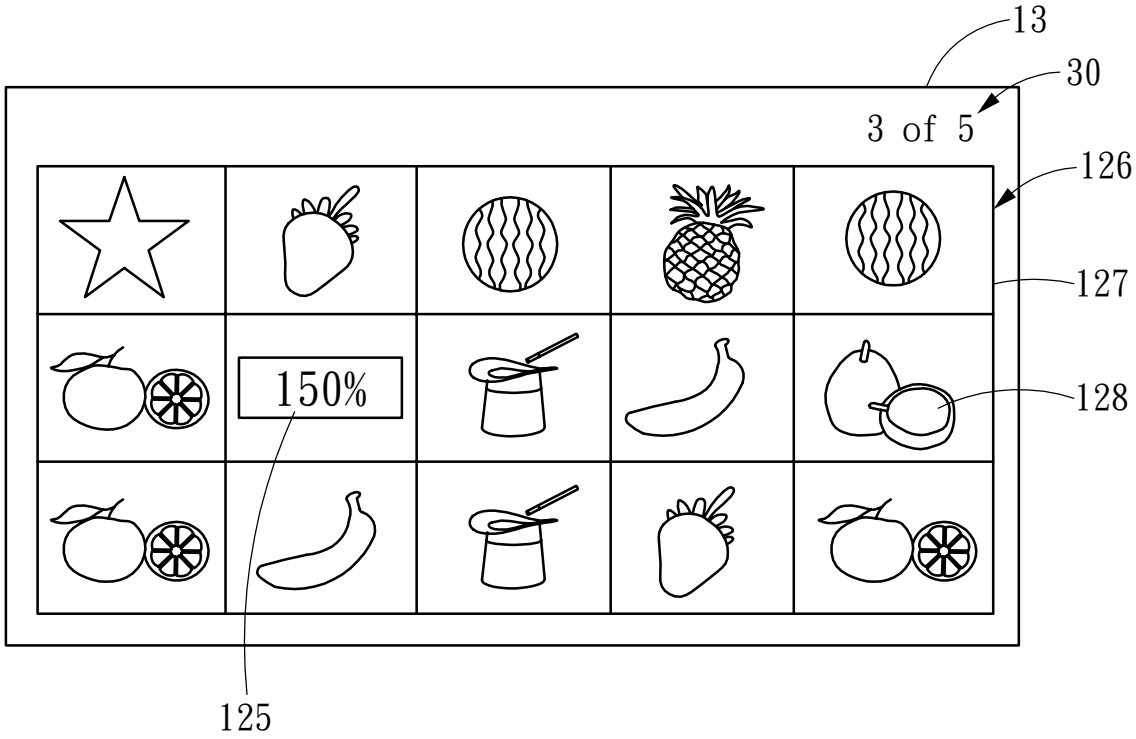

Fig. 10

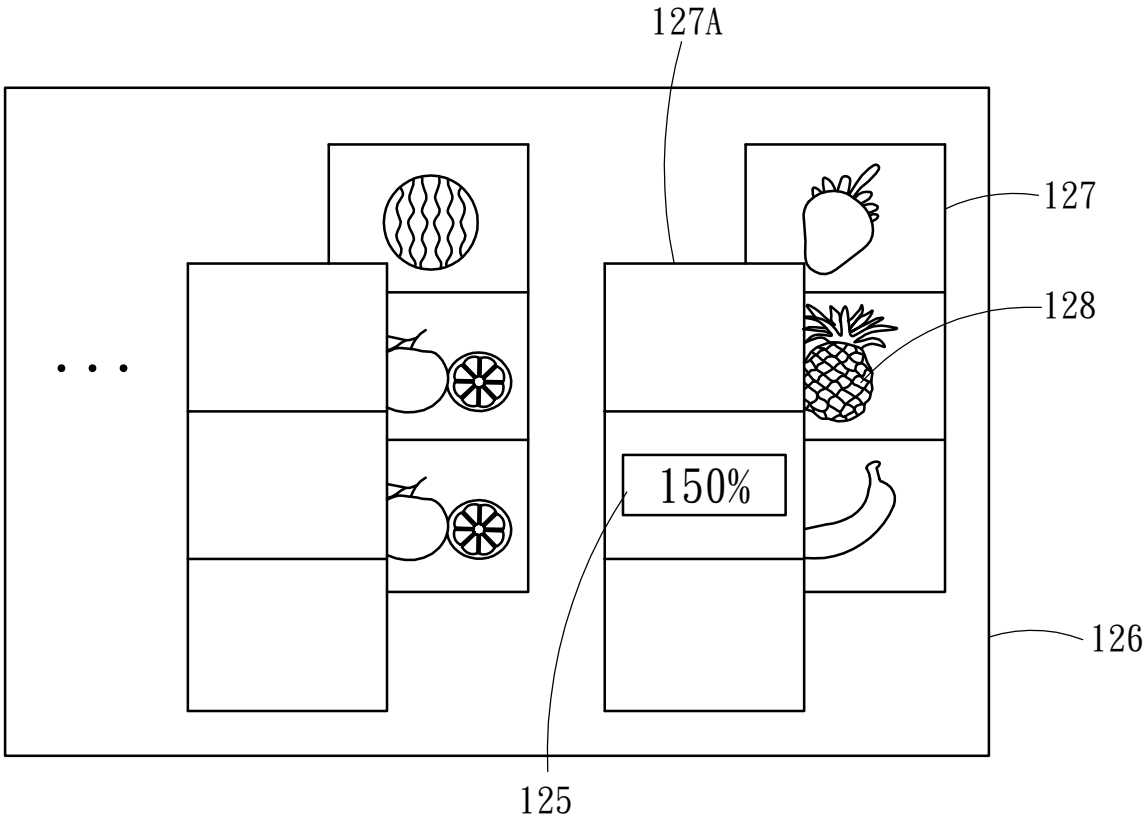

Fig. 11

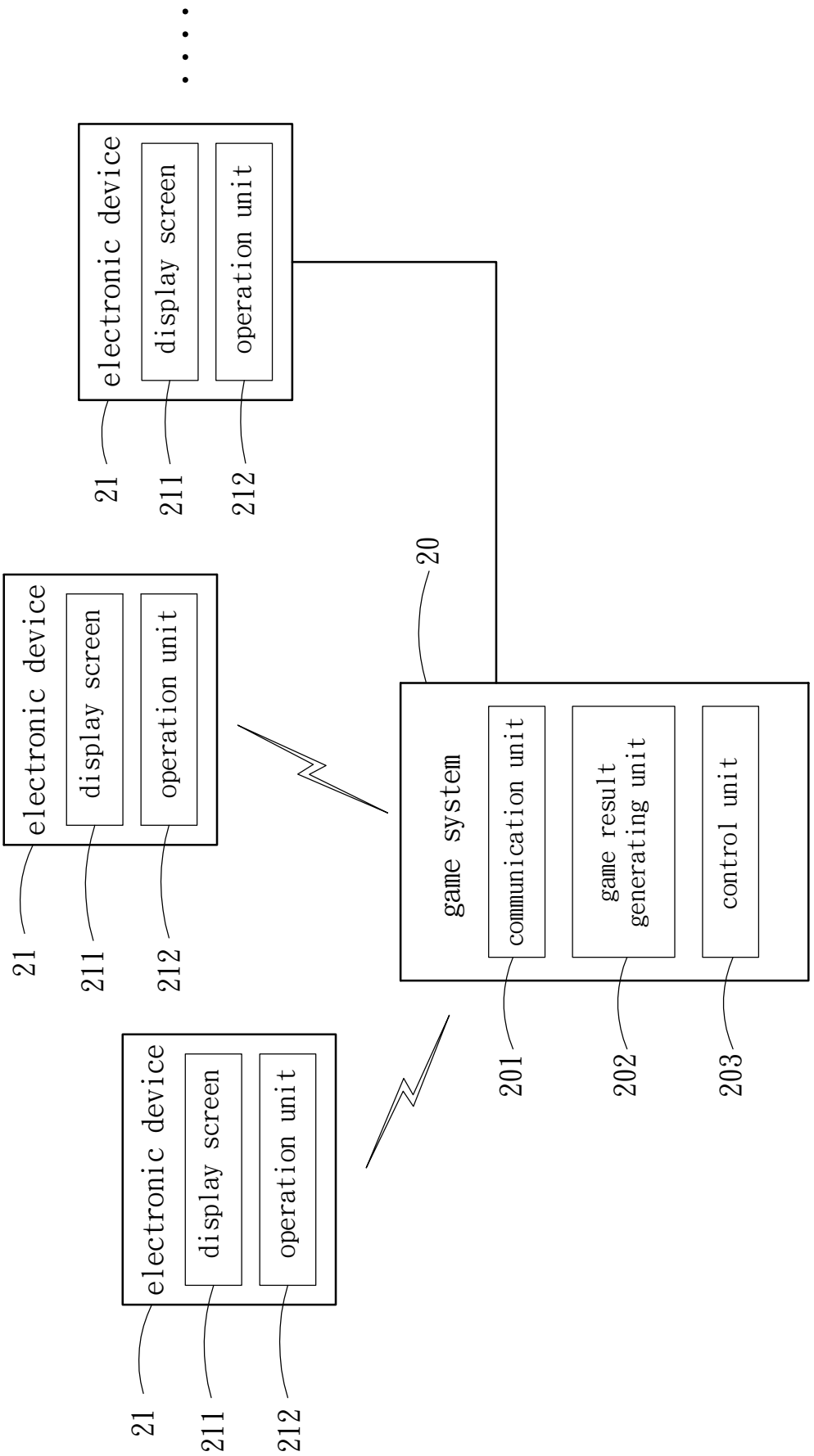
electronic device
display screen
operation unit
21
211
212
20
game system
communication unit
game result generating unit
control unit
201
202
203

