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(54) **GAMING MACHINE AWARDED SPECIAL PAYOUT STARTING FROM STAR MARK AND PLAYING METHOD THEREOF**

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(57) **ABSTRACT**

A gaming machine includes a gaming machine main body 99 that executes a game, a plurality of terminal devices 101 each of which receives a bet on the game and awards a payout, and a controller 102 programmed to set, as a start mark 88, a specific mark among the plurality of marks; to cause each of the terminal devices to store therein a mark bet on and a game value placed as a bet 101; to randomly select one mark from the plurality of marks; to award a payout when the mark bet on corresponds to the selected mark, based on the game value placed as a bet and a rate corresponding to the mark bet on; and to award a privilege when the selected mark is the star mark 88 and the mark bet is the star mark 88.

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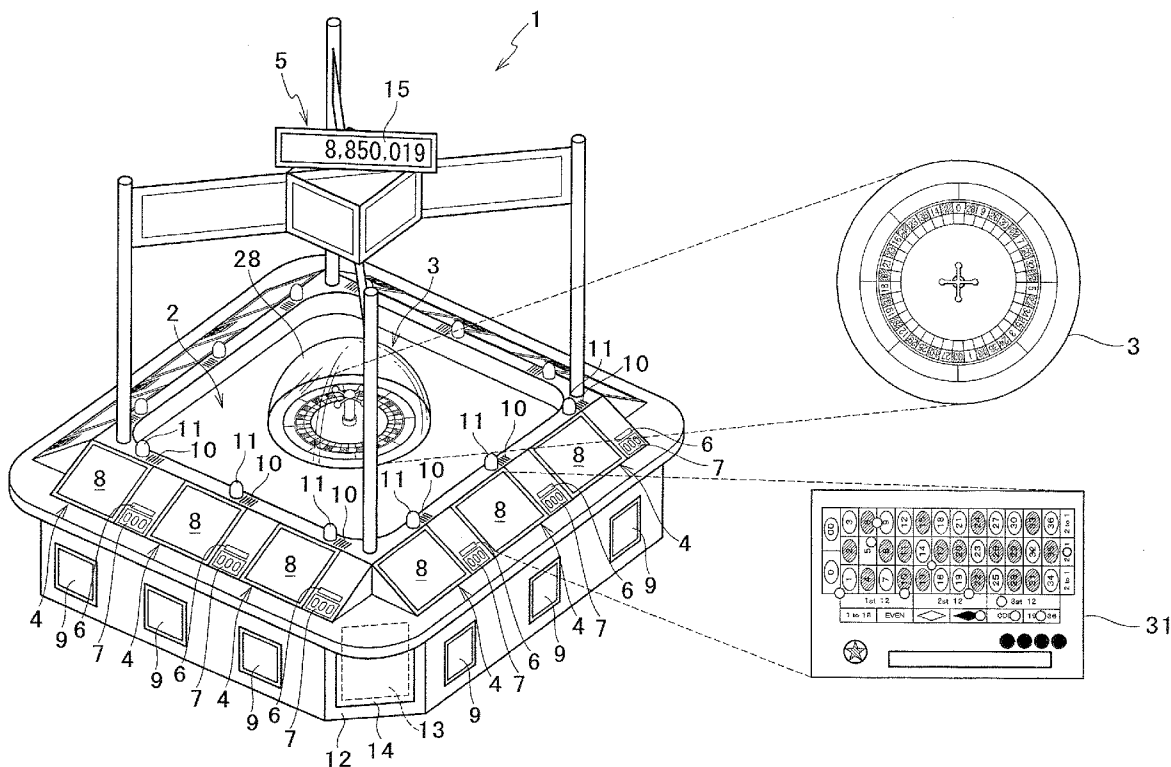


FIG. 1

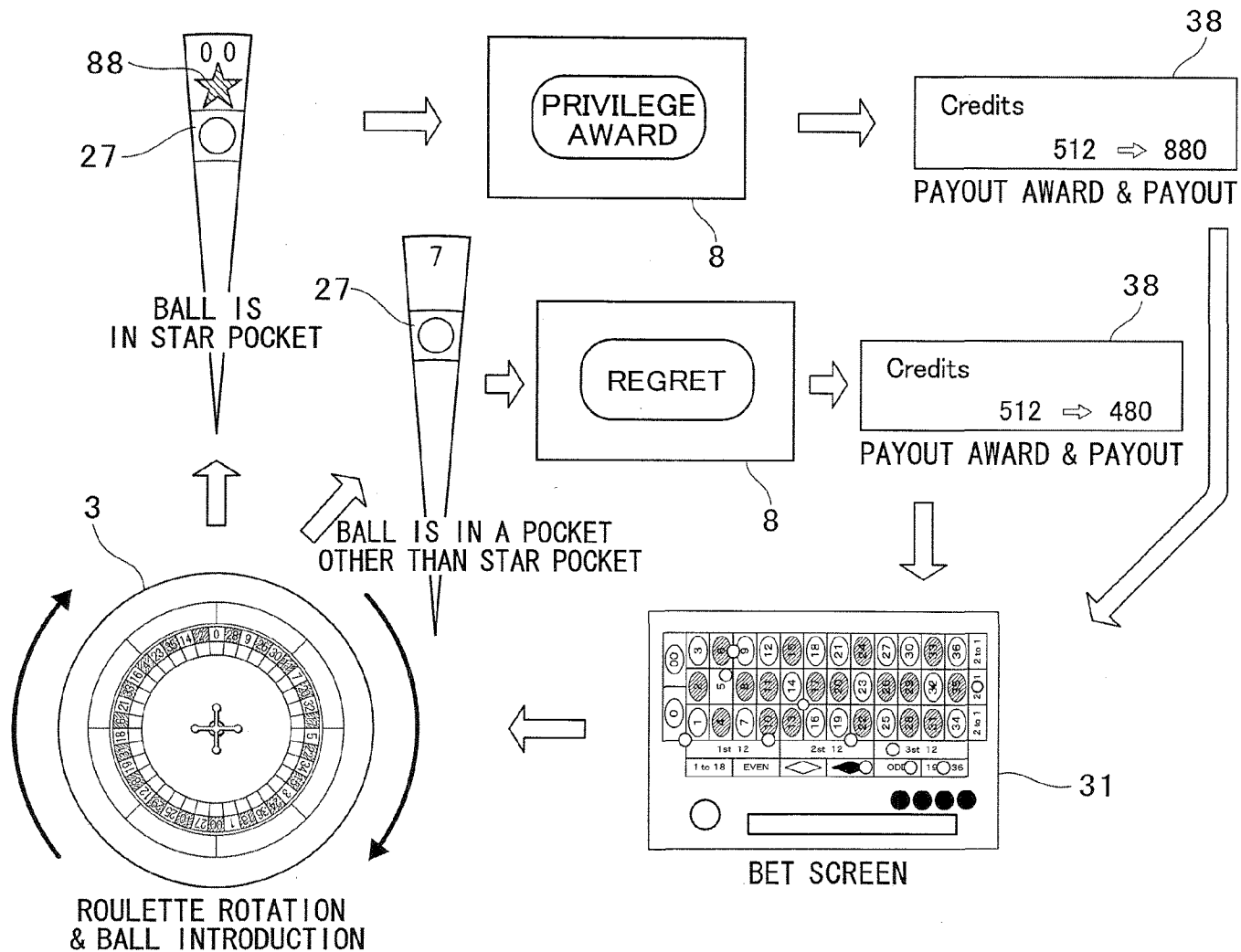
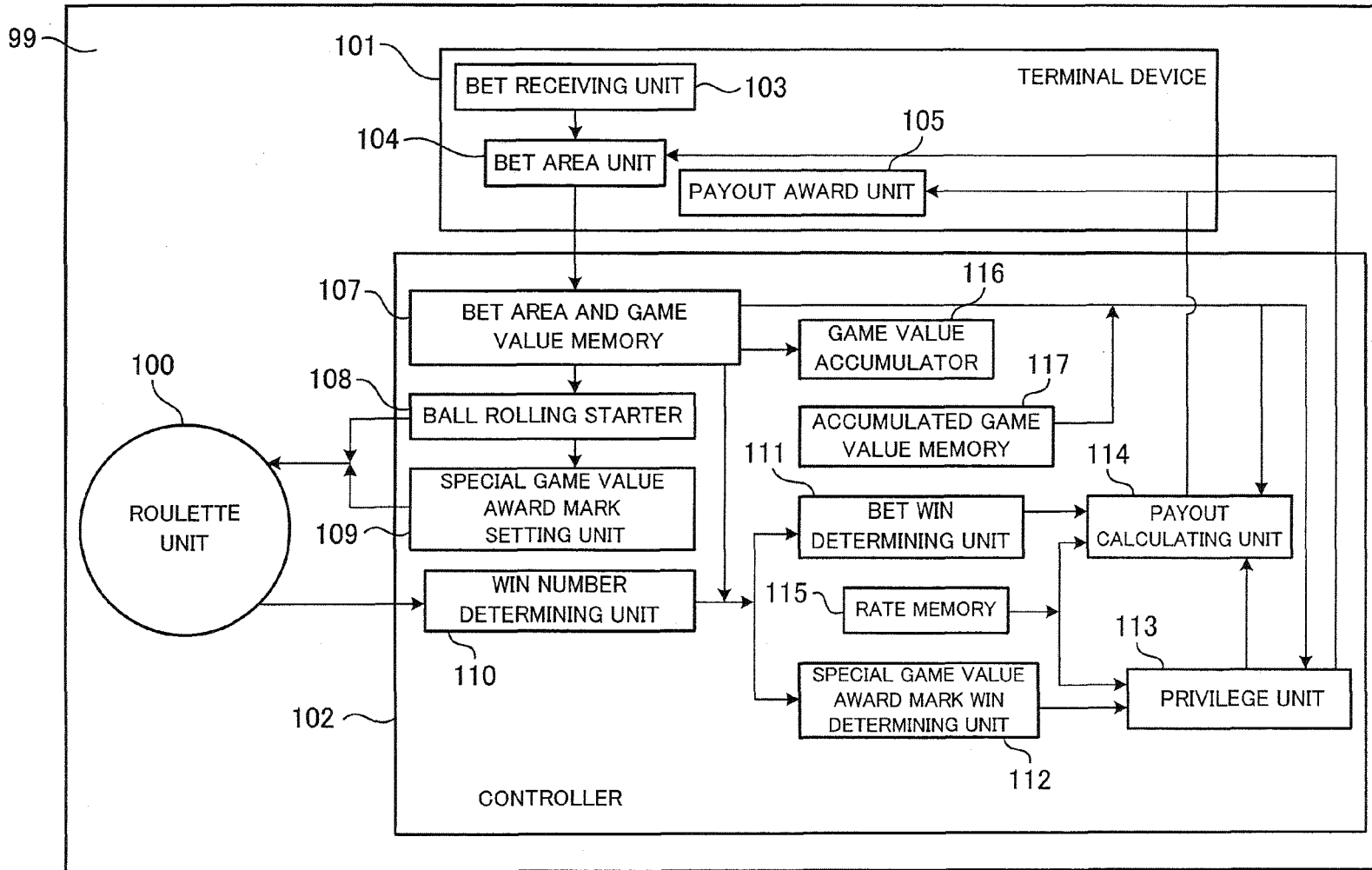


FIG. 2



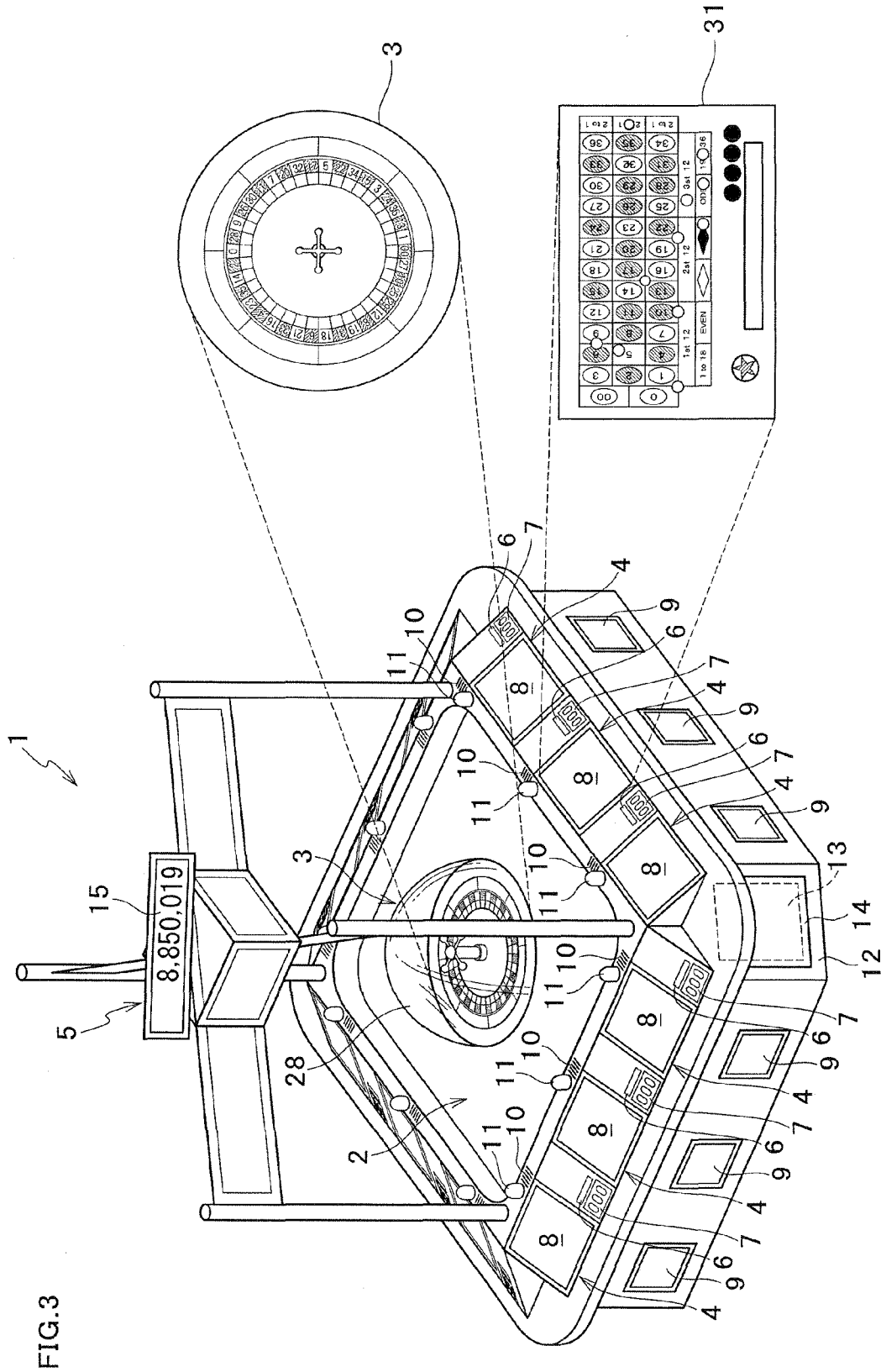


FIG. 4

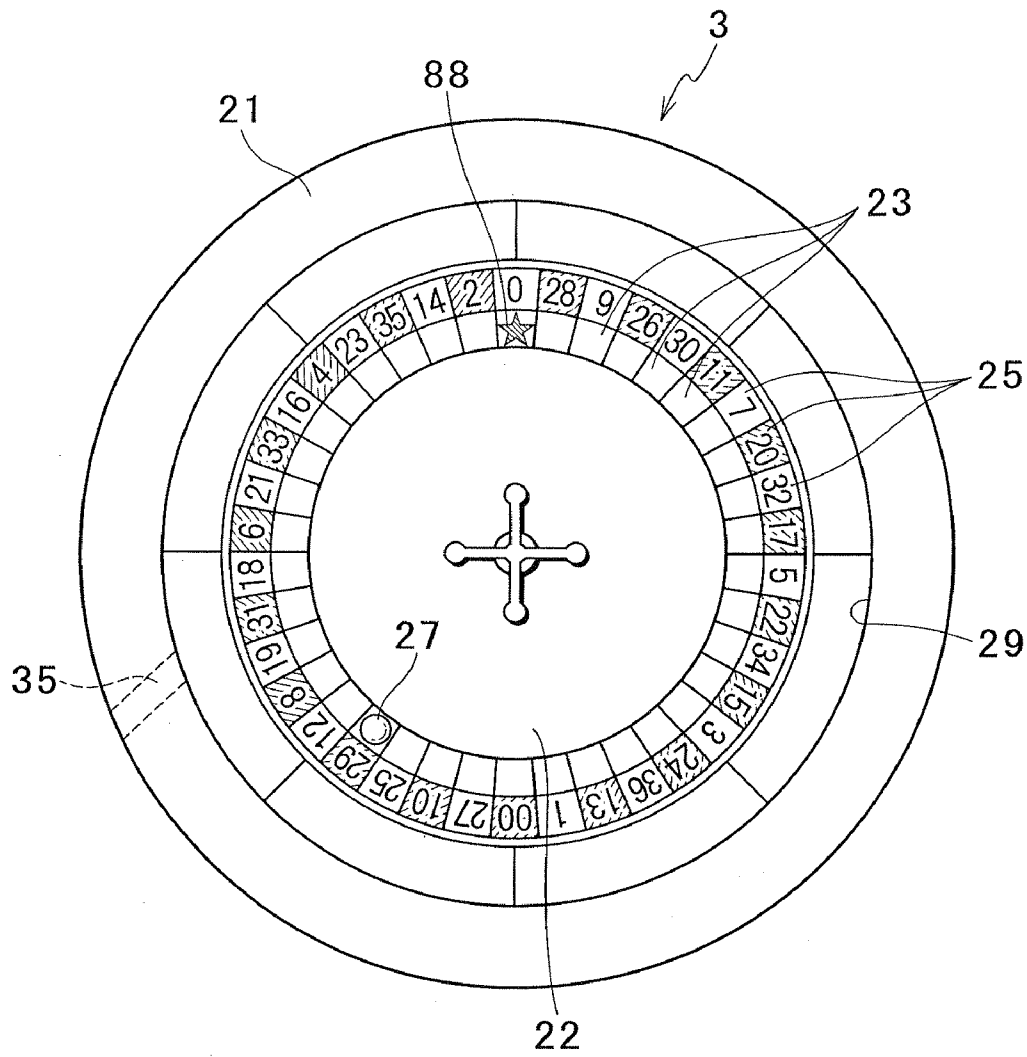
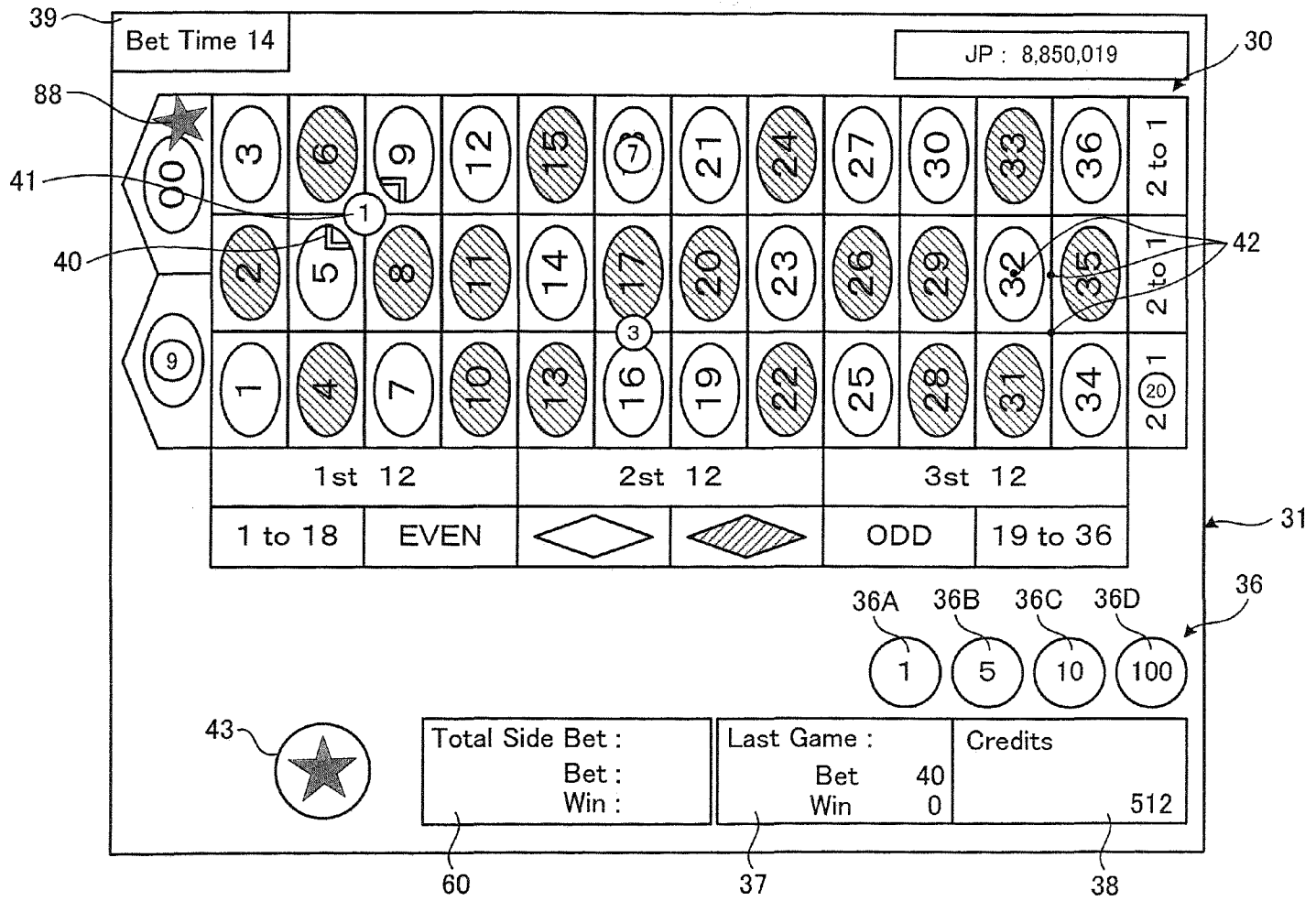


