

direction and a cross down line **8a** and cross up line **8e** in the slanting directions as pay lines. As the pay lines, one, three, or five lines are made activated as the player operates a 1-BET switch **11**, a 2-BET switch **12**, or a MAX-BET switch **13** (described later) or inserts medals into a medal insertion slot **22**. Which pay lines are made activated is indicated as a BET lamp **9a**, **9b**, or **9c** (described below) is lighted.

[0062] The 1-BET lamp **9a**, the 2-BET lamp **9b**, the MAX-BET lamp **9c**, and a credit display unit **19** are provided on the left of the display windows **4L**, **4C**, and **4R**. The 1-BET lamp **9a**, the 2-BET lamp **9b**, or the MAX-BET lamp **9c** is lighted in response to the number of medals bet to play one game, which will be hereinafter referred to as the BET count.

[0063] In the embodiment, one game is over when all reels stop. When the BET count is 1 and one pay line is made activated, the 1-BET lamp **9a** is lighted; when the BET count is 2 and three pay lines are made activated, the 2-BET lamp **9b** is lighted; and when the BET count is 3 and all the five pay lines are made activated, the MAX-BET lamp **9c** is lighted. The credit display unit **19** includes seven-segment LEDs for displaying the deposited number of medals.

[0064] The WIN lamp **17** and the payout display unit **18** are provided on the right of the display windows **4L**, **4C**, and **4R**. The WIN lamp **17** is lighted when a specific winning game is complete. It is lighted at a predetermined probability when a specific internal winning is accepted. The payout display unit **18** includes seven-segment LEDs for displaying the number of medals paid out when the winning game is complete.

[0065] The bonus game information display unit **20** is provided in the upper right corner of the display screen **5a** of the panel display unit **2a**. The bonus game information display unit **20** includes seven-segment LEDs for displaying the number of times a predetermined game can be played, the possible number of times a specific game can be won.

[0066] As also shown in FIG. 1, a frontward projection portion **10** of a horizontal plane is formed below the display screen **5a**. The display screen **5a** displays not only the various lamps and the various display units, but also various effects of animation and the "operation order" required for realizing completion of the winning game when a predetermined internal winning is accepted.

[0067] The medal insertion slot **22** is provided at the right end of the frontward projection portion **10**, and the 1-BET switch **11**, the 2-BET switch **12**, and the MAX-BET switch **13** are provided at the left end of the frontward projection portion **10**. The 1-BET switch **11** enables the player to bet one of the credited medals by one push operation on a game. The 2-BET switch **12** enables the player to bet two of the credited medals by one push operation on a game. The MAX-BET switch **13** enables the player to bet as many medals as the maximum number of medals that can be bet on a game by one push operation. As the player operates any of the BET switches, the corresponding pay lines are made activated as described above.

[0068] A C/P switch **14** for the player to switch between credit and payout of the medals obtained by playing games by pushbutton operation is provided on the left of the front of the frontward projection portion **10**. As the C/P switch **14**

is switched, medals are paid out from a medal payout opening **15** in a lower part of the front and are stored in a medal reception tray **16**.

[0069] On the right of the C/P switch **14**, a start lever **6** for rotating the reels for starting variable display of symbols in the display windows **4L**, **4C**, and **4R** (starting a game) as the player operates the start lever **6** is attached so that it can be turned in a predetermined angle range.

[0070] The speakers **21L** and **21R** are provided on the upper left and right of the cabinet **2**, and a payout table panel **23** for displaying winning symbol combination, the number of payout medals, and the like is provided between the two speakers **21L** and **21R**.

[0071] Three stop buttons (left stop button **7L**, center stop button **7C**, and right stop button **7R**) as operation buttons contained in stop operation means for stopping rotation of the three reels **3L**, **3C**, and **3R** are provided at the center of the front of the frontward projection portion **10** and below the display screen **5a**.

[0072] In the embodiment, the stop operation performed by the player pushing the first stop button when all reels rotate is called "first stop operation," the stop operation next performed by the player pushing the second stop button is called "second stop operation," and the stop operation performed by the player pushing the third stop button following the second stop operation is called "third stop operation."

[0073] Since the pinball slot machine of the embodiment is provided with the three stop buttons **7L**, **7C**, and **7R**, there are six different operation orders of the stop buttons. The operation orders are distinguished from each other as follows: The left stop button **7L** is abbreviated to "left," the center stop button **7C** to "center," and the right stop button **7R** to "right."

[0074] To indicate the operation order, the abbreviations of the stop buttons **7L**, **7C**, and **7R** are listed from left to right in the stop operation order. For example, when the player operates the left stop button **7L** as the first stop operation, the center stop button **7C** as the second stop operation, and the right stop button **7R** as the third stop operation, the operation order is indicated as "left center right." In the embodiment, the six different operation orders of "left center right," "left right center," "center left right," "center right left," "right left center," and "right center left" are available.

[0075] The configuration of a part of the rear of a door of the cabinet **2** is as shown in FIG. 9. In FIG. 9, a liquid crystal display control board **720a** for controlling display of the liquid crystal display **5** is housed in a transparent resin case **720** and is attached to the rear of a door **200a** of the cabinet **2** (a part of the cabinet), namely, an upper frame part of the door **200a** with screws **721a**, **721b**. Liquid crystal display parts including an antistatic sheet **509** and a display driver **512** of the liquid crystal display **5** are disposed below the liquid crystal display control board **720a**. Semitransparent covers **210L** and **210R** for covering speakers **21L** and **21R** are placed at the left and right of the resin case **720**.

[0076] FIG. 10 shows the circuit configuration including the above-mentioned main control circuit **71** (contained in internal lottery means) for controlling the game processing operation of the pinball slot machine, peripherals (actuators)