Fig. 12

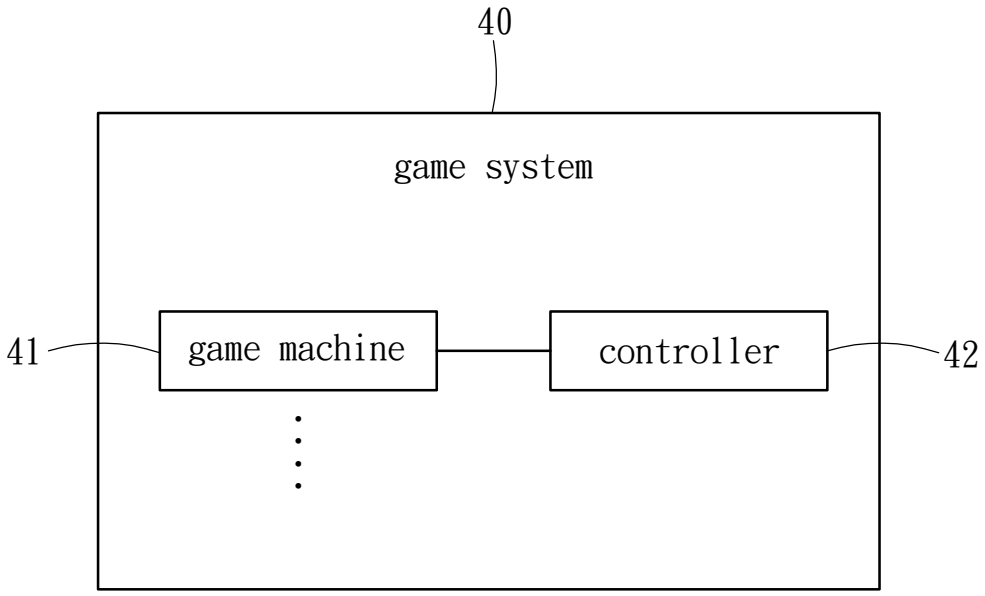

Fig. 13