FIG. 5



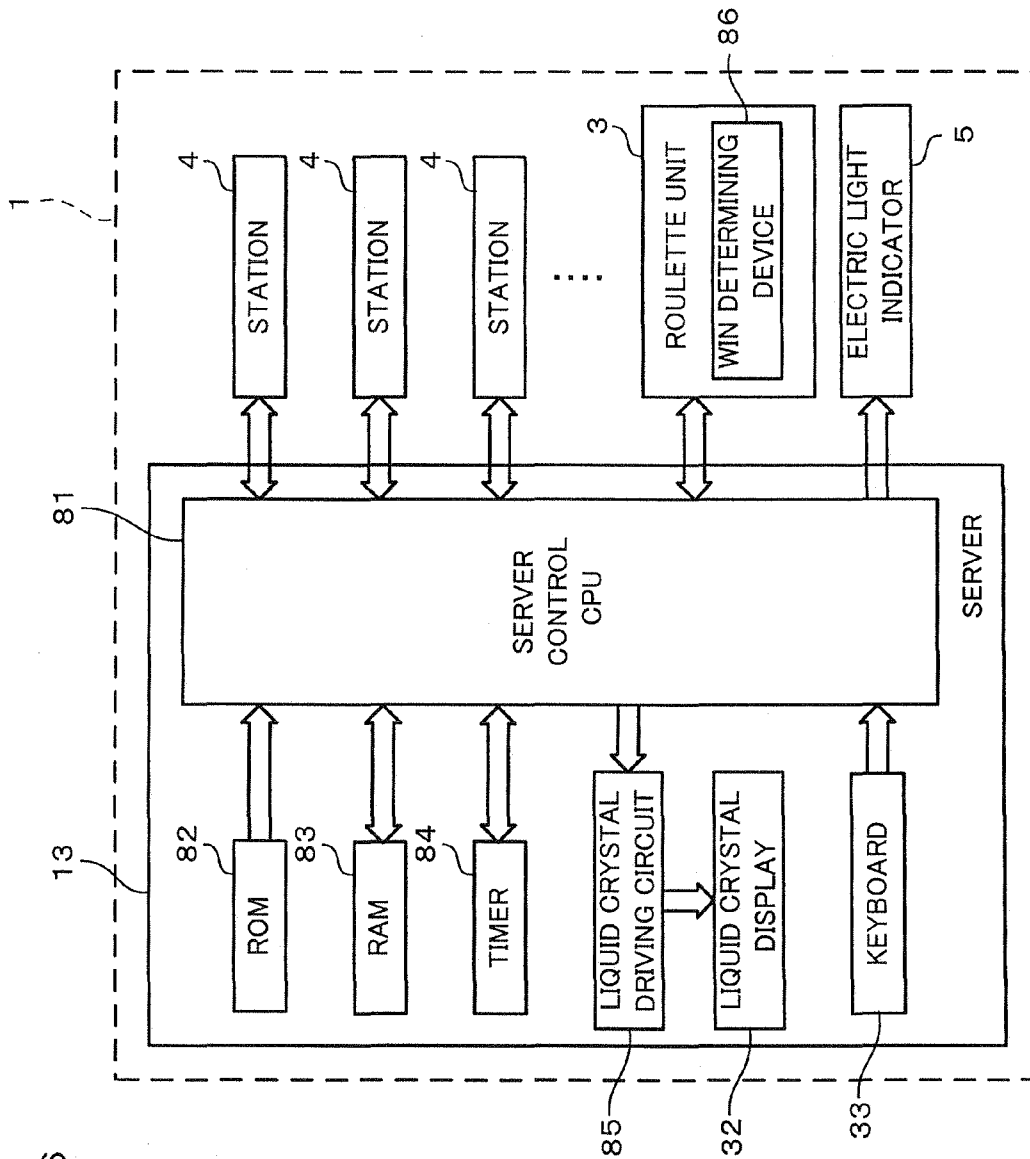


FIG. 6

FIG. 7

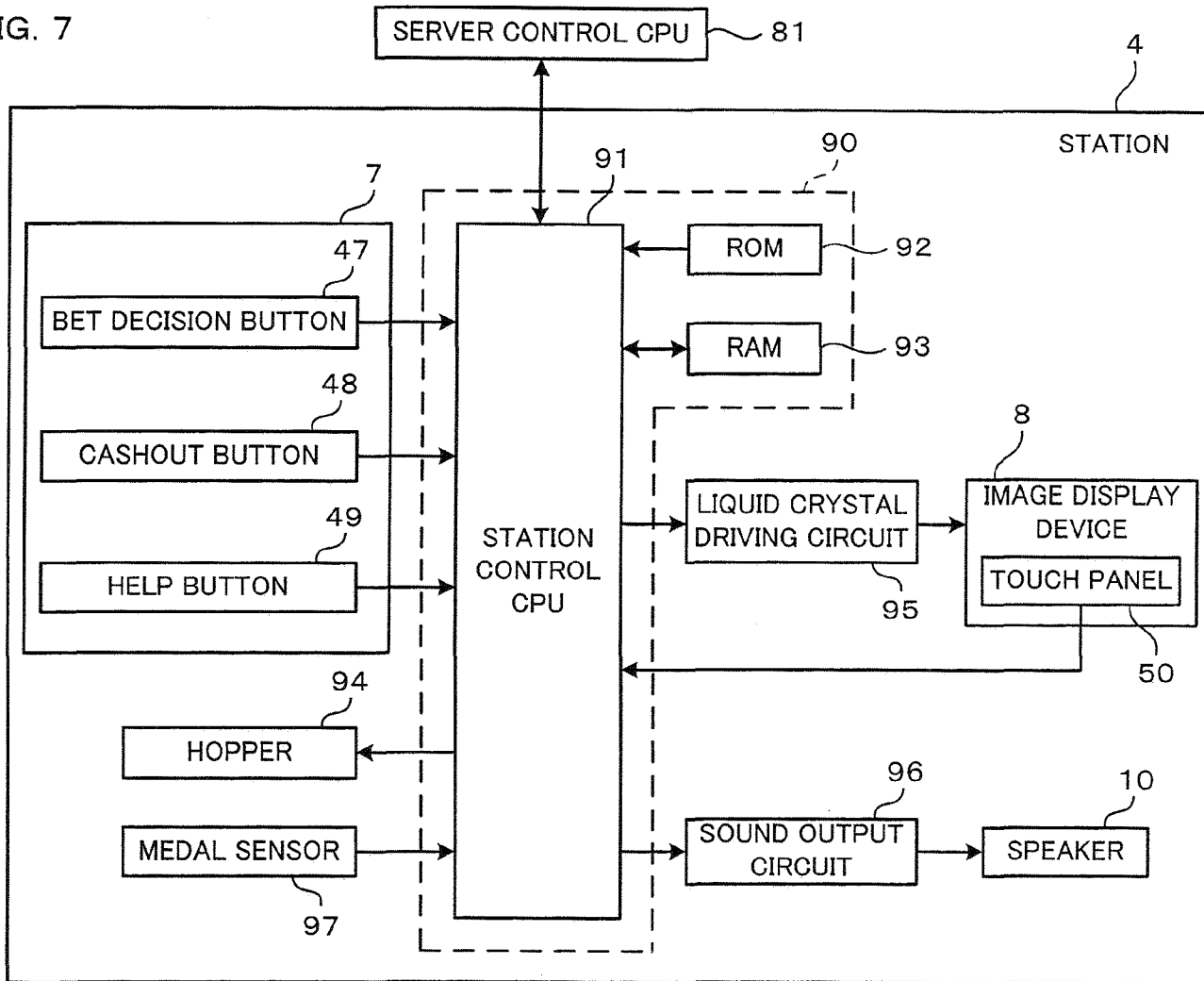


FIG. 8

ODDS TABLE CORRESPONDING TO A BET TYPE

BET TYPE	BASE ODDS	ODDS OF A STAR BONUS
STRAIGHT UP	35 : 1	71 : 1
SPLIT	17 : 1	35 : 1
STREET	11 : 1	23 : 1
CORNER	8 : 1	17 : 1
FIVE	6 : 1	13 : 1
DOUBLE STREET	5 : 1	11 : 1
COLUMN	2 : 1	5 : 1
DOZEN	2 : 1	5 : 1
COLOR	1 : 1	3 : 1
EVEN	1 : 1	3 : 1
ODDS	1 : 1	3 : 1
LOW	1 : 1	3 : 1
HIGH	1 : 1	3 : 1

