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- (54) METHOD OF CONTROLLING GAMING MACHINE, GAMING MACHINE, AND GAMING MACHINE CONTROL PROGRAM
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- (73) Assignce: KONAMI CORPORATION
- (21) Appl. No.: 10/392,860

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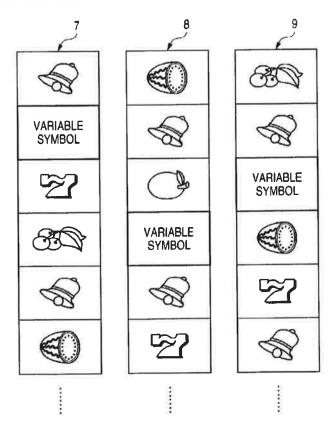
- (22) Filed: Mar. 21, 2003
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	(JP)	

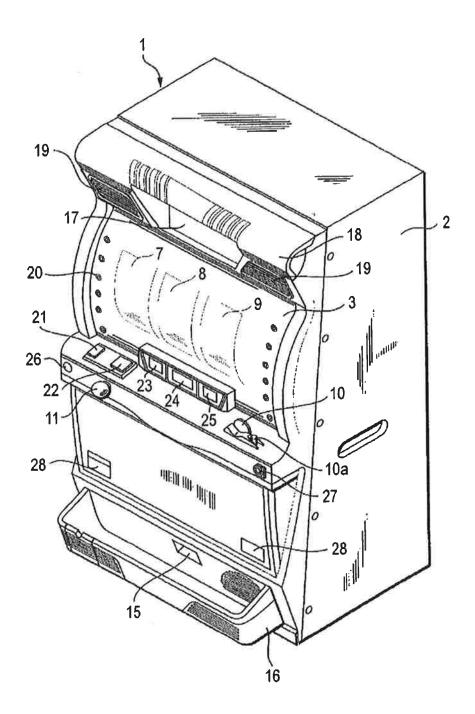
#### **Publication Classification**

#### ABSTRACT (57)

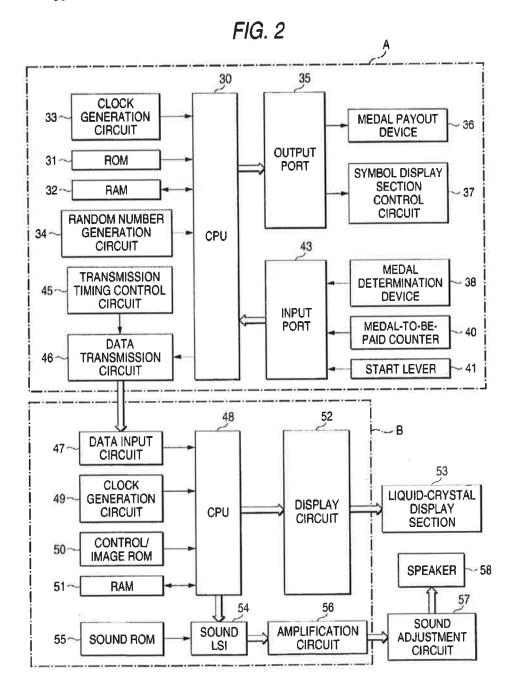
A method for controlling a gaming machine of the invention includes a first step of successively displaying a plurality of symbols whose sequential relationship has been determined beforehand on symbol display sections, across one of which a winning line is provided; a second step of sequentially stopping the variable display operations at certain timings, manually or automatically; and a third step of alternately selecting a symbol from the group comprising the symbols stationarily displayed in the second step and a group of symbols satisfying a predetermined condition, the selected symbol to be stationarily displayed next on any of symbol display sections located on a specific winning line by means of sequential stoppage, so as to follow any of the symbols stationarily displayed in the second step. Processing pertaining to the first through third steps is repeated until the specific symbols are stationarily displayed on all the symbol display sections.



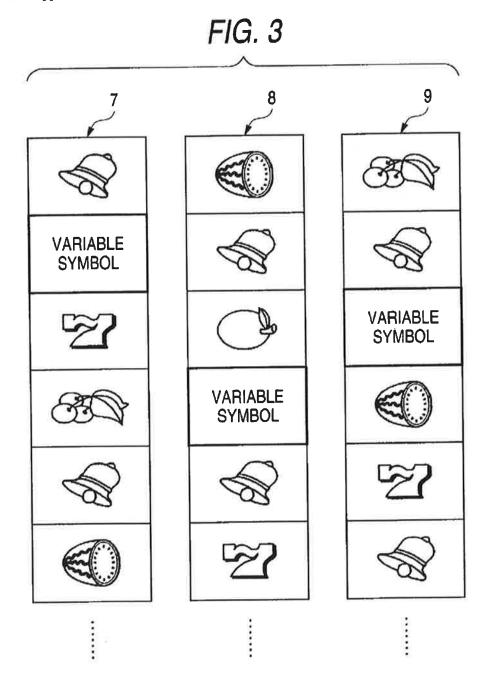




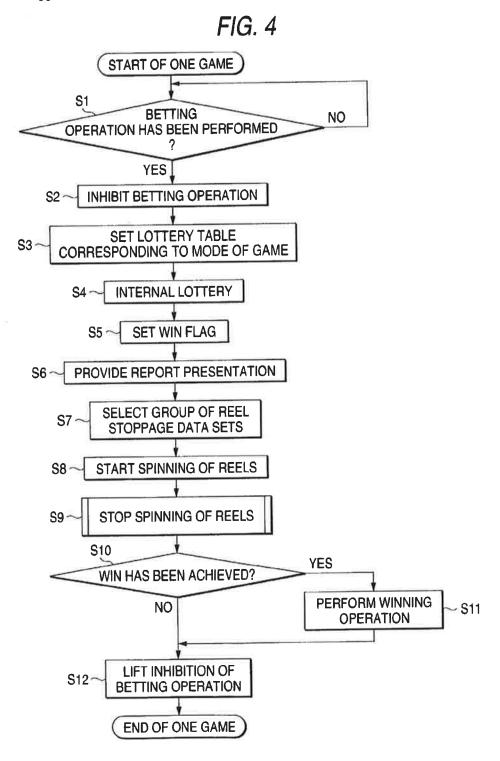
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