

GAME SYSTEM AND OPERATION METHOD THEREOF

Abstract

When a control unit in a game system of the present invention
5 stops rollers of a next free game from rolling during performing a
plurality of consecutive free games, a special symbol appearing in a
free game currently performed overlaps a game symbol appearing
in the free game performed next. Accordingly, players can not only
feel the fun of accumulating the special symbols and look forward
10 to collecting more of the special symbols, but also make a
probability of the special symbols appearing in a game screen of
each of the free games to be kept constant, thereby simplifying the
difficulty in calculating a return to player (RTP).

FIG. 1