FIG. 9

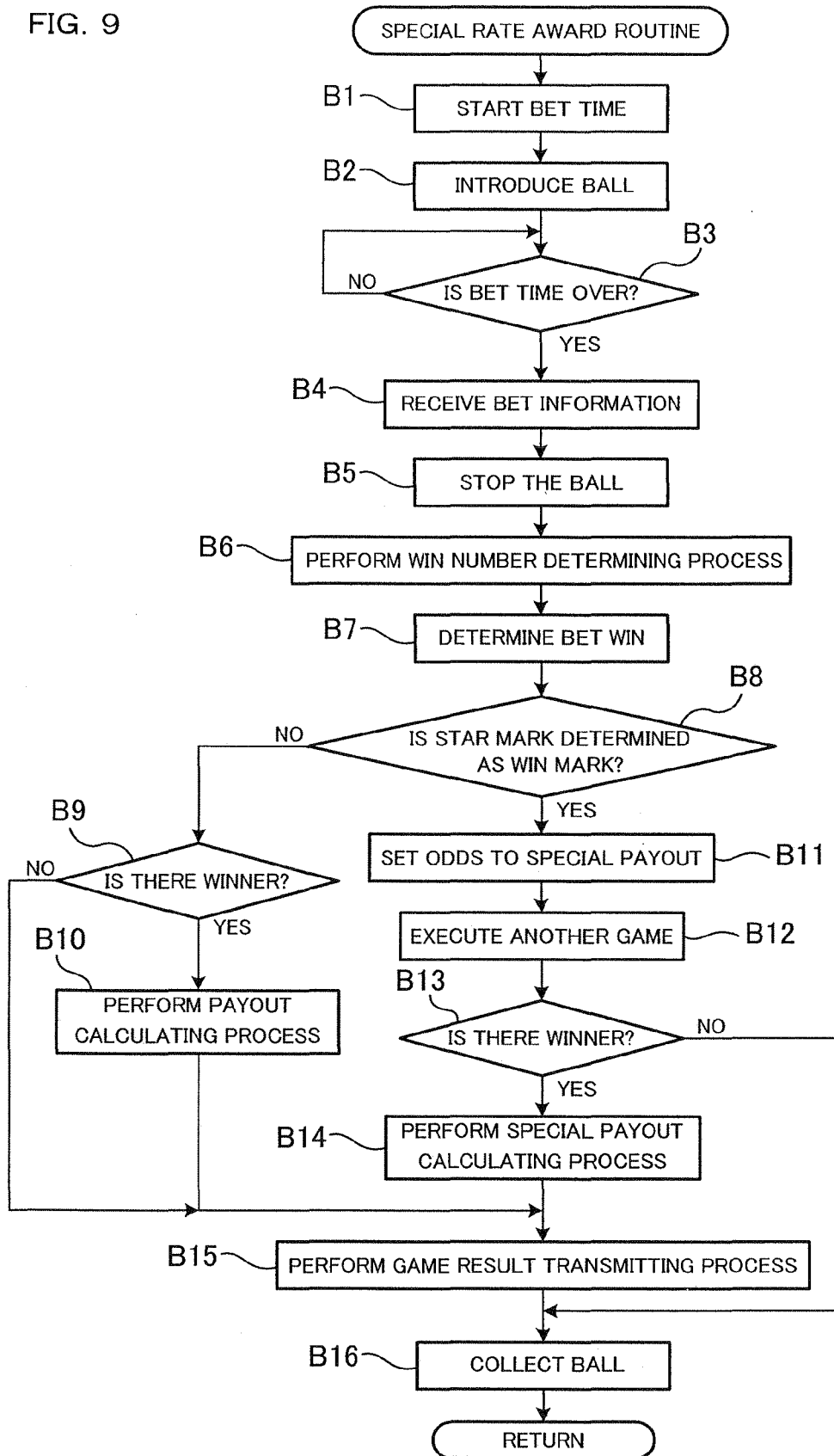


FIG. 10

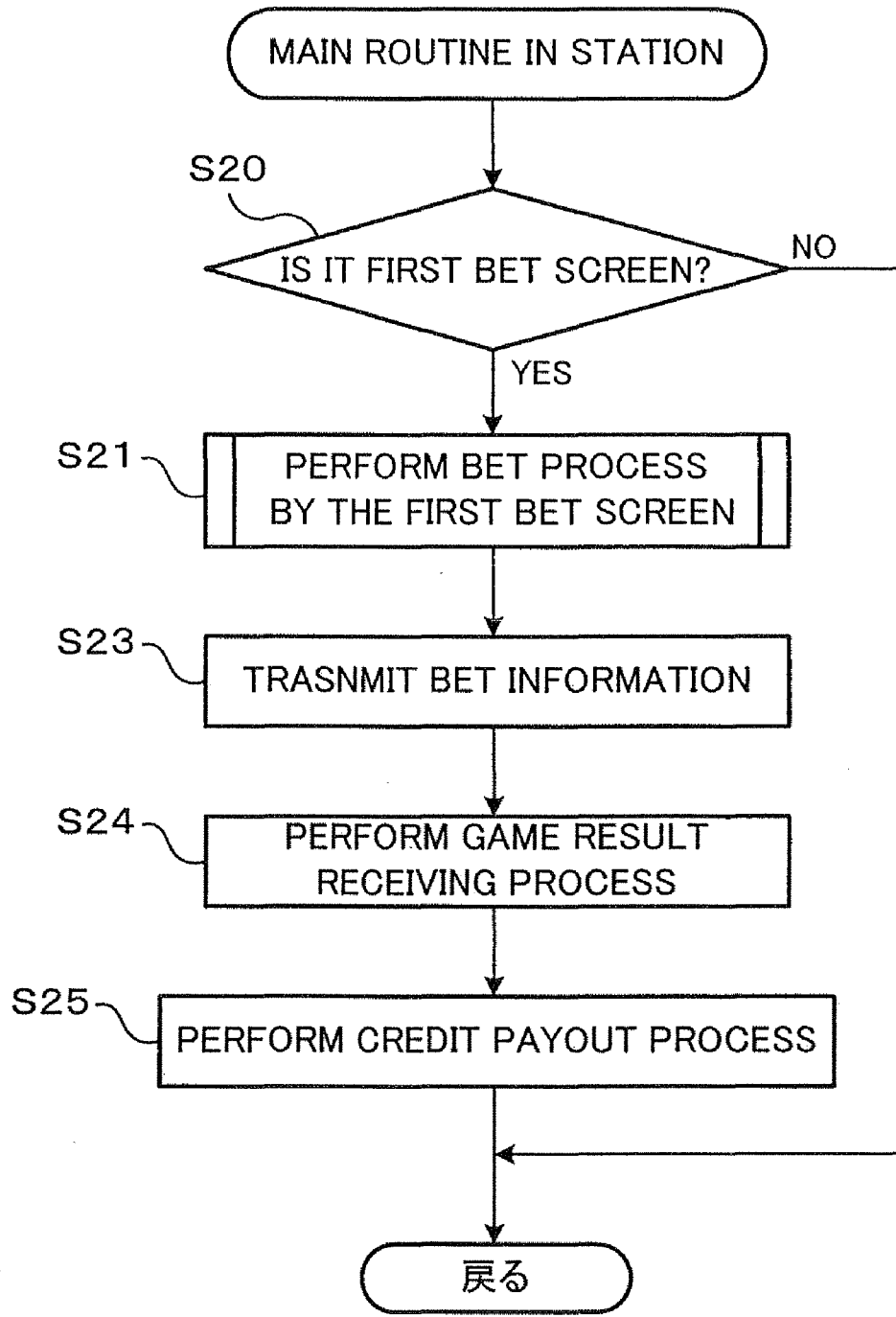


FIG. 11

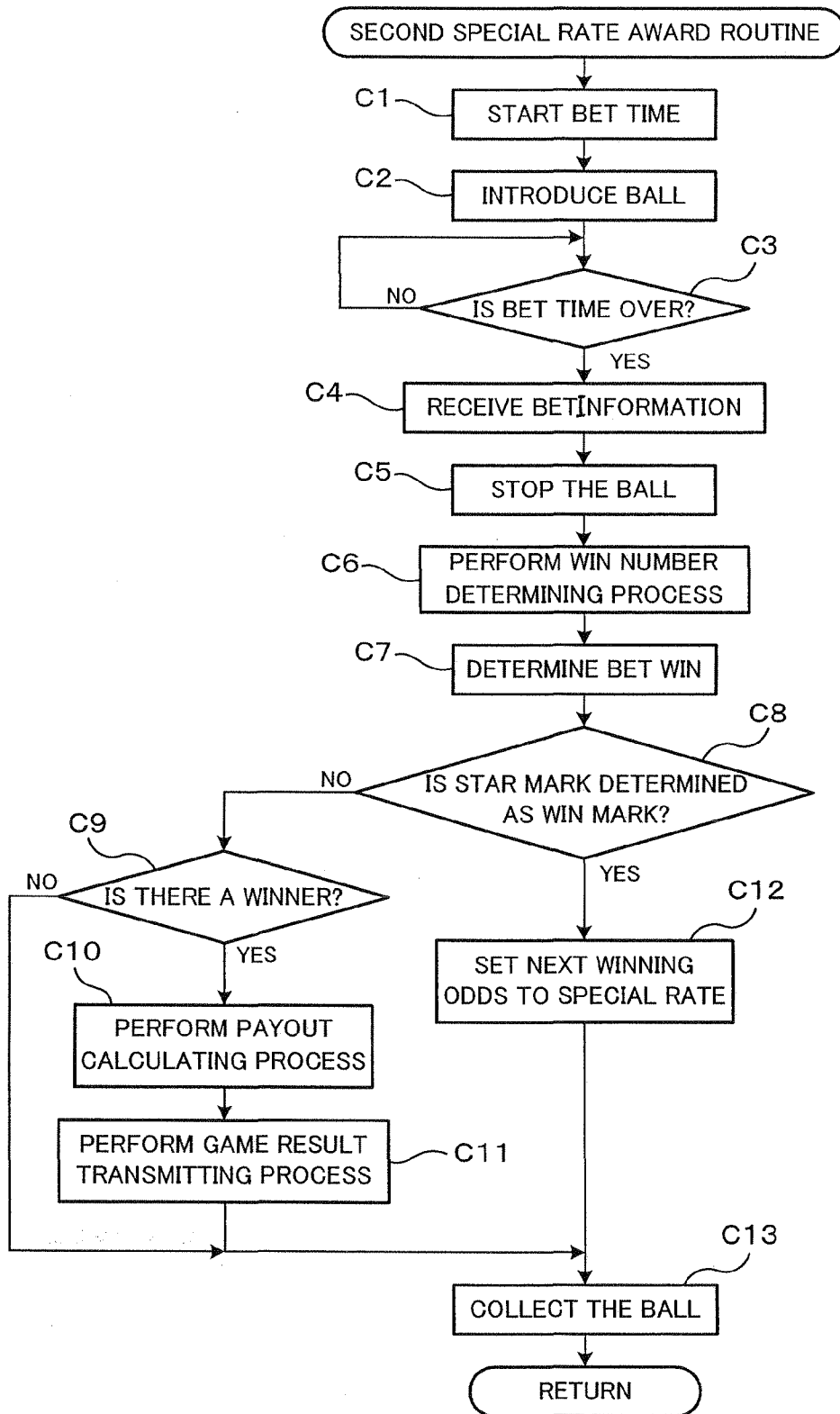


FIG. 12

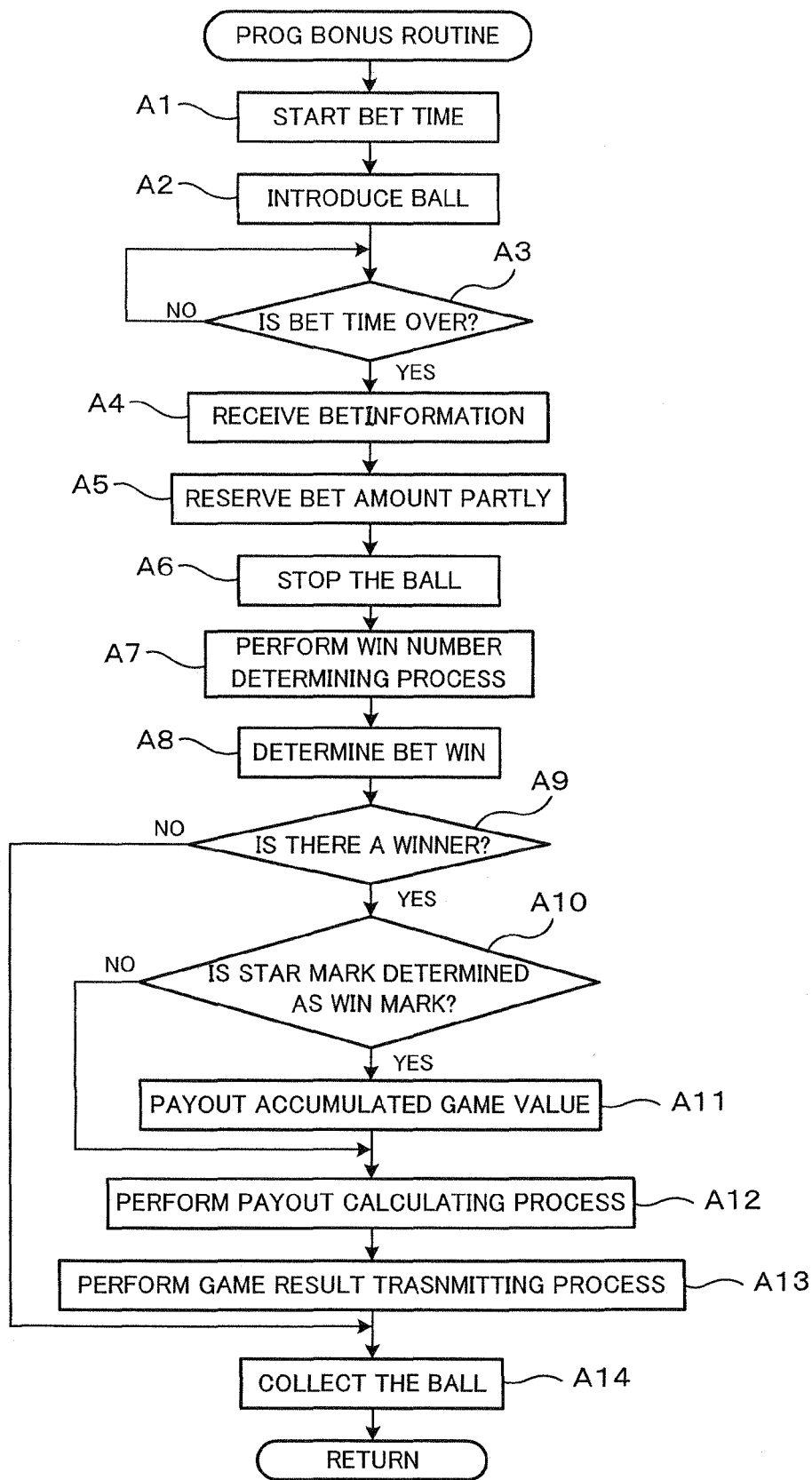


FIG. 13

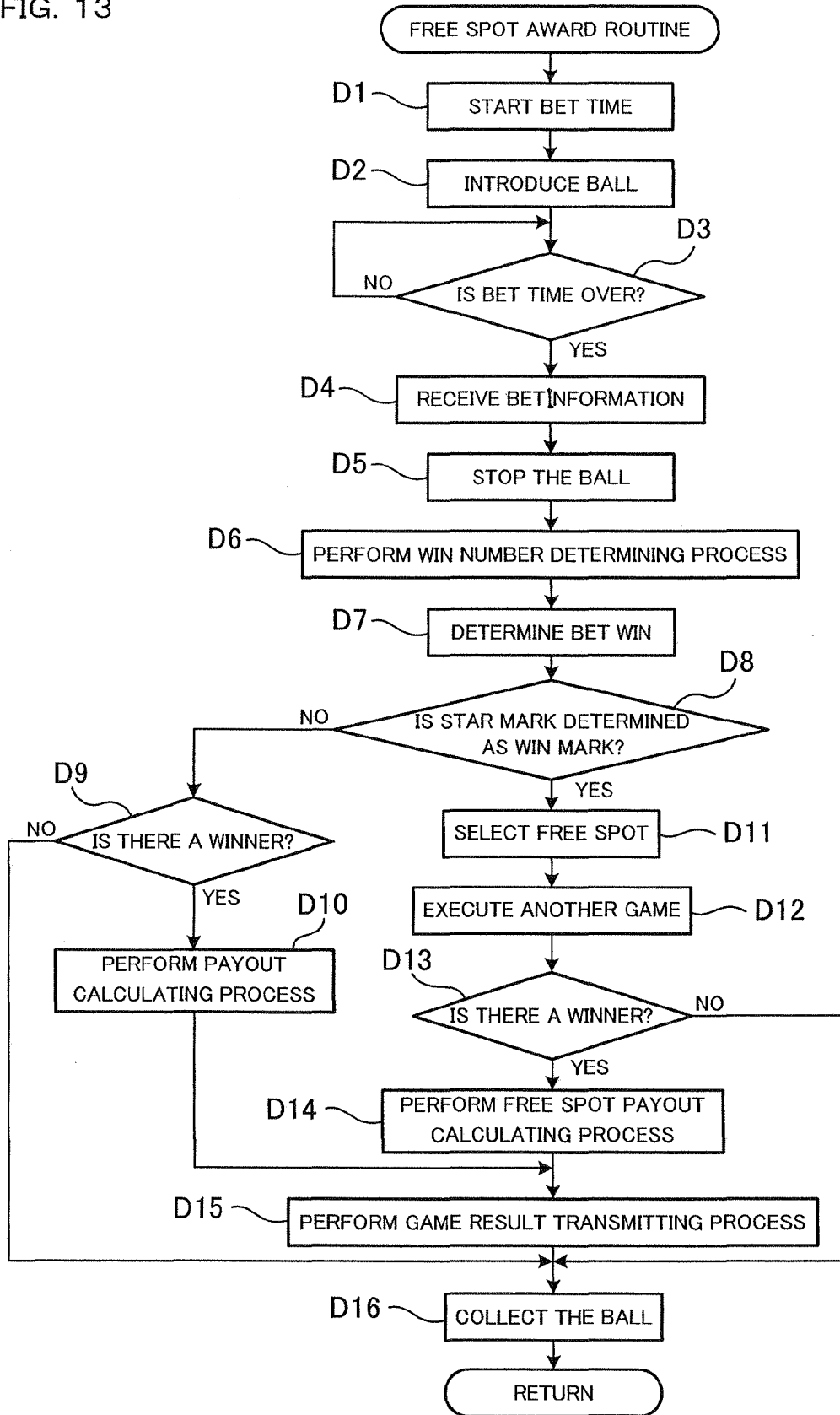


FIG. 14

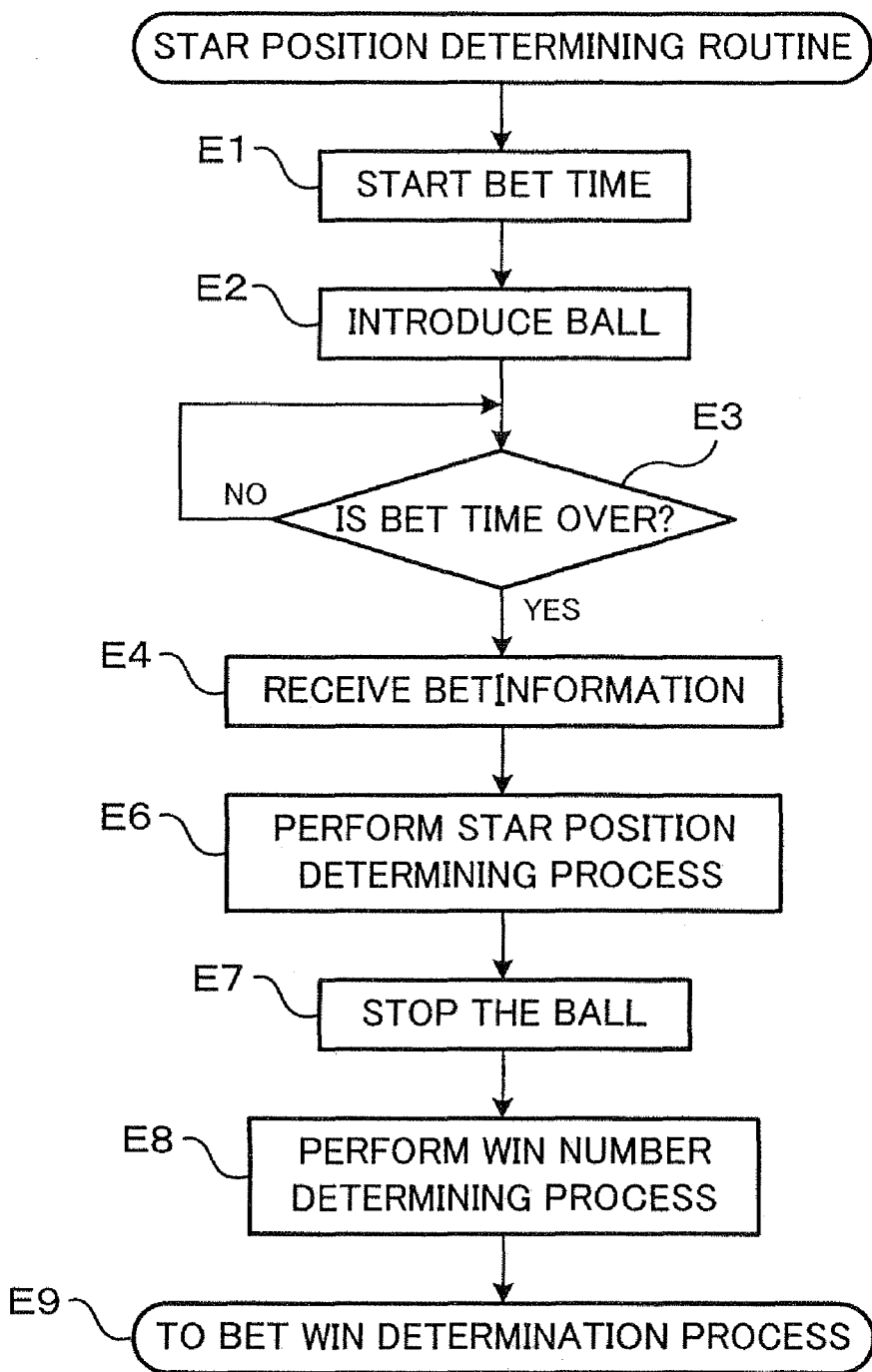
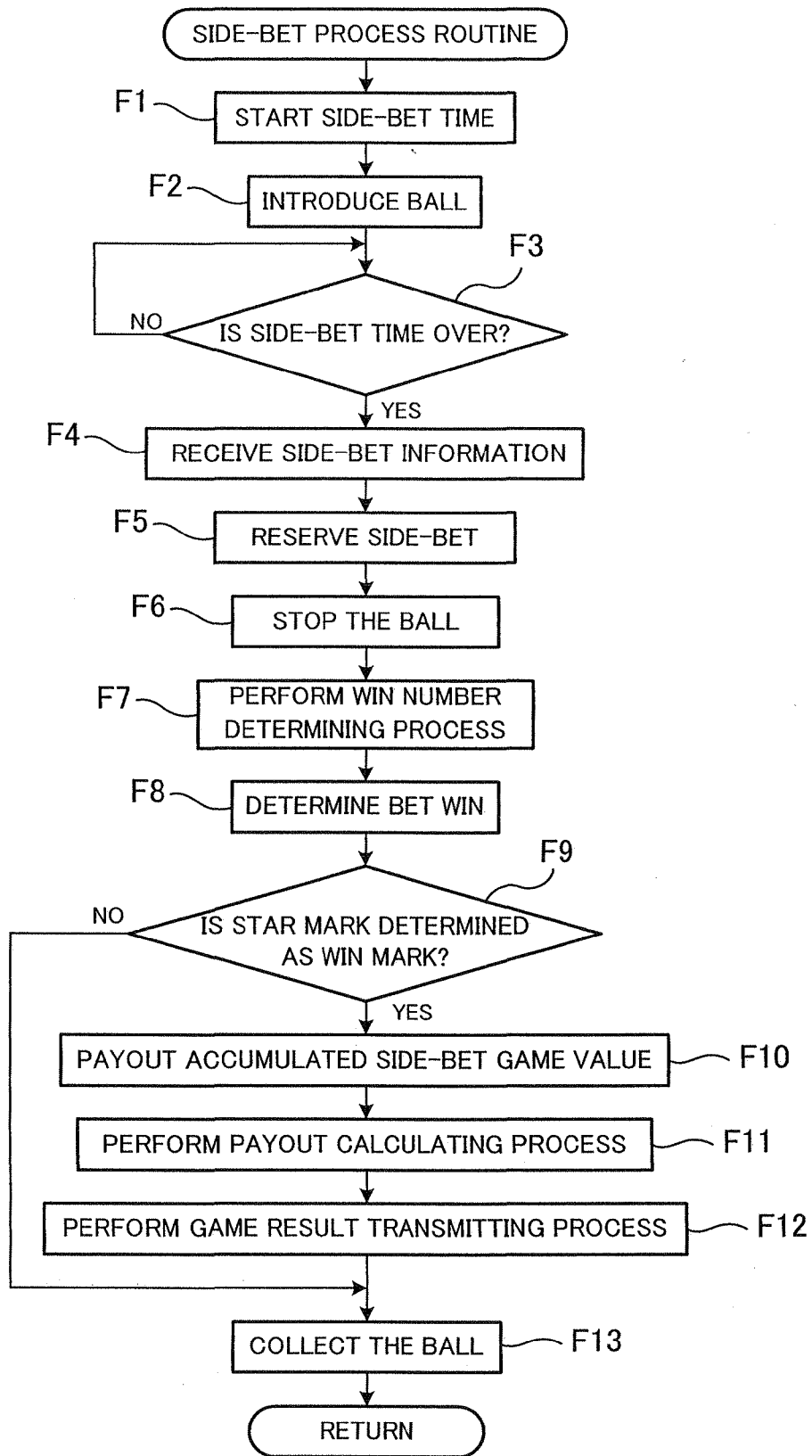


FIG. 15



**GAMING MACHINE AWARDING SPECIAL
PAYOUT STARTING FROM STAR MARK AND
PLAYING METHOD THEREOF**

CROSS REFERENCE TO RELATED
APPLICATION

[0001] The present application claims priority from Japanese Patent Application No. 2007-096451 filed on Apr. 2, 2007, the entire disclosure of which is herein incorporated by reference.

BACKGROUND OF THE INVENTION

[0002] 1. Field of the Invention

[0003] The invention relates to a gaming machine and a playing method thereof.

[0004] 2. Description of Related Art

[0005] A medal game that uses a medal as a game medium in a roulette gaming device and the like is a game that a player purchases or rents medals from a medal lending device and inserts the medals into a gaming machine to start the game. When the player wins a game, a predetermined number of medals are paid out. Accordingly, a player who has obtained the medals can continue to enjoy the game, without purchasing or renting a new medal. Particularly, in a roulette gaming device, a game is executed by betting (wagering) the medal, which is purchased or rent from a medal lending device, on a number that is predicted to win.

[0006] Conventionally, when a player makes a bet in the roulette gaming device, a betting board displayed on a monitor display is used to make a bet. On the betting board, several numbers (including letters) serving as a figure letter including numbers such as numbers indicated on a wheel are arranged in a grid form. With the betting board arranged in the grid form, a player bets a chip while expecting a number to be bet from now (for example, Japanese Patent Unexamined Publication No. 2003-325726 and U.S. Patent Publication No. 2005/0032570).

[0007] However, in the above roulette gaming device, a game is progressed in a bet type relating to a general roulette. Further, the odds about which a player is most concerned are same every game, so that a game is apt to be monotonous.

[0008] An object of the invention is to provide a roulette gaming device that awards a new game value to several numbers (including letters) serving as a figure letter including numbers such as numbers indicated on a wheel, thereby diversifying a game characteristic and increasing a player's game desire.

SUMMARY OF THE INVENTION

[0009] In order to achieve the above object, the invention provides a gaming machine including: a gaming machine main body which executes a game using a plurality of marks; a plurality of terminal devices each of which receives a bet on the game and awards a payout; and a controller programmed to operate as described in steps of (1a) to (1e).

[0010] Specifically, the controller operates:

[0011] (1a) to set a specific mark, among the plurality of marks, as a special game value award mark;

[0012] (1b) to cause each of the terminal devices to store therein a mark bet on and a game value placed as a bet;

[0013] (1c) to randomly select one mark from the plurality of marks;

[0014] (1d) to award a payout when the mark bet on corresponds to the selected mark, based on the game value placed as a bet and a rate corresponding to the mark bet on; and

[0015] (1e) to award a privilege when the selected mark is the special game value award mark and the mark bet is the special game value award mark.

[0016] According to the above structure, a special game value award mark is given to the gaming machine. When it is determined that a mark selected by an execution of a game matches with a special game value award mark bet, a special privilege is awarded. Thereby, when a player plays a game, the player can expect a privilege accompanying a new payout, so that a player's expectation on a game is increased.

[0017] Further, the invention provides a roulette gaming device including: a roulette unit including a wheel on which a ball is rolled at a time of executing a roulette game, the wheel having thereon a plurality of marks including a specific mark set as a special game value award mark; a plurality of terminal devices each having a plurality of bet areas, wherein each of the terminal devices receives a bet placed on at least one of the bet areas each corresponding to at least one of the marks, and awards a payout; and a controller programmed to operate as described in steps of (2a) to (2d). In the mean time, a roulette game is a series of operations that a player performs a bet in each of the terminal devices, a ball is dropped at a position of any mark and a game value is paid out based on a win number corresponding to the mark.

[0018] Specifically, the controller operates:

[0019] (2a) to cause each of the terminal devices to store a bet area bet on and a game value placed as a bet;

[0020] (2b) to roll the ball and determining, as a win mark, a mark corresponding to a stop position of the ball;

[0021] (2c) to award a payout when the win mark corresponds to the bet area having been bet on, based on the game value placed as a bet and a rate relative to a bet type, which rate corresponds to the bet area having been bet on; and

[0022] (2d) to set the rate relative to the bet type to an increased rate, when the win mark is the special game value award mark and the bet area having bet on is also the special game value award mark.

[0023] According to the above structure, a special game value award mark is disposed on a wheel. When it is determined that a win mark determined by an execution of a roulette game matches with a special game value award mark bet, a roulette game is again executed. Then, when a win is again made, a game value obtained by multiplying a rate (special rate) having increased a base rate by the game value placed as a bet is awarded to a player. Thereby, when a player plays a roulette game, the player can expect a new payout, so that a player's expectation on a roulette game is increased.

[0024] Further, the invention provides a roulette gaming device including: a roulette unit including a wheel on which a ball is rolled at a time of executing a roulette game, the wheel having thereon a plurality of marks including a specific mark set as a special game value award mark; a plurality of terminal devices each having a plurality of bet areas, wherein each of the terminal devices receives a bet placed on at least one of the bet areas each corresponding to at least one of the marks, and awards a payout; and a controller programmed to operate as described in steps of (3a) to (3d).

[0025] Specifically, the controller operates:

[0026] (3a) to cause each of the terminal devices to store a bet area bet on and a game value placed as a bet;

[0027] (3b) to roll the ball and determining, as a win mark, a mark corresponding to a stop position of the ball;

[0028] (3c) to award a payout when the win mark corresponds to the bet area having been bet on, based on the game value placed as a bet and a rate relative to a bet type, which rate corresponds to the bet area having been bet on; and

[0029] (3d) to set the rate relative to the bet type to an increased rate in the next roulette game chance, when the win mark is the special game value award mark and the bet area having bet on is also the special game value award mark.

[0030] According to the above structure, a special game value award mark is disposed on a wheel. When it is determined that a win mark determined by an execution of a roulette game matches with a special game value award mark bet, a game value obtained by multiplying a rate having increased a predetermined rate by the game value placed as a bet is awarded when it is made a win in a next roulette game chance. Thereby, when a player plays a next roulette game, a player's expectation on a new payout can be deferred to a next game, so that a player's expectation on a roulette game is increased.

[0031] Further, the invention provides a roulette gaming device including: a roulette unit including a wheel on which a ball is rolled at a time of executing a roulette game, the wheel having thereon a plurality of marks including a specific mark set as a special game value award mark; a plurality of terminal devices each having a plurality of bet areas, wherein each of the terminal devices receives a bet placed on at least one of the bet areas each corresponding to at least one of the marks, and awards a payout; and a controller programmed to operate as described in steps of (4a) to (4e).

[0032] Specifically, the controller operates:

[0033] (4a) to cause each of the terminal devices to store a bet area bet on and a game value placed as a bet;

[0034] (4b) to subtract a predetermined amount of value from the game value, and add the predetermined amount to an accumulated amount which is an amount having accumulated up to the very previous roulette game;

[0035] (4c) to roll the ball and determining, as a win mark, a mark corresponding to a stop position of the ball;

[0036] (4d) to award a payout when the win mark corresponds to the bet area having been bet on, based on the game value placed as a bet and a rate relative to a bet type, which rate corresponds to the bet area having been bet on; and

[0037] (4e) to award a game value accumulated in every roulette game, when the win mark is the special game value award mark and the bet area bet is also the special game value award mark.

[0038] According to the above structure, a special game value award mark is disposed on a wheel. When it is determined that a win mark determined by an execution of a roulette game matches with a special game value award mark bet, a game value accumulated by reserving a portion of the game value placed as a bet as well as a game value obtained by multiplying a predetermined rate based on the bet area by the game value placed as a bet is awarded to a player. Thereby, when a player plays a roulette game, the player can expect a net payout, so that a player's expectation on a roulette game is increased.

[0039] Further, the invention provides a roulette gaming device including: a roulette unit including a wheel on which a ball is rolled at a time of executing a roulette game, the wheel having thereon a plurality of marks including a specific mark set as a special game value award mark; a plurality of terminal

devices each having a plurality of bet areas, wherein each of the terminal devices receives a bet placed on at least one of the bet areas each corresponding to at least one of the marks, and awards a payout; and a controller programmed to operate as described in steps of (5a) to (5e).

[0040] Specifically, the controller operates:

[0041] (5a) to cause each of the terminal devices to store a bet area bet on and a game value placed as a bet;

[0042] (5b) to roll the ball and determining, as a win mark, a mark corresponding to a stop position of the ball;

[0043] (5c) to award a payout when the win mark corresponds to the bet area having been bet on, based on the game value placed as a bet and a rate relative to a bet type, which rate corresponds to the bet area having been bet on;

[0044] (5d) to randomly select a free spot from the plurality of marks, when the win mark is the special game value award mark and the mark bet is also the special game value award mark, wherein the free spot is a spot on which a predetermined value is unconditionally deemed as to be bet; and

[0045] (5e) to award a game value resulted by multiplication of the predetermined game value by a rate relative to a bet type, which rate corresponds to the bet area, when the roulette game is again executed and the free spot is determined as to be a win spot.

[0046] According to the above structure, a special game value award mark is disposed on a wheel. When a win mark determined by an execution of a roulette game is determined as to match with a special game value award mark bet having been bet on, a free spot in which a predetermined game value is unconditionally bet is selected from the marks. After that, when the roulette game is again executed and it is thus made a win in the free spot, a game value obtained by multiplying a predetermined rate by the predetermined game value is awarded to a player. Thereby, when a player plays a roulette game, the player can expect a new payout, so that a player's expectation on a roulette game is increased.

[0047] Further, the invention provides a gaming machine including: a gaming machine main body which executes a game using a plurality of marks; a plurality of terminal devices each of which receives a bet on the game and awards a payout; and a controller programmed to operate as described in steps of (6a) to (6e).

[0048] Specifically, the controller operates:

[0049] (6a) to cause each of the terminal devices to store therein a mark bet on and a game value placed as a bet;

[0050] (6b) to set, as a special game value award mark, a specific mark randomly selected from the plurality of marks, after a bet time is over;

[0051] (6c) to randomly select one mark from the plurality of marks;

[0052] (6d) to award a payout when the mark bet on corresponds to the selected mark, based on the game value placed as a bet and a rate corresponding to the mark bet on; and

[0053] (6e) to award a privilege when the selected mark is the special game value award mark and the mark bet is also the special game value award mark.

[0054] According to the above structure, after a bet time is over, a specific mark is selected as the special game value award mark, from the plurality of marks on the wheel. Thereby, since a player cannot know which mark will become a special game value award mark, it is possible to increase a player's expectation on a position determination of the special game value award mark.

[0055] Further, the invention provides a roulette gaming device including: a roulette unit including a wheel on which a ball is rolled at a time of executing a roulette game, the wheel having thereon a plurality of marks including a specific mark set as a special game value award mark; a plurality of terminal devices each of which has a side bet area corresponding to the special game value award mark, receives a bet on the side bet area and awards a payout; and a controller programmed to operate as described in steps of (7a) to (7d).

[0056] Specifically, the controller operates:

[0057] (7a) to cause each of the terminal devices to store therein a game value bet on the side-bet areas;

[0058] (7b) to add the game value bet on the side bet area to a game value accumulated up to the very previous roulette game;

[0059] (7c) to roll the ball and determining, as a win mark, a mark corresponding to a stop position of the ball; and

[0060] (7d) to award the game value accumulated in every roulette game, when the win mark is the special game value award mark.

[0061] According to the above structure, when it is made a win in the special game value award mark by an execution of a roulette game, a game value that is accumulated by reserving the game value bet on the side bet area is awarded to a player. Thereby, when a player plays a roulette game, the player can expect a new payout, so that a player's expectation on a roulette game is increased. Further, when the reserved game value is higher, a new player may take part in a game while expecting a payout of the reserved game value.

[0062] The invention provides a playing method of a game including the below structures. A specific mark is set as a special game value award mark from a plurality of marks. A mark bet on and a game value placed as a bet in a terminal device are stored. One mark is randomly selected from the plurality of marks. When the selected mark corresponds to the mark bet on, a payout is awarded, based on the game value placed as a bet and a rate corresponding to the mark bet. When the selected mark is the special game value award mark and the mark bet is also the special game value award mark, a privilege is awarded.

[0063] According to the above structure, a special game value award mark is given to a gaming machine. When it is determined that a mark selected by an execution of a game matches with a special game value award mark bet, a special privilege is awarded. Thereby, when a player plays a roulette game, the player can expect a privilege accompanying a new payout, so that a player's expectation on a roulette game is increased.

BRIEF DESCRIPTION OF THE DRAWINGS

[0064] FIG. 1 illustrates an operating state of a roulette gaming device;

[0065] FIG. 2 is a block diagram of a roulette gaming device;

[0066] FIG. 3 is an external perspective showing a schematic structure of a roulette gaming device;

[0067] FIG. 4 is a plan view of a roulette wheel according to an embodiment;

[0068] FIG. 5 illustrates a BET screen on which a table-type betting board according to an embodiment is displayed;

[0069] FIG. 6 is a block diagram showing a control system of a roulette gaming device according to an embodiment;

[0070] FIG. 7 is a block diagram showing a control system of a station according to an embodiment;

[0071] FIG. 8 is an odds table corresponding to a bet type according to an embodiment;

[0072] FIG. 9 is a flow chart of a special rate award routine program according to an embodiment;

[0073] FIG. 10 is a flow chart of a main process program that is performed in a station according to an embodiment;

[0074] FIG. 11 is a flow chart of a second special rate award routine program according to an embodiment;

[0075] FIG. 12 is a flow chart of a Prog routine program according to an embodiment;

[0076] FIG. 13 is a flow chart of a free spot award routine program according to an embodiment;

[0077] FIG. 14 is a flow chart of a star position determining routine program according to an embodiment; and

[0078] FIG. 15 is a flow chart of a side-bet process routine program according to an embodiment.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0079] Hereinafter, a gaming machine and a playing method thereof according to an embodiment of the invention will be described.

[0080] A gaming machine and a playing method thereof according to an embodiment of the invention will be described. As shown in FIG. 2, a gaming machine 99 includes a gaming machine main body 99 that uses a plurality of marks to execute a game; terminal devices 101 each of which receives a bet on the game and awards a payout; and a controller 102. The controller 102 is configured to execute a program to operate as described in steps of (1a) to (1e).

[0081] Specifically, in the step of (1a), the controller sets, as a special game value award mark, a specific mark among marks. In the step of (1b), the controller stores a mark bet on and a game value placed as a bet in at least one of the terminal devices 101. In the step of (1c), the controller randomly selects one mark from the marks. In the step of (1d), the controller awards a payout when the selected mark corresponds to the mark bet on, based on the game value placed as a bet and a rate corresponding to the mark bet on. In the step of (1e), the controller awards a privilege when the selected mark is the special game value award mark and the mark bet on is also the special game value award mark.

[0082] Here, the "marks" are several numbers (including letters) serving as a figure letter including numbers such as numbers indicated on a gaming machine main body. The "special game value award mark" is a mark that becomes a starting point of a privilege award to a game execution. The "bet" is to wager a game value such as medal on a mark that is predicted to win. The "game value" includes a medal, a coin, money, bill, a magnetic card and the like. The "privilege" is a bonus that is awarded on the basis of an execution result of a game. Further, the "terminal device 101" is structured to receive a bet to be used for a game and to award a payout and may include an image display device that displays a game result.

[0083] The gaming machine structured as described above executes a playing method including the steps of: setting a specific mark as a special game value award mark among marks; storing a mark bet on and a game value placed as a bet in a terminal device 101; randomly selecting one mark from the marks; awarding a payout when the selected mark corresponds to the mark bet on, based on the game value placed as a bet and a rate corresponding to the mark bet on; and award-

ing a privilege when the selected mark is the special game value award mark and the mark bet is also the special game value award mark.

[0084] According to the above gaming machine and the playing method, a special game value award mark is given to the gaming machine. When it is determined that a mark selected by an execution of a game matches with a special game value award mark bet on, a special privilege is awarded. Thereby, when a player plays a game, the player can expect a privilege accompanying a new payout, so that a player's expectation on a game is increased.

[0085] Further, the gaming machine is a roulette gaming device **1** including: a roulette unit **100** including a wheel on which a ball is rolled at a time of executing a roulette game, the wheel having thereon a plurality of marks including a specific mark set as a special game value award mark; a plurality of terminal devices **101** each having a plurality of bet areas, wherein each of the terminal devices receives a bet placed on at least one of the bet areas each corresponding to at least one of the marks, and awards a payout; and a controller **102**. The controller **102** is configured to execute a program to operate as described in steps of (2a) to (2d).

[0086] Specifically, in the step of (2a), the controller causes each of the terminal devices to store a bet area bet on and a game value placed as a bet. In the step of (2b), the controller rolls the ball and determines, as a win mark, a mark corresponding to a stop position of the ball. In the step of (2c), when the win mark corresponds to the bet area having been bet on, the controller awards a payout, based on the game value placed as a bet and a rate relating to a bet type corresponding to the bet area bet. In the step of (2d), when the win mark is the special game value award mark and the bet area bet on is also the special game value award mark, the controller sets the rate to an increased rate.

[0087] Here, the "roulette game" is a series of operations that a player performs a bet in each of the terminal devices, a ball is dropped at a position of any mark and a credit is paid out based on a win number corresponding to the mark. Further, the "wheel" is a disc to which numbers used to determine a win number of a game are allotted.

[0088] Thereby, the roulette gaming device **1** executes a playing method including the steps of storing a bet area bet and a game value placed as a bet in the terminal devices; rolling the ball, thereby determining, as a win mark, a mark corresponding to a stop position of the ball; when the win mark corresponds to the bet area having been bet on, awarding a payout, based on the game value placed as a bet and a rate relating to a bet type corresponding to the bet area bet; and when the win mark is the special game value award mark and the bet area bet is also the special game value award mark, setting a rate having increased the rate.

[0089] Like this, a special game value award mark is disposed on a wheel. When a win mark determined by an execution of a roulette game is determined as to match with a special game value award mark bet on, a roulette game is again executed. Then, when a win is again made, a game value obtained by multiplying a rate having increased a base rate by the game value placed as a bet is awarded to a player. Thereby, when a player plays a roulette game, the player can expect a new payout, so that a player's expectation on a roulette game is increased.

[0090] Further, the controller is configured to execute a program to operate as described in steps of (3a) to (3d). In the step of (3a), the controller causes each of the terminal devices

to store a bet area bet on and a game value placed as a bet. In the step of (3b), the controller rolls the ball and determines, as a win mark, a mark corresponding to a stop position of the ball. In the step of (3c), when the win mark corresponds to the bet area having been bet on, the controller awards a payout, based on the game value placed as a bet and a rate relative to a bet type corresponding to the bet area bet on. In the step of (3d), to set the rate relative to the bet type to an increased rate in the next roulette game chance, when the win mark is the special game value award mark and the bet area having bet on is also the special game value award mark.

[0091] Thereby, the controller **1** executes a playing method including the steps of: storing a bet area bet and a game value placed as a bet in the terminal devices; rolling the ball, thereby determining, as a win mark, a mark corresponding to a stop position of the ball; when the win mark corresponds to the bet area having been bet on, awarding a payout, based on the game value placed as a bet and a rate relating to a bet type corresponding to the bet area bet; and when the win mark is the special game value award mark and the bet area bet is also the special game value award mark, setting a rate having increased the rate corresponding to each bet type in a next roulette game chance.

[0092] Like this, a special game value award mark is disposed on a wheel. When a win mark determined by an execution of a roulette game is determined as to match with a special game value award mark bet on, a game value obtained by multiplying a rate having increased a predetermined rate by the game value placed as a bet is awarded when it is made a win in a next roulette game chance. Thereby, when a player plays a next roulette game, a player's expectation on a new payout can be deferred to a next game, so that a player's expectation on a roulette game is increased.

[0093] Further, the controller is configured to execute a program to operate as described in steps of (4a) to (4e). In the step of (4a), the controller causes each of the terminal devices to store a bet area bet on and a game value placed as a bet **101**. In the step of (4b), the controller subtracts a predetermined ratio of a portion from the game value placed as a bet, thereby adding it to an accumulated portion accumulated up to a previous roulette game. In the step of (4c), the controller rolls the ball and determines, as a win mark, a mark corresponding to a stop position of the ball. In the step of (4d), when the win mark corresponds to the bet area having been bet on, the controller awards a payout, based on the game value placed as a bet and a rate relating to a bet type corresponding to the bet area bet. In the step of (4e), when the win mark is the special game value award mark and the bet area bet is also the special game value award mark, the controller awards a game value accumulated every roulette game.

[0094] Thereby, the roulette gaming device **1** executes a playing method including the steps of: storing a bet area bet and a game value placed as a bet in the terminal devices **101**; subtracting a predetermined ratio of a portion from the game value placed as a bet, thereby adding it to an accumulated portion accumulated up to a previous roulette game; rolling the ball, thereby determining, as a win mark, a mark corresponding to a stop position of the ball; when the win mark corresponds to the bet area having been bet on, awarding a payout, based on the game value placed as a bet and a rate relating to a bet type corresponding to the bet area bet; and when the win mark is the special game value award mark and the bet area bet is also the special game value award mark, awarding a game value accumulated every roulette game.

[0095] Like this, a special game value award mark is disposed on a wheel. When a win mark determined by an execution of a roulette game is determined as to match with a special game value award mark bet on, a game value accumulated by reserving a portion of the game value placed as a bet as well as a game value obtained by multiplying a predetermined rate based on the bet area by the game value placed as a bet is awarded to a player. Thereby, when a player plays a roulette game, the player can expect a net payout, so that a player's expectation on a roulette game is increased.

[0096] Further, the controller is configured to execute a program to operate as described in steps of (5a) to (5e). In the step of (5a), the controller causes each of the terminal devices to store a bet area bet on and a game value placed as a bet. In the step of (5b), the controller rolls the ball and determines, as a win mark, a mark corresponding to a stop position of the ball. In the step of (5c), when the win mark corresponds to the bet area having been bet on, the controller awards a payout, based on the game value placed as a bet and a rate relating to a bet type corresponding to the bet area bet. In the step of (5d), when the win mark is the special game value award mark and the mark bet on is also the special game value award mark, the controller randomly selects, from the plurality of marks, a free spot in which a predetermined game value is unconditionally bet. In the step of (5e), when the roulette game is again executed and it is thus made a win in the free spot, the controller awards a game value obtained by multiplying a rate relating to a bet type corresponding to the bet area by the predetermined game value.

[0097] Thereby, the roulette gaming device 1 executes a playing method including the steps of: storing a bet area bet and a game value placed as a bet in the terminal devices; rolling the ball, thereby determining, as a win mark, a mark corresponding to a stop position of the ball; when the win mark corresponds to the bet area having been bet on, awarding a payout, based on the game value placed as a bet and a rate relating to a bet type corresponding to the bet area bet; when the win mark is the special game value award mark and the mark bet on is also the special game value award mark, randomly selecting, from the plurality of marks, a free spot in which a predetermined game value is unconditionally bet; and when the roulette game is again executed and it is thus made a win in the free spot, awarding a game value obtained by multiplying a rate relating to a bet type corresponding to the bet area by the predetermined game value.

[0098] Like this, a special game value award mark is disposed on a wheel. When a win mark determined by an execution of a roulette game is determined as to match with a special game value award mark bet on, a free spot is selected from the marks. The free spot is a spot on which a predetermined value is unconditionally deemed as to be bet. After that, when the roulette game is again executed and the free spot is determined as to be the win spot, a game value obtained by multiplying a predetermined rate by the predetermined game value is awarded to a player. Thereby, when a player plays a roulette game, the player can expect a new payout, so that a player's expectation on a roulette game is increased.

[0099] Further, the controller 102 is configured to execute a program to operate as described in steps of (6a) to (6e). In the step of (6A), the controller stores a mark bet on and a game value placed as a bet in at least one of the terminal devices. In the step of (6b), the controller sets, as a special game value award mark, a specific mark randomly selected from the

plurality of marks, after a bet time is over. In the step of (6c), the controller randomly selects one mark from the plurality of marks. In the step of (6d), when the selected mark corresponds to the mark bet on, the controller awards a payout, based on the game value placed as a bet and a rate corresponding to the mark bet on. In the step of (6e), the controller awards a privilege when the selected mark is the special game value award mark and the mark bet on is also the special game value award mark.

[0100] Thereby, the roulette gaming device 1 executes a playing method including the steps of: storing a mark bet on and a game value placed as a bet in at least one of the terminal devices; setting, as a special game value award mark, a specific mark randomly selected from the plurality of marks, after a bet time is over; randomly selecting one mark from the plurality of marks; awarding a payout when the selected mark corresponds to the mark bet on, based on the game value placed as a bet and a rate corresponding to the mark bet on; and awarding a privilege when the selected mark is the special game value award mark and the mark bet is also the special game value award mark.

[0101] Like this, after a bet time is over, a specific mark is selected as the special game value award mark, from the plurality of marks on the wheel. Thereby, since a player cannot know which mark will become a special game value award mark, it is possible to increase a player's expectation on a position determination of the special game value award mark.

[0102] Further, the terminal device 101 has a side-bet area corresponding to the special game value award mark and receives a side-bet on the side-bet area and awards a payout. The controller 102 is configured to execute a program to operate as described in steps of (7a) to (7d). In the step of (7a), the controller causes each of the terminal devices to store a game value bet on the side bet area. In the step of (7b), the controller adds the game value bet on the side bet area to a game value accumulated up to a previous roulette game. In the step of (7c), the controller rolls the ball and determines, as a win mark, a mark corresponding to a stop position of the ball. In the step of (7d), when the win mark is the special game value award mark, the controller awards the game value accumulated in every roulette game.

[0103] Thereby, the roulette gaming device 1 executes a playing method including the steps of: storing a game value bet on the side bet area in the terminal devices; adding the game value bet on the side bet area to a game value accumulated up to a previous roulette game; rolling the ball and determines, as a win mark, a mark corresponding to a stop position of the ball; and when the win mark is the special game value award mark, awarding the game value accumulated in every roulette game.

[0104] Like this, a side-bet means that bets on whether it is made a win in a special game value award mark is provided separately from a game progress. When it is made a win in the special game value award mark by an execution of a roulette game, a game value that is accumulated by reserving the game value bet on the side bet area is awarded to a player. Thereby, when a player plays a roulette game, the player can expect a new payout, so that a player's expectation on a roulette game is increased. Further, when the reserved game value is higher, a new player may take part in a game while expecting a payout of the reserved game value.

[0105] As shown in FIG. 2, the roulette gaming device 1 executing the above playing method includes a terminal

device **101**, a roulette unit **100** that executes a roulette game in which a ball rolls on a wheel having marks and setting, as a special game value award mark, a specific mark among the marks, and a controller **102**. The terminal device **101** is structured to dispose a bet receiving unit **103** that receives a game value, a bet area unit **104** that becomes a bet target and a payout award unit **105** that pays out a payout. In the mean time, the terminal device has a display that displays a bet area and a touch panel for performing a bet operation.

[0106] (Structure of the Controller **102**)

[0107] The controller **102** includes a memory **107** that stores information about a bet area and a game value, which are bet by a player through the terminal device **101**, a game value accumulator **116** that subtracts a predetermined ratio of a portion from the game value placed as a bet and adds it to an accumulated portion accumulated up to a previous roulette game, an accumulated game value memory **117** that stores the accumulated portion added, and a rate memory **115** that stores a payout rate corresponding to a bet type.

[0108] Further, the controller **102** includes a ball rolling starter **108** that rolls a ball on a wheel of the roulette unit **100**, a special game value award mark setting unit **109** that selects a special game value award mark from the marks, and a win number determining unit **110** that determines a number determined to win in the roulette unit **100**. Further, the controller includes a bet win determining unit **111** that determines whether a win number matches with a bet area stored in the memory **107**, a special game value award mark win determining unit **112** that determines whether it is made a win in a special game value award mark, and a privilege unit **113** that awards a privilege when the win number is the special game value award mark and the mark bet on is also the special game value award mark. Furthermore, the controller includes a payout calculating unit **114** that calculates a payout to be cashed out to a player.

[0109] When the privilege unit **113** obtains the win information from the special game value award mark win determining unit **112**, it increases a payout rate, based on a payout rate of the rate memory **115**. Further, when the privilege unit **113** obtains the win information from the special game value award mark win determining unit **112**, it awards a payout, based on the information of the accumulated game value memory **117**. Further, when the privilege unit **113** obtains the win information from the special game value award mark win determining unit **112**, it bets a predetermined game value on a bet area that is randomly selected from the marks.

[0110] Further, the bet area unit **104** has a function of receiving a side-bet. The bet area and game value memory has a function of storing a game value that is side-bet, which is received in the bet area unit. When the privilege unit **113** obtains the win information from the special game value award mark win determining unit **112**, it awards a game value accumulated every roulette game.

[0111] The controller **102** may be embodied in hardware or software, as required. When it is embodied in software, the controller **105** is structured by a program that operates as described in the steps of (1a) to (1e).

[0112] In the step of (1a), the controller sets, as a special game value award mark, a specific mark among the plurality of marks. In the step of (1b), the controller stores a mark bet on and a game value placed as a bet in at least one of the terminal devices **101**. In the step of (1c), the controller randomly selects one mark from the plurality of marks. In the step of (1d), when the selected mark corresponds to the mark

bet on, the controller awards a payout, based on the game value placed as a bet and a rate corresponding to the mark bet on. In the step of (1e), when the selected mark is the special game value award mark and the mark bet on is also the special game value award mark, the controller awards a variety of privileges.

[0113] (Operation of the Controller **102**)

[0114] In the followings, an operation of the controller **102** will be described. In each of the terminal devices **101**, the bet receiving unit **103** receives a game value. When a player bets the game value on the selected bet area unit **104**, the information about the game value and the bet area bet by the player is stored in the memory **107**. Before and after a predetermined bet receiving time is over, a ball is rolled on the wheel of the roulette unit **100** by a signal from the ball rolling starter **108**. Then, a special game value award mark is selected from the marks by the special game value award mark setting unit **109**. After that, the win number determining unit **110** determines a number that the ball rolled in the roulette unit **100** is stopped at the mark on the wheel. Then, the bet win determining unit **111** determines whether the number determined in the win number determining unit **110** matches with the bet area stored in the memory **107**. When it is yes, the payout calculating unit **114** calculates a payout corresponding to the bet area bet, based on the payout rate relative to the bet type stored in the rate memory **115**. Further, the special game value award mark win determining unit **112** determines whether the number determined in the win number determining unit **110** is the special game value award mark and the mark bet on is also the special game value award mark. When it is yes, the privilege unit **113** awards a privilege and a payout of the privilege is calculated in the payout calculating unit **114**. Then, the game value of the payout portion calculated in the payout calculating unit **114** is paid out from the payout award unit **105**.

[0115] Here, the privilege unit **113** performs an operation of awarding a variety of privileges. When the privilege unit **113** obtains the win information from the special game value award mark win determining unit **112**, it sets a special rate having increased the payout rate, based on the payout rate of the rate memory **115**, and again executes a roulette game.

[0116] Further, when the privilege unit **113** obtains the win information from the special game value award mark win determining unit **112**, it sets a special rate having increased the payout rate, based on the payout rate of the rate memory **115**, and executes a roulette game with the special payout set in a next roulette game.

[0117] Further, the game value accumulator **116** subtracts a predetermined ratio of a portion from the game value stored in the memory **107** and adds it to an accumulated portion accumulated up to a previous game. The accumulated portion added is stored in the accumulated game value memory **117**. When the privilege unit **113** obtains the win information from the special game value award mark win determining unit **112**, it awards, as a payout, the game value stored in the accumulated game value memory **117**.

[0118] Further, when the privilege unit **113** obtains the win information from the special game value award mark win determining unit **112**, it randomly selects a bet area among the marks. Then, the privilege unit **113** bets a predetermined game value on the bet area. The bet area randomly selected and the predetermined game value are stored in the memory **107** and a roulette game is again executed.

[0119] Further, the bet area unit **104** receives a side-bet. The memory **107** stores the game value that is side-bet. The game

value accumulator 116 adds the game value stored in the memory 107 to the accumulated portion accumulated up to a previous game. The accumulated portion added is stored in the accumulated game value memory 117. When the privilege unit 113 obtains the win information from the special game value award mark win determining unit 112, it awards, as a payout, the game value stored in the accumulated game value memory 117. In the mean time, the various privileges of the privilege unit 113 are set in advance, with regard to which privilege will be awarded to a player.

[0120] (Display State of the Terminal Device)

[0121] Based on FIG. 1, it will be described a state that is displayed on the terminal device 101 when it is made a win in a special game value award mark in the roulette gaming device 1.

[0122] A player makes a bet, based on the bet area unit 104 displayed on the image display device of the terminal device 101. After a bet time is over, a ball is introduced into the roulette unit 100 from the ball rolling starter 108. When the special game value award mark bet on is at the mark that the ball enters, a letter notifying the player that it is made a win in the special game value award mark is displayed on the image display device. Then, when there is a cashout of the privilege, the image display device displays the game value that is increased by the number of cashout pieces. Thus, the game is over and the bet area unit 104 is displayed so as to receive a bet of a next game.

[0123] In the mean time, when the special game value award mark bet on is not at the mark that the ball enters, a letter notifying the player that it is not made a win in the special game value award mark is displayed on the image display device. Then, the image display device displays the game value that is decreased by the bet-number. Thus, the game is over and the bet area unit 104 is displayed so as to receive a bet of a next game.

[0124] When the game value placed as a bet in each of the terminal devices 101 wins in the special game value award mark, a letter of "STAR BONUS CHANCE" is displayed on the image display device so as to notify a player that it is made a win in the special game value award mark (privilege award). For example, when the privilege is such that the rate is doubled, a game is re-executed under state that a rate of the corresponding game is doubled. At this time, a letter of "STAR ROULETTE START" is displayed on the image display device, thereby notifying the player that a game is again executed. When the game value placed as a bet matches with a win number, a letter of "YOU WIN!" is displayed on the image display device and a player is notified that the player wins in a re-game. In the mean time, when the game value placed as a bet does not correspond to a win number, a letter of "YOU LOSE!" is displayed on the image display device and a player is notified of the loss.

[0125] (Mechanical Structure: Schematic Structure)

[0126] In the followings, it will be specifically described a case where the gaming machine 99 is applied to a roulette gaming device 1. FIG. 3 is an external perspective view showing a schematic structure of a roulette gaming device 1 according to an embodiment. The roulette gaming device 1 has a cabinet 2, a roulette unit 3, stations 4 and an electric light indicator 5. The cabinet 2 fixes the roulette unit 2, the stations 4 and the electric light indicator 5 at predetermined positions and protects a device equipped therein such as electronic substrate.

[0127] The roulette unit 3 corresponds to the gaming machine main body 102 shown in FIG. 2 and is disposed substantially at a central part of the cabinet 2. The stations 4 correspond to the terminal devices 103 of FIG. 2 and are disposed around the roulette unit 2. To be more specific, 12 (twelve) stations 4 are disposed to surround the roulette unit 3. The station 4 serves as a bet unit for receiving a bet operation of a player and a payout unit for awarding a medal. The bet operation is an operation that a player predicting a win number of the roulette unit 3 inputs the contents such as number corresponding to the predicted win number.

[0128] The electric light indicator 5 has a JP amount indicator 15. The JP amount indicator 15 is mounted on a top of the electric light indicator 5. Thus, the JP amount indicator 15 allows all players who play a game in the stations 4 to see the display contents.

[0129] The JP amount indicator 15 displays a jackpot (JP) amount that is a special payout. Here, the roulette gaming device 1 accumulates 0.5% of credits that are bet in a roulette game using a BET screen 61 in the twelve stations 4 and stores the accumulated credit as a jackpot. The credit of the jackpot is paid out to a predetermined station 4 when a special payout is determined by lot. Meanwhile, the "win" means that a "win" state is resulted.

[0130] Further, the roulette gaming device 1 has a server 13. The server 13 corresponds to the controller 105 of FIG. 2. The server 13 is disposed at a corner part 12 of the cabinet 2. The server 13 is received in an inner space of the corner part 12. The inner space of the corner part 12 can be opened/shut by means of a corner door 14 having an authentication key attached. The corner door 14 is typically shut so that a player cannot operate the server 13. In the mean time, in the operation of the server 13, the corner door 14 is opened by operating an authentication key. Thus, the server 13 is operated from an outside of the cabinet 2, so that the roulette gaming device 1 can be performed.

[0131] (Mechanical Structure: Roulette Unit 3)

[0132] A structure of the roulette unit 3 will be described with reference to FIG. 4. FIG. 4 is a plan view of the roulette unit 3 according to an embodiment. The roulette unit 3 includes a frame 21 fixed to the cabinet 2 and a wheel 22 disposed at an inner side of the frame 21. As shown in FIG. 3, an entire upper part of the roulette unit 3 is covered by means of a hemisphere cover member 28 made of transparent acrylic.

[0133] As shown in FIG. 4, the wheel 22 is received in the frame 21 and its upper surface is exposed to an outside. The wheel 22 is horizontally disposed so that a center axis of rotation thereof is identical to a vertical direction, and is supported to freely rotate so that a center point thereof is a rotation center. The wheel 22 has several numbered pockets 23 (38 pockets in this embodiment). The numbered pockets 23 are disposed in a ring shape at a periphery of an upper surface of the wheel 22. Each of the numbered pockets 23 is shaped in a recess shape having a size and a depth capable of receiving a ball 27.

[0134] Further, the wheel 22 has several numbered plates 25. The numbered plates 25 are set same as the numbered pockets 23. The numbered plates 25 indicate each number of "00", "0", "1" to "36" as figure letters. Each of the numbered plates 25 is disposed at the periphery of the respective numbered pockets 23. Thus, the numbered pockets 23 are given with any number of "00", "0", "1" to "36" of the numbered plates 25.

[0135] The frame 21 that the wheel 22 is disposed at the center of the frame is inclined downward at a small degree from the periphery to the wheel 22. The frame 21 has a guide wall 29. The guide wall 29 is disposed between the periphery of the frame 21 and the wheel 22. The guide wall 29 guides an inserted ball 27 against centrifugal force, thereby allowing the ball 27 to roll.

[0136] Further, the frame 21 has a ball insertion slot 35. The ball insertion slot 35 is opened to the wheel 22. The ball insertion slot 35 is associated with a ball insertion device (not shown) that is equipped in the frame 21. The ball insertion device is structured to insert the ball 27 from the ball insertion slot 36 onto the wheel 22.

[0137] Further, the roulette unit 3 has a win determining device 86 of FIG. 6 and a ball collection device (not shown). The win determining device 86 and the ball collection device are disposed below the wheel 22. The win determining device 86 is a device for determining the numbered pocket 23 having received the ball 27. Further, the roulette unit 3 has the ball collection device that is not shown. The ball collection device is a device for collecting the ball 27 on the wheel 22 after a roulette game is over. In the mean time, since the ball insertion device, the win determining device and the ball collection device have been already known, the detailed descriptions thereof will be omitted.

[0138] In the roulette unit 3 structured as described above, when a ball 27 is introduced on the frame 21 by the ball insertion device, the guide wall 29 guides the ball 27 against the centrifugal force of the ball 27, thereby enabling the ball 27 to roll. When the centrifugal force is decreased as the rotation speed of the ball 27 is lowered, the ball 27 is rolled down along the inclined surface of the frame 21, is moved to the inside and reaches the wheel 22 being rotated. The ball 27, which is rolling-introduced onto the wheel 22, passes over the numbered plates 25 at the periphery of the wheel 22 and then is received in any one of the numbered pockets 23. As a result, the number indicated on the numbered plate 25 corresponding to the numbered pocket 23 having the ball 27 received therein is determined by the win determining device 86, so that a win number is determined.

[0139] (Mechanical Structure: Server 13)

[0140] The server 13 shown in FIGS. 3 and 6 is equipped in a space opened at a wall surface of the cabinet 2. The sever 13 is associated with each station 4. The server 13 transmits a command signal to each of the stations 4 to initiatively control each station 4, thereby progressing a game. Further, the server 13 performs a maintenance operation for the roulette gaming device 1, in addition to the control of a game of the roulette gaming device 1.

[0141] A liquid crystal display 32 and a keyboard 33 are associated with the server 13. The liquid crystal display 32 displays a menu screen (not shown) or maintenance screen (not shown). Further, the keyboard 33 is an operating means having several keys disposed thereon. In a state that a menu screen or maintenance screen is displayed on the liquid crystal display 32, when an operator operates the keyboard 33, the maintenance operation as well as various settings in the roulette gaming device 1 can be made.

[0142] (Mechanical Structure: Station 4)

[0143] The station 4 has a medal insertion slot 6, a control unit 7 and an image display device 8. The medal insertion slot 6 is used to insert money or a game medium used in a game such as chip, medal and the like. The control unit 7 has several operating parts such as control button and the like. The oper-

ating parts are used to input an instruction by a player. The image display device 8 displays an image relating to a game and has a game area that receives a bet operation by a player. Thus, the image display device 8 enables a player to operate the touch panel or control unit 7 while seeing an image.

[0144] The control unit 7 is disposed at a side of the image display device 8. The control unit 7 has buttons each of which is operated by a player. To be more specific, the control unit 7 has a BET decision button 47, a cashout button 48 and a help button 49. The BET decision button 47, the cashout button 48 and the help button 49 are disposed in an order from left, seen from a position opposite to the station 4.

[0145] The BET decision button 47 is a button that is pushed when deciding a bet after a bet operation is carried out by means of the image display device 8, which will be described later. Then, a bet is decided, and a "win" state is reached when the bet is made on the number indicated on the numbered plate 25 corresponding to the numbered pocket 35 into which a ball 27 is received in the roulette unit 3 during a game. When a win is made, the credits corresponding to the number of chips bet are added to the credits that a player possesses currently. In the mean time, the bet operation will be described more specifically.

[0146] The cashout button 48 is a button that is pushed typically when a game is over. When the cashout button 48 is pushed, the medals (typically, one medal for one credit), which correspond to the credits obtained through a game and the like and currently possessed by a player, are cashed out from a medal payout slot 9. The help button 49 is a button that is pushed when an operation method of a game is unclear, for example. When the help button 49 is pushed, a help screen that displays variety of information on the image display device 8 is displayed.

[0147] The image display device 8 is a liquid crystal display of a touch panel type having the touch panel 50 attached to a front thereof. When an icon displayed on the liquid crystal is pushed with a finger and the like, the icon is selected. The display screen to be displayed on the image display device will be specifically described later.

[0148] Further, the respective stations 4 have medal payout slots 9, speakers 10 and WIN lamps 11. The medal payout slots 9 are disposed at the sides of the cabinet 2. The speakers 10 are disposed above a right side of the image display device 8. The WIN lamps 11 are disposed at sides of the speakers 10. The speakers 10 are used to output a music or effect music relating to a roulette game. The WIN lamps 11 are turned on/off when a number ("00", "0", "1" to "35" in this embodiment) bet in the station 4 is drawn.

[0149] In the mean time, the WIN lamps 11 are disposed at positions that can be seen from all the stations 4 (12 stations in this embodiment). Thus, the WIN lamps 11 enable another player to easily check a lighting state during the game in the same roulette gaming device 1.

[0150] A medal sensor (not shown) is provided in the medal insertion slot 6. The medal sensor validates a medal inserted into the medal insertion slot 6 and counts the inserted medal. Further, the medal payout slot 9 is associated with a hopper (not shown). The hopper pays out predetermined number of medals from the medal payout slot 9.

[0151] (Electrical Structure: Server 13)

[0152] FIG. 6 is a block diagram that schematically shows a control system of a roulette gaming device. As shown in FIG. 6, the roulette gaming device 1 includes a server 13 and several stations 4 (12 stations in this embodiment) associated

with the server 13. The server 13 is associated with the roulette unit 3 and the electric light indicator 5. In the mean time, a control system of the station 4 will be specifically described later.

[0153] Further, the server 13 includes a server control CPU 81 serving as a calculation device performing an entire control and a control device, a ROM 82 and a RAM 83, a timer 84 associated with the server control CPU 81, a liquid crystal display 32 associated with the CPU through a liquid crystal driving circuit 85 and a keyboard 33.

[0154] The server control CPU 81 executes a variety of processes, based on input signals supplied from the respective stations 4 and data or program stored in the ROM 82 and the RAM 83. Thus, the server control CPU 81 transmits a command signal to the stations 4 based on execution results of the processes to initiatively control the respective stations 4, thereby progressing a game. Further, the server control CPU 81 drives a drive motor provided to the roulette unit 3, thereby shooting a ball 27 or rotating the wheel 22. Furthermore, the server control CPU 81 controls the win determining device 86, thereby determining a win number based on a dropped position of the ball. Then, based on the win number obtained and the bet information transmitted from the respective stations 4, the CPU determines a win of the chips bet and calculates the credit-number to be paid out in each of the stations 4.

[0155] The ROM 82 includes a semiconductor memory, for example. The ROM 82 stores a program for implementing basic functions of the roulette gaming device 1, a payout rate for a roulette game (the number of credits to be paid out per one chip when a "win" state is reached), a program for initiatively controlling the respective stations 4, and the like.

[0156] The RAM 83 temporarily stores the bet information of chips to be supplied from the respective stations 4, a win number of the roulette unit 3 determined by a sensor, a JP amount that is accumulated up to now, data relating to a result of a process that is executed by the server control CPU 81, and the like.

[0157] Further, the server control CPU 81 is associated with the timer 84 that measures time. The time information of the timer 84 is transmitted to the server control CPU 81. The server control CPU 81 rotates the wheel 22 or introduces the ball 27, based on the time information of the timer 84, which will be described later.

[0158] Further, the server control CPU 81 is associated with the electric light indicator 5. The server control CPU 81 controls light emission of a light emitting member such as LED to perform an effect by an electric spectacular and to display predetermined letters on the electric light indicator 5. Furthermore, the server control CPU 81 displays the JP amount, which is accumulated up to now, on the JP amount indicator 15 of the electric light indicator 5.

[0159] Further, the ROM 82 is provided with a payout credit memory area in which a payout rate relating to a roulette game using the BET screen 61 is stored. The payout credit memory area stores data of a bet type or payout rate in a form of a payout management table shown. The payout management table will be specifically described later.

[0160] Furthermore, the RAM 83 is provided with a bet information memory area in which the bet information of a player who is playing a game is stored. The bet information memory area stores data of bet information or possible target in a form of a station management table. The station management table will be specifically described later. Further, the

RAM 83 is provided with a win number memory area in which a win number of the roulette unit 3 determined by the win determining device is stored, a JP accumulation memory area 83 in which a pool amount having pooled 0.5% of the credits bet on the BET screen 61 is stored, and the like. In the mean time, the bet information is information about a bet that is made using the stations 4, such as the bet area 72 displayed on the BET screen 61, the number of bet chips (bet-number) and bet type.

[0161] (Electrical Structure: Station 4)

[0162] In the followings, a structure of a control system of the station 4 will be described. FIG. 7 is a block diagram showing a control system of the station according to an embodiment. In the mean time, the twelve stations 4 have a same structure, so that one station 4 will be described as an example.

[0163] The station 4 includes a station control unit 90 and several peripheral devices. The station control unit 90 includes a station control CPU 91, a ROM 92 and a RAM 93. The ROM 92 includes a semiconductor memory, for example. The ROM 92 stores a program for implementing basic functions of the station 4, various programs necessary for controlling the station 4, a data table and the like. Further, the RAM 93 is a memory that temporarily stores various data calculated in the station control CPU 91, the number of credits that are currently possessed by a player (i.e., stored in the station 4), a bet situation of chips by a player, and the like.

[0164] Further, the station control CPU 91 is associated with a BET decision button 47, a cashout button 48 and a help button 49, which are equipped in the control unit 7. Based on operation signals outputted as the buttons are pushed, the station control CPU 91 performs a control so as to execute the corresponding operations. To be more specific, based on an input signal that is supplied from the control unit 7 as an operation by a player is inputted and the data or program stored in the ROM 92 and the RAM 93, the station control CPU 91 executes a variety of processes and transmits the results thereof to the server control CPU 81. In the mean time, the station control CPU 91 receives a command signal from the server control CPU 81, controls the peripheral devices constituting the station 4 and progresses a roulette game in the station 4. Further, the station control CPU 91 executes a variety of processes, based on an input signal that is inputted from the control unit 7 as an operation by a player is inputted and the data or program stored in the ROM 92 and the RAM 93, depending on contents of process, controls the peripheral devices constituting the station 4 based on the process results and progresses a roulette game in the station 4.

[0165] Further, the station control CPU 91 is associated with a hopper 94. The hopper 94 pays out a predetermined number of medals from the medal payout slot 9 in accordance with a command signal from the station control CPU 91. Furthermore, the station control CPU 91 is associated with an image display device 8 through a liquid crystal driving circuit 95. With regard to this, the liquid crystal driving circuit 95 includes a program ROM, an image ROM, an image control CPU, a work RAM, a VDP (video display processor), a video RAM and the like. The program ROM stores an image control program for display on the image display device 8, a variety of selection tables and the like.

[0166] Further, the image ROM stores dot data for forming an image to be displayed on the image display device 8, for example. The image control CPU determines an image to be displayed on the image display device 8 from the dot data

previously stored in the image ROM, in accordance with an image control program previously stored in the program ROM, based on parameters set in the station control CPU 91. Further, the work RAM includes a temporary memory unit to be used when the image control program is executed in the image control CPU. Further, the VDP forms an image relating to contents of display determined in the image control CPU and outputs the image on the image display device 8. In the mean time, the video RAM includes a temporary memory unit to be used when an image is formed in the VDP.

[0167] Further, a touch panel 50 is attached on a front of the image display device 8. Operation information of the touch panel 50 is transmitted to the station control CPU 91. On the touch panel 50, a player makes a bet operation with chips in the BET screen 61. To be more specific, a player operates the touch panel 50 with regard to a selection of the bet area 72, an operation of a unit BET button 61 and the like, and the operation information is transmitted to the station control CPU 91. Based on the information, the current bet information of a player (a bet area indicated in the BET screen 61 and the number of chips bet) is stored in the RAM 93 at all times. Furthermore, the bet information is transmitted to the server control CPU 81 and is stored in the bet information memory area of the RAM 83.

[0168] Furthermore, a sound output circuit 96 and a speaker 10 are associated with the station control CPU 91. The speaker 10 generates a variety of effect sounds when performing various effects, based on an output signal from the sound output circuit 96.

[0169] Further, a medal sensor 97 is associated with the station control CPU 91. The medal sensor 97 detects medals inserted from the medal insertion slot 6, calculates the inserted medals and transmits a result thereof to the station control CPU 91. The station control CPU 91 increases the credit-number possessed by a player, which is stored in the RAM 93, based on the transmitted signal.

[0170] Further, a WIN lamp 11 is associated with the station control CPU 91. When the chip bet in the BET screen 61 is determined to make a win or JP, the station control CPU 91 turns on/off the WIN lamp 11 in a predetermined color.

[0171] (Data Table)

[0172] In the followings, an odds table corresponding to the bet-type in FIG. 8 will be described. The odds table corresponding to the bet-type is stored in the ROM 82 of the server 13. The typical odds table corresponding to the bet-type has a column of bet types and a column of payout rates. The data showing bet types such as "Straight", "Split", "Street" and the like are stored in the column of bet types. The bet types will be specifically described later. The data showing the payout rates such as "35:1", "17:1", "11:1" and the like are stored in the column of payout rates, correspondingly to the bet types. Thereby, when a bet is made in a bet type of "Straight", 35 pieces will be paid out per 1 piece bet. Further, as shown in a base odds of FIG. 8, the odds for each bet type are set with values based on a probability that a ball 27 will roll on the wheel 22 and then be received in one numbered pocket 23. As a special odds, there is an odds of a star bonus having doubled the odds for each bet type. In the mean time, the "odds" means a payout-number of credits for a win.

[0173] In the followings, a station management table will be described. In the mean time, the data of the station management table is stored in the RAM 83 of the server 13 shown in FIG. 6. The station management table has a column of stations, a column of bet information having a column of bet

types and a column of bet-numbers and a column of possible targets. The column of stations stores the machine number data inherent to each station 4. The column of bet types stores the bet type data such as "Straight" as described above. The column of bet-numbers stores the number of pieces bet such as "20." The column of possible targets stores the data showing whether a possible targets has a possibility that a special payout will be awarded thereto. In the mean time, the "1" in the column of possible targets shows that it is set as a possible targets and "0" shows that it is not set as a possible targets.

[0174] (Display States of the Image Display Device 8)

[0175] Firstly, the BET screen 31 will be described with reference to FIG. 5. In the table-type betting board 30 that is displayed in the BET screen 61, the numbers such as "0," "00," and "1" to "36" indicated on the numbered plates 25 are arranged in a grid form. Further, special bet areas for indicating "odd number", "even number", "types of colors of numbered plates (red or black)" and "a predetermined range of numbers (for example, "1" to "12") to bet a chip are also arranged in a grid form.

[0176] At a lower part of the table-type betting board 30, a unit BET button 36, a side-bet button 43, a side-bet number indicator 60, a cashout result indicator 37 and a credit-number indicator 68 are sequentially displayed from left of the screen.

[0177] Further, the unit BET button 36 is provided to select the number of chips to be bet on bet areas 42 (above the grids of number and mark or above lines forming a grid) indicated by the player. The unit BET button 66 includes a 1 BET button 36A, a 5 BET button 36B, a 10 BET button 36C and a 100 BET button 36D. A player first pushes the screen with a finger, thereby indicating a bet area 72, on which a bet is made, with a cursor 70. At this state, when the player pushes the 1 BET button 66A, the player bets a chip in a unit of one piece (whenever the 1 BET button 66A is pushed with a finger, the bet-number is increased in an order of "1"-->"2"-->"3" . . .). Further, when the player pushes the 5 BET button 66B, the player bets chips in a unit of five pieces (whenever the 5 BET button 66B is pushed with a finger, the bet-number is increased in an order of "5"-->"10"-->"15" . . .). Further, when the player pushes the 10 BET button 66C, the player bets chips in a unit of ten pieces (whenever the 10 BET button 66C is pushed with a finger, the bet-number is increased in an order of "10"-->"20"-->"30" . . .). Furthermore, Further, when the player pushes the 100 BET button 66D, the player can bet chips in a unit of 100 pieces (whenever the 100 BET button 66D is pushed with a finger, the bet-number is increased in an order of "100"-->"200"-->"300" . . .). Accordingly, even when many chips are bet, an operation thereof stays simple.

[0178] Further, the cashout result indicator 37 displays the number of chips bet by a player in a previous game and the cashout credit-number. Here, the subtraction of the bet-number from the cashout credit-number results in a credit-number that is newly obtained by a player in a previous game.

[0179] Furthermore, the credit-number indicator 38 displays the number of credits possessed by a current player. When a chip is bet, the credit-number is decreased in proportional to the bet-number (one credit for one bet). Further, when a win is determined for the chip bet and the cashout of credits is performed, the credit-number is increased as the cashout-number. In the mean time, when the credit-number possessed by a player is 0, the game is over.

[0180] Further, the side-bet number indicator 60 displays the credit-number that is accumulated up to a previous game by the side-bet button 43.

[0181] At an upper part of the table-type betting board 30, a BET timer count 39 is provided. The BET timer count 39 is to display a remaining time for which a player can make a bet. From the start of the bet time, a number of the count is gradually smaller. When the number becomes "0," a time for which a bet can be made in a current game is over. Further, when the BET timer count 39 reaches a specific number (for example, 10), a ball 27 is introduced into the wheel 22, from the ball insertion device of the wheel.

[0182] Further, a cursor 40 showing the bet area 72 selected by a player is displayed on the table-type betting board 30. Additionally, a chip mark 11 showing the number of chips that are bet up to now and the bet area 42 is displayed and the number shown on the chip mark 41 indicates the number of chips bet. For example, as shown in FIG. 5, the chip mark 41 of "7" put on the grid of "18" indicates that 7 chips are bet on the number "18." Like this, the method of betting on one number is a bet type referred to as "Straight up".

[0183] When a player makes a general bet on the BET screen 31 structured as described above, the player indicates a bet area 42 to be bet (above the grids of number and mark or above lines forming a grid) and directly pushes it with a finger. As a result, the cursor 40 is moved to the bet area 42 indicated. Then, when the respective unit buttons of the unit BET buttons 36 (1 BET button 36A, 5 BET button 36B, 10 BET button 36C, 100 BET button 36D) are pushed, the chips as the unit number are bet on the bet area 42 indicated. For example, when the 10 BET button 36C is pushed four times, the 5 BET button 36B is pushed one time and the 1 BET button 36A is pushed three times, 48 chips can be bet.

[0184] (Display State of the Image Display Device 8 when it is Made a Win in a Star Mark 88)

[0185] Based on FIG. 1 illustrating that it is made a win in a star mark 88, it will be described a display screen in the first bet screen 31 when it is made a win in a star mark 88 in a special rate award routine, a second time special rate award routine, a Prog routine and a free spot award routine (hereinafter, referred to as various routines). In the mean time, the special rate award routine, the second time special rate award routine, the Prog routine and a free spot award routine, which are privilege processes will be described later.

[0186] In the various routines, a player makes a bet, based on the BET screen 31 displayed on the image display device 8 of the station 4. After a bet time is over, a ball 27 is introduced into the wheel 22. When a star mark 88 is at the numbered plate 25 into which the ball 27 is received, a letter notifying the player of a privilege award based on the various routines is displayed on the image display device 8 so as to notify the player that it is made a win in the star mark 88 (for example, when the routine is a special rate award routine, a re-game is executed under state that the odds of the corresponding unit game are doubled. At this time, a letter of "Privilege Award" is displayed on the image display device 8, thereby notifying the player that a re-game is executed. When the chip bet wins in a win number, a letter of "YOU WIN!" is displayed on the image display device 8, thereby notifying the player that it is made a win in a re-game.). After that, when there is a cashout of the privilege based on the various routines, the credit-number indicator 38 displays the credit-num-

ber that is increased as the cashout-number. Thus, the roulette game is over and the BET screen 31 is displayed so as to receive a bet of a next game.

[0187] In the mean time, when the star mark 88 is not at the numbered plate 25 into which the ball 27 is received, a letter for notifying the player that it is not made a win in the star mark 88 is displayed on the image display device 8 (for example, a letter of "Regret" is displayed on the image display device 8, thereby notifying the player of the loss.). After that, the credit-number indicator 38 displays the credit-number that is decreased as the bet-number. Thus, the roulette game is over and the BET screen 31 is displayed so as to receive a bet of a next game.

[0188] Further, the letter information is stored in a ROM of the liquid crystal driving circuit 95 and a letter control signal is transmitted to the liquid crystal driving circuit 95 so that the station control CPU 91 sequentially displays the letter information stored in the ROM of the liquid crystal driving circuit 95 on a screen of the image display device 8 in accordance with the game progress information being transmitted from the server control CPU 81. Further, the station control CPU 91 transmits a sound control signal to the sound output circuit 96 so as to generate an effect sound from the speaker 10, accompanying the letter control signal. As described above, by generating the image information and the effect sound to notify a player of the privilege award information in this roulette game, it is possible to increase a player's expectation on the roulette game.

[0189] (Bet Types)

[0190] In the followings, it will be described a bet type using the table-type betting board 30 of FIG. 5. As shown in FIG. 5, the chip mark 41 of "7", which is put on the grid of "18", indicates that 7 chips are bet on the number "18." Like this, the bet type in which a bet is made on one number only is referred to as a "Straight Up." Further, the chip mark 41 of "1", which is put on an intersection of the grids of "5", "6", "8" and "9", indicates that one chip is bet while covering the four numbers of "5", "6", "8" and "9." Like this, the bet type in which a bet is made while covering the four numbers is referred to as a "Corner bet."

[0191] Further, there is a bet type of "Split bet" in which a bet is made while covering two numbers above a line between the two numbers. Further, there is a bet type of "Street bet" in which a bet is made while covering three numbers at ends of the one row of the numbers (one column in the vertical direction in FIG. 5). Further, there is a bet type of "Five bet" in which a bet is made while covering five numbers of "0", "00", "1", "2" and "3" above a line between "00" and "3". There is a bet type of "Line bet" in which a bet is made while covering six numbers (for example, "13", "14", "15", "16", "17" and "18") between two rows of the numbers (two columns in the vertical direction in FIG. 5). There is a bet type of "Column bet" in which a bet is made while covering 12 numbers above the grid of "2 to 1". There is a bet type of "Dozen bet" in which a bet is made while covering 12 numbers above the grids of "1st 12", "2nd 12" and "3rd 12", respectively. Furthermore, there is a bet type of "Red or Black bet" in which a bet is made on the color of the numbered plate ("red" or "black") using the six grids provided at the lowest end of the table-type betting board 30. There is a bet type of "Odd or Even bet" in which a bet is made on the odd or even numbers. There is a bet type of "Low or High bet" in which a bet is made while 18 numbers using the numbers of 18 or less or 19 or more. Here,

the bet types have different payouts (payout rates) of the credits per one chip, which are awarded when the chip bet is determined as a win.

[0192] (Processing Operations)

[0193] In the followings, an operation of the roulette gaming device 1 will be described, based on a game processing program of the server that is executed by the server control CPU 81 and a game processing program of the station that is executed by the station control CPU 81. In the mean time, each program shown in flow charts of FIGS. 9 to 15 is stored in the ROM 82 or RAM 83 provided to the server 13 or the ROM 92 or RAM 93 provided to the station 4 and is executed by the server control CPU 81 or station control CPU 91.

[0194] (Operation 1 of a Main Control System: Special Rate Award Routine)

[0195] A special rate award routine that awards a privilege when it is made a win in the star mark 88 in the roulette gaming device 1 will be described with reference to FIG. 9. FIG. 9 is a flow chart of a roulette game processing program of a roulette gaming device. In the mean time, each program shown in the flow chart of FIG. 9 is stored in the ROM 82 or RAM 83 provided to the roulette gaming device 1 and is executed by the server control CPU 81. Further, in the process of the special rate award routine, a unit game is started under state that a position of the star mark 88 is set in advance. Meantime, a unit game of this embodiment is a series of operations that a player performs a bet in each of the stations 4, a ball 27 is dropped in the numbered pocket 23 and a credit is paid out based on a win number.

[0196] As power is supplied to the roulette gaming device 1, a special rate award routine is executed in the roulette gaming device 1 and a bet time for which a player can bet on any bet area 42 is started (B1). When a bet time is started, the number becomes smaller, as time goes by, in the BET timer count 39 that displays a remaining time of the bet time for which a player can make a bet. A player who takes part in a game can bet a chip on the bet area 42 relating to a number that the player expects, during the bet time (refer to FIG. 5).

[0197] As a predetermined time has elapsed after the bet time is started (B1), the ball insertion device is driven to introduce the ball 27 into the wheel 22 (B2).

[0198] Then, it is determined whether the bet time is over or not in a step of B3. Here, the bet time is displayed by the BET timer count 39 and the number thereof becomes smaller, as time goes by after the bet time is started (B1). When the number becomes 0, the bet time in the current game is over.

[0199] Here, when it is determined that the bet time is not over (B3, NO), the reception of bet is continued until the bet time is over. When it is determined that the bet time is over (B3, YES), a bet end signal is outputted to the station control units 90 of all the stations 4. Further, an image notifying that the bet time is over is displayed on the image display device 8 of each station 4 and a bet operation on the touch panel 50 is prohibited. After the server control CPU 81 ends the bet time and outputs the bet end signal to all the stations 4 (B3, YES), it receives the bet information (the bet area 42 indicated and the number of chips bet on the bet area 42 indicated) that a player has performed the bet in each station 4 (B4) and stores it in the RAM 83. Here, when a bet is not made on the bet area 42 in the station 4, the information that no bet area 42 is indicated and the information that the number of chips bet is "0" are received as the bet information.

[0200] During the process of B3 and B4, the ball 27 introduced in the step of B2 rolls on the wheel 22 along the guide

wall 29. Then, when the centrifugal force is decreased as the rotation speed of the ball is lowered, the ball is rolled down along the inclined surface of the frame 21, is moved to the inside and reaches the wheel 22 being rotated. The ball 27 rolls along the wheel 22, passes over the numbered plates 25 at the periphery of the wheel 22 being further rotated and then is received in any one of the numbered pockets 23 (B5). The number ("0", "00" and "1" to "36") indicated on the numbered plate 25 corresponding to the numbered pocket 23 into which the ball 27 is received becomes a win number.

[0201] Continuously, after the ball 27 is received in the numbered pocket 23, the server control CPU 81 drives the win determining device 86 to determine the numbered pocket 23 into which the ball 27 is received (B6).

[0202] Furthermore, it is determined whether the chip bet in each station 4 wins, from the bet information of each station 4 received in the step of B4 and the win number determined in the step of B6 (B7).

[0203] Based on the win determination in the step of B7, it is determined whether it is made a win in the star mark 88 (B8). When it is determined that it is made a win in the star mark 88 (B8, YES), the odds of the corresponding unit game are doubled (B11), as shown in FIG. 8. Then, a re-game is executed with being bet in the step of B3 when the game is started (B12: this is same as the processes of B2, B5, B6 and B7).

[0204] Then, it is determined whether the chip bet wins in the win number determined in the step of B12 (B13). When it is made a win (B13, YES), the server control CPU 81 executes the special payout calculating process (B14). In the special payout calculating process, the win chip is recognized in each station 4 and a sum of payout amounts of credits to be paid out to each station 4 is calculated using the star bonus odds (refer to FIG. 8) that are two times as much as the base odds (credit-number per one chip) for each bet area 42, which are stored in the ROM 82. Further, when it is determined that there is no win chip in all the stations 4 (B13, NO), the process is transited to a step of B16.

[0205] In the mean time, when it is determined in the step of B8 that it is not made a win in the star mark 88 (B8, NO), it is determined whether the chip bet in the at least one station 4 wins (B9), based on the win determination of B7. When it is made a win in the step of B9 (B9, YES), the server control CPU 81 executes a payout calculating process (B10). In the payout calculating process, the win chip is recognized in each station 4 and a sum of payout amounts of credits to be paid out to each station 4 is calculated using the base odds (credit-number per one chip) for each bet area 42 (refer to FIG. 8), which are stored in the ROM 82. Further, when it is determined that there is no win chip in all the stations 4 (B9, NO), the process is transited to a step of B15.

[0206] After the process of B14, the process of B10 and the NO determination in the step of B9, it is executed in a step of B15 a game result transmit process of transmitting to all the stations 4 a signal relating to a display change accompanying the payout of credits based on the payout calculating process of B10, the cashout of credits based on the special payout calculating process of B14 and the determination of a win number. When paying out the credits to the station 4, the credit data corresponding to the payout amount is outputted from the server 13 to the station control unit 9 of the station 4 for which a win is made. The credit data is added to the RAM 93 of the corresponding station 4.

[0207] In a step of B16, the ball collection device below the wheel 22 is driven to collect the ball 27 on the wheel 22. The collected ball 27 will be again introduced on the wheel 22 in a game after next. Then, the process returns to the step of B1 and is transited to a next game.

[0208] (Operation 2 of the Main Control System: Second Special Rate Award Routine)

[0209] A second special rate award routine that awards a privilege when it is made a win in the star mark 88 in the roulette gaming device 1 will be described with reference to FIG. 11. FIG. 11 is a flow chart of a roulette game processing program of a roulette gaming device. In the mean time, each program shown in the flow chart of FIG. 11 is stored in the ROM 82 or RAM 83 provided to the roulette gaming device 1 and is executed by the server control CPU 81. Further, in the process of the second special rate award routine, a unit game is started under state that a position of the star mark 88 is set in advance.

[0210] As power is supplied to the roulette gaming device 1, a special rate award routine is executed in the roulette gaming device 1 and a bet time for which a player can bet on any bet area 42 is started (C1). When a bet time is started, the number becomes smaller, as time goes by, in the BET timer count 39 that displays a remaining time of the bet time for which a player can make a bet. A player who takes part in a game can bet a chip on the bet area 42 relating to a number that the player expects, during the bet time (refer to FIG. 5).

[0211] As a predetermined time (in this embodiment, the time at which the number in the BET timer count 39 reaches "0") has elapsed after the bet time is started (C1), the ball insertion device is driven to introduce the ball 27 into the wheel 22 (C2).

[0212] Then, it is determined whether the bet time is over or not in a step of C3. Here, the bet time is displayed by the BET timer count 39, and after the bet time is started (C1), the number of the count is decreased to 0. When the number of the BET timer count 39 becomes 0, the bet time in the current game is over.

[0213] Here, when it is determined that the bet time is not over (C3, NO), the reception of bet is continued until the bet time is over. When it is determined that the bet time is over (C3, YES), a bet end signal is outputted to the station control units 90 of all the stations 4. Further, an image notifying that the bet time is over is displayed on the image display device 8 of each station 4 and a bet operation on the touch panel 50 is prohibited. After the server control CPU 81 ends the bet time and outputs the bet end signal to all the stations 4 (C3, YES), it receives the bet information (the bet area 42 indicated and the number of chips bet on the bet area 42 indicated) that a player has performed the bet in each station 4 (C4) and stores it in the RAM 83. Here, when a bet is not made on the bet area 42 in the station 4, the information that no bet area 42 is indicated and the information that the number of chips bet is "0" are received as the bet information.

[0214] During the process of C3 and C4, the ball 27 introduced in the step of C2 rolls on the wheel 22 along the guide wall 29. Then, when the centrifugal force is decreased as the rotation speed of the ball is lowered, the ball is rolled down along the inclined surface of the frame 21, is moved to the inside and reaches the wheel 22 being rotated. The ball 27 rolls along the wheel 22, passes over the numbered plates 25 at the periphery of the wheel 22 being further rotated and then is received in any one of the numbered pockets 23 (C5). The number ("0", "00" and "1" to "36") indicated on the num-

bered plate 25 corresponding to the numbered pocket 23 into which the ball 27 is received becomes a win number.

[0215] Continuously, after the ball 27 is received in the numbered pocket 23, the server control CPU 81 drives the win determining device 86 to determine the numbered pocket 23 into which the ball 27 is received (C6).

[0216] Furthermore, it is determined whether the chip bet in each station 4 wins, from the bet information of each station 4 received in the step of C4 and the win number determined in the step of C6 (C7).

[0217] Based on the win determination in the step of C7, it is determined whether it is made a win in the star mark 88 (C8). When it is determined that it is made a win in the star mark 88 (C8, YES), the odds when a next unit game is executed are doubled as the odds of a star bonus (B12), as shown in FIG. 8. Then, the information of the double odds is temporarily stored in the RAM 83. After that, a ball collecting process is performed in a step of C13 and the unit game is ended. Then, based on the information of the double odds as the odds of a star bonus, which is stored in the RAM 83, a next unit game is executed.

[0218] In the mean time, when it is determined that it is not made a win in the star mark 88 (C8, NO), it is determined whether the chip bet in the at least one station 4 wins (C9), based on the win determination of C7. When it is made a win in the step of C9 (C9, YES), the server control CPU 81 executes a payout calculating process (C10). In the payout calculating process, the win chip is recognized in each station 4 and a sum of payout amounts of credits to be paid out to each station 4 is calculated using the base odds (credit-number per one chip) for each bet area 42 (refer to FIG. 8), which are stored in the ROM 82. Then, it is executed in a step of C11 a game result transmit process of transmitting to all the stations 4 a signal relating to a display change accompanying the payout of credits based on the payout calculating process of C10 and the determination of a win number. When paying out the credits to the station 4, the credit data corresponding to the payout amount is outputted from the server 13 to the station control unit 9 of the station 4 for which a win is made. The credit data is added to the RAM 93 of the corresponding station 4. Further, when it is determined that there is no win chip in all the stations 4 (C9, NO), the process is transited to a step of C13.

[0219] After the process of C12, the process of C11 and the NO determination in the step of C9, the ball collection device below the wheel 22 is driven to collect the ball 27 on the wheel 22. The collected ball 27 will be again introduced on the wheel 22 in a game after next. Then, the process returns to the step of C1 and is transited to a next game.

[0220] (Operation 3 of the Main Control System: Prog Bonus Routine)

[0221] A Prog bonus routine that awards a privilege when it is made a win in the star mark 88 in the roulette gaming device 1 will be described with reference to FIG. 12. FIG. 12 is a flow chart of a roulette game processing program of a roulette gaming device. In the mean time, each program shown in the flow chart of FIG. 12 is stored in the ROM 82 or RAM 83 provided to the roulette gaming device 1 and is executed by the server control CPU 81. Further, in the process of the Prog bonus routine, a unit game is started under state that a position of the star mark 88 is set in advance.

[0222] As power is supplied to the roulette gaming device 1, a Prog bonus routine is executed in the roulette gaming device 1 and a bet time for which a player can bet on any bet

area 42 is started (A1). When a bet time is started, the number becomes smaller, as time goes by, in the BET timer count 39 that displays a remaining time of the bet time for which a player can make a bet. A player who takes part in a game can bet a chip on the bet area 42 relating to a number that the player expects, during the bet time (refer to FIG. 5).

[0223] As a predetermined time (in this embodiment, the time at which the number in the BET timer count 39 reaches "10") has elapsed after the bet time is started (A1), the ball insertion device is driven to introduce the ball 27 into the wheel 22 (A2).

[0224] Then, it is determined whether the bet time is over or not in a step of A3. Here, the bet time is displayed by the BET timer count 39, and after the bet time is started (A1), the number of the count is gradually decreased. When the number of the BET timer count 39 becomes 0, the bet time in the current game is over.

[0225] Here, when it is determined that the bet time is not over (A3, NO), the reception of bet is continued until the bet time is over. When it is determined that the bet time is over (A3, YES), a bet end signal is outputted to the station control units 90 of all the stations 4. Further, an image notifying that the bet time is over is displayed on the image display device 8 of each station 4 and a bet operation on the touch panel 50 is prohibited. After the server control CPU 81 ends the bet time and outputs the bet end signal to all the stations 4 (A3, YES), it receives the bet information (the bet area 42 indicated and the number of chips bet on the bet area 42 indicated) that a player has performed the bet in each station 4 (A4) and stores it in the RAM 83. Here, when a bet is not made on the bet area 42 in the station 4, the information that no bet area 42 is indicated and the information that the number of chips bet is "0" are received as the bet information.

[0226] A predetermined ratio of a portion (in this embodiment, 0.5%) of the chips bet is stocked as a payout portion to be paid out when it is made a win in the star mark 88 and is added to the accumulated portion accumulated up to a previous game (A5). This is stored as the privilege information in the RAM 83.

[0227] During the process of A3 and A4, the ball 27 introduced in the step of A2 rolls on the wheel 22 along the guide wall 29. Then, when the centrifugal force is decreased as the rotation speed of the ball is lowered, the ball is rolled down along the inclined surface of the frame 21, is moved to the inside and reaches the wheel 22 being rotated. The ball 27 rolls along the wheel 22, passes over the numbered plates 25 at the periphery of the wheel 22 being further rotated and then is received in any one of the numbered pockets 23 (A5). The number ("0", "00" and "1" to "36") indicated on the numbered plate 25 corresponding to the numbered pocket 23 into which the ball 27 is received becomes a win number.

[0228] Continuously, after the ball 27 is received in the numbered pocket 23, the server control CPU 81 drives the win determining device 86 to determine the numbered pocket 23 into which the ball 27 is received (A7).

[0229] Furthermore, it is determined whether the chip bet in each station 4 wins, from the bet information of each station 4 received in the step of A4 and the win number determined in the step of A7 (A9).

[0230] Based on the win determination in the step of A9, it is determined whether the chip bet in the at least one station 4 wins. When it is determined that the chip wins (A9, YES), it is further determined whether it is made a win in the star mark

88 (A10). When it is determined that it is made a win in the star mark 88 (A10, YES), the payout portion stocked in the step of A5 is awarded (A11).

[0231] When the payout portion is awarded in the step of A1 and when it is not made a win in the star mark (A10, NO), the server control CPU 81 executes a payout calculating process (A12). In the payout calculating process, the win chip is recognized in each station 4 and a sum of payout amounts of credits to be paid out to each station 4 and the payout awarded in the step of A11 is calculated using the base odds (credit-number per one chip) for each bet area 42 (refer to FIG. 8), which are stored in the ROM 82. In the mean time, when it is determined that there is no win chip in all the stations 4 (A9, NO), the process is transited to a step of A14.

[0232] In a step of A13, it is executed a game result transmit process of transmitting to all the stations 4 a signal relating to a display change accompanying the payout of credits based on the payout calculating process of A12 and the determination of a win number. When paying out the credits to the station 4, the credit data corresponding to the payout amount is outputted from the server 13 to the station control unit 9 of the station 4 for which a win is made. The credit data is added to the RAM 93 of the corresponding station 4.

[0233] In a step of A14, the ball collection device below the wheel 22 is driven to collect the ball 27 on the wheel 22. The collected ball 27 will be again introduced on the wheel 22 in a game after next. Then, the process returns to the step of A1 and is transited to a next game.

[0234] (Operation 4 of the Main Control System: Free Spot Award Routine)

[0235] A free spot award routine that awards a privilege when it is made a win in the star mark 88 in the roulette gaming device 1 will be described with reference to FIG. 13. FIG. 13 is a flow chart of a roulette game processing program of a roulette gaming device. In the mean time, each program shown in the flow chart of FIG. 13 is stored in the ROM 82 or RAM 83 provided to the roulette gaming device 1 and is executed by the server control CPU 81. Further, in the process of the free spot award routine, a unit game is started under state that a position of the star mark 88 is set in advance.

[0236] As power is supplied to the roulette gaming device 1, a free spot award routine is executed in the roulette gaming device 1 and a bet time for which a player can bet on any bet area 42 is started (D1). When a bet time is started, the number becomes smaller, as time goes by, in the BET timer count 39 that displays a remaining time of the bet time for which a player can make a bet. A player who takes part in a game can bet a chip on the bet area 42 relating to a number that the player expects, during the bet time (refer to FIG. 5).

[0237] As a predetermined time (in this embodiment, the time at which the number in the BET timer count 39 reaches "10") has elapsed after the bet time is started (D1), the ball insertion device is driven to introduce the ball 27 into the wheel 22 (D2).

[0238] Then, it is determined whether the bet time is over or not in a step of D3. Here, the bet time is displayed by the BET timer count 39, and after the bet time is started (D1), the number of the count is gradually decreased. When the number of the BET timer count 39 becomes 0, the bet time in the current game is over.

[0239] Here, when it is determined that the bet time is not over (D3, NO), the reception of bet is continued until the bet time is over. When it is determined that the bet time is over (D3, YES), a bet end signal is outputted to the station control

units 90 of all the stations 4. Further, an image notifying that the bet time is over is displayed on the image display device 8 of each station 4 and a bet operation on the touch panel 50 is prohibited. After the server control CPU 81 ends the bet time and outputs the bet end signal to all the stations 4 (D3, YES), it receives the bet information (the bet area 42 indicated and the number of chips bet on the bet area 42 indicated) that a player has performed the bet in each station 4 (D4) and stores it in the RAM 83. Here, when a bet is not made on the bet area 42 in the station 4, the information that no bet area 42 is indicated and the information that the number of chips bet is "0" are received as the bet information.

[0240] During the process of D3 and D4, the ball 27 introduced in the step of D2 rolls on the wheel 22 along the guide wall 29. Then, when the centrifugal force is decreased as the rotation speed of the ball is lowered, the ball is rolled down along the inclined surface of the frame 21, is moved to the inside and reaches the wheel 22 being rotated. The ball 27 rolls along the wheel 22, passes over the numbered plates 25 at the periphery of the wheel 22 being further rotated and then is received in any one of the numbered pockets 23 (D5). The number ("0", "00" and "1" to "36") indicated on the numbered plate 25 corresponding to the numbered pocket 23 into which the ball 27 is received becomes a win number.

[0241] Continuously, after the ball 27 is received in the numbered pocket 23, the server control CPU 81 drives the win determining device 86 to determine the numbered pocket 23 into which the ball 27 is received (D6).

[0242] Furthermore, it is determined whether the chip bet in each station 4 wins, from the bet information of each station 4 received in the step of D4 and the win number determined in the step of D6 (D7).

[0243] Based on the win determination in the step of D7, it is determined whether it is made a win in the star mark 88 (D8). When it is determined that it is made a win in the star mark 88 (D8, YES), a free spot in which 10 chips are made to be bet is randomly selected from the numbers ("0", "00" and "1" to "36") indicated on the numbered plates 25 (D11), in this embodiment. Then, a re-game is executed under state that a bet is made on the number of a free spot selected in the step of D11, in addition to the bet area 42 bet in the step of D3 when this game is started (D12: this is same as the processes of D2, D5, D6 and D7).

[0244] Then, it is determined whether the chip initially bet and the number of the free spot wins in the win number determined in the step of D12 (D13). When a win is determined (D13, YES), the server control CPU 81 executes a free spot payout calculating process (D14). In the free spot special payout calculating process, the win chip is recognized in each station 4 and a sum of payout amounts of credits to be paid out to each station 4 is calculated using the base odds (credit-number per one chip) for each bet area 42 (refer to FIG. 8), which are stored in the ROM 82. Further, when it is determined that there is no win chip in all the stations 4 (D13, NO), the process is transited to a step of D16.

[0245] In the mean time, when it is determined in the step of D8 that it is not made a win in the star mark 88 (D8, NO), it is determined whether the chip bet in the at least one station 4 wins (D9), based on the win determination of D7. When it is made a win in the step of D9 (D9, YES), the server control CPU 81 executes a payout calculating process (D10). In the payout calculating process, the win chip is recognized in each station 4 and a sum of payout amounts of credits to be paid out to each station 4 is calculated using the base odds (credit-

number per one chip) for each bet area 42 (refer to FIG. 8), which are stored in the ROM 82. Further, when it is determined that there is no win chip in all the stations 4 (D9, NO), the process is transited to a step of D16.

[0246] After the process of D14 and the process of D10, in a step of D15, it is executed a game result transmit process of transmitting to all the stations 4 a signal relating to a display change accompanying the payout of credits based on the payout calculating process of D14, the cashout of credits based on the free spot payout calculating process of D14 and the determination of a win number. When paying out the credits to the station 4, the credit data corresponding to the payout amount is outputted from the server 13 to the station control unit 9 of the station 4 for which a win is made. The credit data is added to the RAM 93 of the corresponding station 4.

[0247] In a step of D16, the ball collection device below the wheel 22 is driven to collect the ball 27 on the wheel 22. The collected ball 27 will be again introduced on the wheel 22 in a game after next. Then, the process returns to the step of D1 and is transited to a next game.

[0248] (Operation 5 of the Main Control System: Star Position Determining Process)

[0249] Furthermore, the roulette unit starts a unit game under state that a position of the star mark 88 is set in advance, in the special rate award routine, the second special rate award routine, the Prog routine and the free spot award routine. However, the roulette unit also has a function of randomly selecting a position of the star mark 88. In the followings, a star position determining process that is performed in the roulette gaming device 1 will be described with reference to FIG. 14. FIG. 14 is a flow chart of a star position determining routine program of a roulette gaming device 1. The star position determining routine can be set in the special rate award routine, the second special rate award routine, the Prog routine and the free spot award routine.

[0250] In the special rate award routine, the second special rate award routine, the Prog routine and the free spot award routine, the server control CPU 81 starts a bet time (E1) and introduces the ball 27 to the wheel 22 (E2). Then, in a step of B6, a star mark 88, which becomes a starting point for awarding a privilege in each routine, is randomly selected from the numbers (one of "0", "0" and "1" to "36) indicated on the numbered plates 25 until the ball is stopped (E7) after the bet time is over (E3, YES). Then, a star mark is displayed on the number selected on the table-type betting board 30. After that, each process of each routine is performed, starting from the star mark 88 randomly selected (E8, E9). Then, the process is transited to the step of B8 in the special rate award routine, the step of C8 in the second special rate award routine, the step of A9 in the Prog routine and the step of D8 in the free spot award routine. Accordingly, the descriptions thereof will be omitted.

[0251] (Operation 6 of the Main Control System: Side-Bet Processing Routine)

[0252] A side-bet processing routine in the roulette gaming device 1 will be described with reference to FIG. 15. FIG. 16 is a flow chart of a roulette game processing program of a roulette gaming device. In the mean time, each program shown in the flow chart of FIG. 15 is stored in the ROM 82 or RAM 83 provided to the roulette gaming device 1 and is executed by the server control CPU 81. Further, this routine

can be executed together with the special rate award routine, the second special rate award routine, the Prog routine and the free spot award routine.

[0253] As power is supplied to the roulette gaming device 1, a side-bet processing routine is executed in the roulette gaming device 1 and a bet time for which a player can bet on any bet area 42 is started (F1). When a bet time is started, the number becomes smaller, as time goes by, in the BET timer count 39 that displays a remaining time of the bet time for which a player can make a side-bet. A player who takes part in a game can bet a chip on the bet area 42 relating to a number that the player expects, during the bet time (refer to FIG. 5).

[0254] As a predetermined time (in this embodiment, the time at which the number in the BET timer count 39 reaches "0") has elapsed after the bet time is started (F1), the ball insertion device is driven to introduce the ball 27 into the wheel 22 (F2).

[0255] Then, it is determined whether a side-bet time is over or not in a step of F3. Here, the side-bet time is displayed by the BET timer count 39 and the number thereof becomes smaller, as time goes by after the bet time is started (F1). When the number becomes 0, the side-bet time in the current game is over.

[0256] Here, when it is determined that the side-bet time is not over (F3, NO), the reception of side-bet is continued until the side-bet time is over. When it is determined that the side-bet time is over (F3, YES), a side-bet end signal is outputted to the station control units 90 of all the stations 4. Further, an image notifying that the side-bet time is over is displayed on the image display device 8 of each station 4 and a side-bet operation on the touch panel 50 is prohibited. After the server control CPU 81 ends the side-bet time and outputs the side-bet end signal to all the stations 4 (F3, YES), it receives the side-bet information (the number of chips side-bet) that a player has performed the side-bet in each station 4 (F4) and stores it in the RAM 83. Here, when a side-bet is not made in the station 4, the information that the number of chips side-bet is "0" is received as the bet information.

[0257] The chips side-bet are stocked as a payout portion to be paid out when it is made a win in the start mark 88 and is added to the accumulated portion accumulated up to a previous game (F5). This is stored as the privilege information in the RAM 83.

[0258] During the process of F3 and F4, the ball 27 introduced in the step of F2 rolls on the wheel 22 along the guide wall 29. Then, when the centrifugal force is decreased as the rotation speed of the ball is lowered, the ball is rolled down along the inclined surface of the frame 21, is moved to the inside and reaches the wheel 22 being rotated. The ball 27 rolls along the wheel 22, passes over the numbered plates 25 at the periphery of the wheel 22 being further rotated and then is received in any one of the numbered pockets 23 (F6). The number ("0", "00" and "1" to "36") indicated on the numbered plate 25 corresponding to the numbered pocket 23 into which the ball 27 is received becomes a win number.

[0259] Continuously, after the ball 27 is received in the numbered pocket 23, the server control CPU 81 drives the win determining device 86 to determine the numbered pocket 23 into which the ball 27 is received (F7).

[0260] Furthermore, it is determined whether the chip side-bet in each station 4 wins, from the side-bet information of each station 4 received in the step of F4 and the win number determined in the step of F7 (F8).

[0261] Based on the win determination in the step of F8, it is determined whether the chip side-bet wins in the star mark 88 in the at least one station 4 (F9). When it is determined that it is made a win in the star mark 88 (F9, YES), a payout portion of the accumulated portion accumulated up to a previous game, which is stocked in the step of F5, is awarded (F10).

[0262] Then, When a payout is awarded in the step of F10, the server control CPU 81 executes the payout calculating process (F11). In the payout calculating process, the win chip is recognized in each station 4, and a sum of payouts awarded in the step of F10, which is paid out to each station 4, is calculated. In the mean time, when it is determined that there is no win chip in all the stations 4 (F9, NO), the process is transited to a step of F13.

[0263] In a step of F12, it is executed a game result transmit process of transmitting to all the stations 4 a signal relating to a display change accompanying the payout of credits based on the payout calculating process of F12 and the determination of a win number. When paying out the credits to the station 4, the credit data corresponding to the payout amount is outputted from the server 13 to the station control unit 9 of the station 4 for which a win is made. The credit data is added to the RAM 93 of the corresponding station 4.

[0264] In a step of F13, the ball collection device below the wheel 22 is driven to collect the ball 27 on the wheel 22. The collected ball 27 will be again introduced on the wheel 22 in a game after next. Then, the process returns to the step of F1 and is transited to a next game.

[0265] As described above, the roulette gaming device 1 has the special rate award routine, the second special rate award routine, the Prog routine and the free spot award routine, which is selectable, as a privilege of when it is made a win in the star mark 88. Further, the roulette gaming device 1 has the star position determining routine, so that it selectively executes the process that is performed when a unit game is started under state that a position of the star mark 88 is set in advance, and the process that is performed when a position of the star mark 88 is randomly selected after the bet time is over. Furthermore, the roulette gaming device 1 has the side-bet processing routine and can execute it together with the special rate award routine, the second special rate award routine, the Prog routine and the free spot award routine.

[0266] Thereby, the roulette gaming device 1 can freely set a privilege of when it is made a win in the star mark 88 and a position determination of the star mark 88.

[0267] (Operation of a Sub-Control System: Game Process that is Performed in the Station)

[0268] A main process program in the station 4 will be described with reference to FIG. 10. FIG. 9 is a flow chart of a main process program of a station. In the mean time, each program shown in the flow chart is stored in the ROM 92 or RAM 93 provided to the station 4 and is executed by the station control CPU 91.

[0269] First, in a step of S20, the station control CPU 91 determines whether a screen currently displayed on the image display device 8 is the BET screen 31.

[0270] When the BET screen 31 is displayed (S20, YES), a bet process of a chip is performed by the BET screen 31 (S21). In the mean time, when the BET screen 31 is not displayed (S20, NO), a wait state is sustained until the BET screen 31 is displayed. Meanwhile, the bet process (S21) in the BET screen 31 will be described later.

[0271] Continuously, in a step of S22, a result of the bet information (the bet area 72 indicated and the bet-number indicated) performed in the bet process of S21 is transmitted to the server control CPU 81. In the mean time, as described above, the server control CPU 81 of the roulette gaming device 1 stores the bet information transmitted in the RAM 83 (S4). Meanwhile, the bet information transmitted to the server control CPU 81 is stored in the RAM 83 in the bet process of S21.

[0272] After that, in the roulette gaming device 1, a game is started on the wheel 22 and a win number on which the ball 27 is dropped is detected by the win determining device 86. In a step of S24, the win number determined in the roulette gaming device 1 and the credit-number to be paid out to each station 4 are received and the received data is stored in the RAM 93.

[0273] Continuously, based on the information received in the step of S24, the credits are paid out and the credits that are currently possessed by a player is added (S25). The credit-number to be stored in the credit-number area of the RAM 93 is changed, and at the same time, the cashout result indicator 37 that shows the income and expenditure of the credits in a previous game, which are displayed on the image display device 8, the credit-number indicator 38 that shows a current credit-number and the side-bet number indicator 60 are updated. Further, a player can know the credit-number currently possessed and the like by seeing the respective indicators 37, 38, 60. After the above process (S25) is ended, the main process program of the station 4 is ended.

[0274] Continuously, it will be described the bet process of S21 in the BET screen 31 (refer to FIG. 5). Each program that executes the bet process in the BET screen 31 is stored in the ROM 92 or RAM 93 provided to the station 4 and is executed by the station control CPU 91.

[0275] First, the BET screen 31 displays the table-type betting board 30 in which the numbers and the marks are arranged on the grids. A player bets a chip based on the table-type betting board 30.

[0276] On the bet area 42 selected, it is set a bet-number of chips when a bet is made. When a player pushes each unit button (1 BET button 36A, 5 BET button 36B, 10 BET button 36C, 100 BET button 36D) of the unit BET button 36, the chips are bet as the unit number thereof on the bet area 42. On the table-type betting board 30, it is displayed a chip mark 41 showing the number of chips bet up to now and the bet area 42. By the number indicated on the chip mark 41, the bet-number of chips is shown (refer to FIG. 5). In the mean time, the bet information (the indicated bet area 42, the bet-number indicated) by the process is stored in the bet information memory area of the RAM 93 at any time.

[0277] Then, the station control CPU 91 determines whether the BET decision button 47 is pushed or not. As shown in FIGS. 3 and 7, the BET decision button 47 is a button that is provided to the control unit 7 and is pushed when deciding a series of bet operations.

[0278] When the BET decision button 47 is pushed, a bet is decided. After the bet is decided, a bet operation cannot be done until a next game is started. Further, after the bet is decided, it is made a win when the bet is made on the number indicated on the numbered plate 25 corresponding to the numbered pocket 23 into which the ball 27 is received, in the wheel 22 for which a game is started. When a win is determined, the credits relating to the number of chips bet are added to the credits that are currently possessed by a player.

[0279] When the BET decision button 47 is not pushed, it is continuously determined whether the bet time is over. The bet time is displayed by the BET timer count 39 provided at the upper part of the table-type betting board 30. The BET timer count 39 is a count that displays a remaining bet time. The number thereof is gradually decreased after a game is started. When the number becomes "0," the bet time is over.

[0280] When the bet time is not over, i.e., when the BET timer count 39 does not display "0," a bet process can be again done. By repeating the corresponding process, a bet process can be done on several parts on the table-type betting board 30.

[0281] In the mean time, when the bet time is over, a bet is decided by a current bet situation. After the bet is decided, the bet process program by the BET screen 31 is ended and the process returns to the main process program of the station 4. Meanwhile, after the bet is decided, a bet operation cannot be made until a next game is started.

Modified Embodiment of this Embodiment

[0282] In the mean time, the invention is not limited to the above embodiment and can be variously modified and changed without departing from the scope of the invention. For example, in this embodiment, the special rate award routine, the second special rate award routine, the free spot award routine, the Prog routine and the side-bet process routine are exemplified as a privilege that is awarded when it is made a win in the star mark 88. However, it may be possible that the privilege is selected by a player in the roulette gaming device 1. Further, the above privileges may be combined.

[0283] Further, in this embodiment, the roulette gaming device 1 has the stations 4 each of which receives a bet and awards a payout. In other words, the roulette gaming device 1 is a multi-participant type. Meanwhile, although the roulette gaming device 1 is a multi-participant type having the stations 4 and the controller 102, the invention is not limited thereto. For example, the roulette gaming device 1 may be a single-participant type that includes a bet device and a payout device having the functions of the station 4, the image display device 8 and the controller 102 in one cabinet. Further, it may be possible that the multi-participant type and single-participant type of the roulette gaming devices 1 are connected in a data communication manner via the internet, thereby forming a large-scaled multi-participant gaming system.

[0284] Further, the image display device 8 in the station 4 may include a liquid crystal display device, a CRT (Cathode-Ray Tube) device, a plasma display device and the like, as an electrical structure. Further, in this embodiment, the numbered plates 25 having the numbers of "0", "00" and "1" to "36" as a figure letter so as to correspond to the numbered pockets 23 are formed on the surface of the wheel 22. However, the number thereof may be less or more than 38.

What is claimed is:

1. A gaming machine comprising:
 - a gaming machine main body which executes a game using a plurality of marks;
 - a plurality of terminal devices each of which receives a bet on the game and awards a payout; and
 - a controller which operates:
 - (1a) to set a specific mark, among the plurality of marks, as a special game value award mark;
 - (1b) to cause each of the terminal devices to store therein a mark bet on and a game value placed as a bet;

(1c) to randomly select one mark from the plurality of marks;

(1d) to award a payout when the mark bet on corresponds to the selected mark, based on the game value placed as a bet and a rate corresponding to the mark bet on; and

(1e) to award a privilege when the selected mark is the special game value award mark and the mark bet is the special game value award mark.

2. A roulette gaming device comprising:

a roulette unit including a wheel on which a ball is rolled at a time of executing a roulette game, the wheel having thereon a plurality of marks including a specific mark set as a special game value award mark;

a plurality of terminal devices each having a plurality of bet areas, wherein each of the terminal devices receives a bet placed on at least one of the bet areas each corresponding to at least one of the marks, and awards a payout; and a controller which operates:

(2a) to cause each of the terminal devices to store a bet area bet on and a game value placed as a bet;

(2b) to roll the ball and determining, as a win mark, a mark corresponding to a stop position of the ball;

(2c) to award a payout when the win mark corresponds to the bet area having been bet on, based on the game value placed as a bet and a rate relative to a bet type, which rate corresponds to the bet area having been bet on; and

(2d) to set the rate relative to the bet type to an increased rate, when the win mark is the special game value award mark and the bet area having bet on is also the special game value award mark.

3. A roulette gaming device comprising:

a roulette unit including a wheel on which a ball is rolled at a time of executing a roulette game, the wheel having thereon a plurality of marks including a specific mark set as a special game value award mark;

a plurality of terminal devices each having a plurality of bet areas, wherein each of the terminal devices receives a bet placed on at least one of the bet areas each corresponding to at least one of the marks, and awards a payout; and a controller which operates:

(3a) to cause each of the terminal devices to store a bet area bet on and a game value placed as a bet;

(3b) to roll the ball and determining, as a win mark, a mark corresponding to a stop position of the ball;

(3c) to award a payout when the win mark corresponds to the bet area having been bet on, based on the game value placed as a bet and a rate relative to a bet type, which rate corresponds to the bet area having been bet on; and

(3d) to set the rate relative to the bet type to an increased rate in the next roulette game chance, when the win mark is the special game value award mark and the bet area having bet on is also the special game value award mark.

4. A roulette gaming device comprising:

a roulette unit including a wheel on which a ball is rolled at a time of executing a roulette game, the wheel having thereon a plurality of marks including a specific mark set as a special game value award mark;

a plurality of terminal devices each having a plurality of bet areas, wherein each of the terminal devices receives a bet placed on at least one of the bet areas each corresponding to at least one of the marks, and awards a payout; and a controller which operates:

(4a) to cause each of the terminal devices to store a bet area bet on and a game value placed as a bet;

(4b) to subtract a predetermined amount of value from the game value, and add the predetermined amount to an accumulated amount which is an amount having accumulated up to the very previous roulette game;

(4c) to roll the ball and determining, as a win mark, a mark corresponding to a stop position of the ball;

(4d) to award a payout when the win mark corresponds to the bet area having been bet on, based on the game value placed as a bet and a rate relative to a bet type, which rate corresponds to the bet area having been bet on; and

(4e) to award a game value accumulated in every roulette game, when the win mark is the special game value award mark and the bet area bet is also the special game value award mark.

5. A roulette gaming device comprising:

a roulette unit including a wheel on which a ball is rolled at a time of executing a roulette game, the wheel having thereon a plurality of marks including a specific mark set as a special game value award mark;

a plurality of terminal devices each having a plurality of bet areas, wherein each of the terminal devices receives a bet placed on at least one of the bet areas each corresponding to at least one of the marks, and awards a payout; and a controller which operates:

(5a) to cause each of the terminal devices to store a bet area bet on and a game value placed as a bet;

(5b) to roll the ball and determining, as a win mark, a mark corresponding to a stop position of the ball;

(5c) to award a payout when the win mark corresponds to the bet area having been bet on, based on the game value placed as a bet and a rate relative to a bet type, which rate corresponds to the bet area having been bet on;

(5d) to randomly select a free spot from the plurality of marks, when the win mark is the special game value award mark and the mark bet is also the special game value award mark, wherein the free spot is a spot on which a predetermined value is unconditionally deemed as to be bet; and

(5e) to award a game value resulted by multiplication of the predetermined game value by a rate relative to a bet type, which rate corresponds to the bet area, when the roulette game is again executed and the free spot is determined as to be a win spot.

6. A gaming machine comprising:

a gaming machine main body which executes a game using a plurality of marks;

a plurality of terminal devices each of which receives a bet on the game and awards a payout; and

a controller which operates:

(6a) to cause each of the terminal devices to store therein a mark bet on and a game value placed as a bet;

(6b) to set, as a special game value award mark, a specific mark randomly selected from the plurality of marks, after a bet time is over;

(6c) to randomly select one mark from the plurality of marks;

(6d) to award a payout when the mark bet on corresponds to the selected mark, based on the game value placed as a bet and a rate corresponding to the mark bet on; and

(6e) to award a privilege when the selected mark is the special game value award mark and the mark bet is also the special game value award mark.

7. A roulette gaming device comprising:
 a roulette unit including a wheel on which a ball is rolled at a time of executing a roulette game, the wheel having thereon a plurality of marks including a specific mark set as a special game value award mark;
 a plurality of terminal devices each of which has a side bet area corresponding to the special game value award mark, receives a bet on the side bet area and awards a payout; and
 a controller which operates:
 (7a) to cause each of the terminal devices to store therein a game value bet on the side-bet areas;
 (7b) to add the game value bet on the side bet area to a game value accumulated up to the very previous roulette game;
 (7c) to roll the ball and determining, as a win mark, a mark corresponding to a stop position of the ball; and

(7d) to award the game value accumulated in every roulette game, when the win mark is the special game value award mark.

8. A playing method of a game of randomly selecting one mark from a plurality of marks and guessing whether or not the selected mark matches with a mark bet on in advance, the method comprising the steps of:
 setting, as a special game value award mark, a specific mark among a plurality of marks;
 storing a mark bet on and a game value placed as a bet in a terminal device;
 randomly selecting one mark from the plurality of marks;
 awarding a payout when the selected mark corresponds to the mark bet on, based on the game value placed as a bet and a rate corresponding to the mark bet on;
 awarding a privilege when the selected mark is the special game value award mark and the mark bet is also the special game value award mark.

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