

[0066] Circumferences of the liquid crystal holder 34, the light diffusion sheet 35 and the light guiding plate 36, which are inserted in the bezel metal frame 32 and assembled into one-piece construction, is further inserted in the reel glass base 31 and retained by the reel glass base 31 in a state that the front display plane of the liquid crystal panel 33 is opened. The transparent touch panel 30 is pressed to the front face of the reel glass base 31 and superimposed on the front face of display portion of the liquid crystal panel 33 based on that the reel glass base 31 is attached to the device front panel 20 by screws 410.

[0067] The rear holder 38 is made from a white resin plate and retains to the reel glass base 31 the bezel metal frame 32 supported to the reel glass base 31, the liquid crystal holder 34 holding the liquid crystal panel 33, the light diffusion sheet 35 and the light guiding plate 36 from the rear sides thereof. The rear holder 38 also functions as a reflecting plate for reflecting light emitted from the cathode ray tubes 420 to the light guiding plate 36 toward the liquid crystal panel 33. The antistatic sheet 39 is made transparent and adhered to the rear plane of the rear holder 38 by double-sided adhesive tape, thereby the antistatic sheet 39 covers the rear plane of each of the openings 38A~38C formed in the rear holder 38.

[0068] On an outer periphery of each reel 220, various symbols shown in FIG. 6 are formed, the symbols being used in the base game. FIG. 6 is an explanatory view showing symbol columns each of which is formed on the outer periphery of each reel 220 and which are variably displayed on each of variable display portions 22 to 24 made transparent on the lower liquid crystal display 4 while being scrolled in the base game. In FIG. 6, the symbol column 41 is the symbol column which is variably displayed on the variable display portion 22, the symbol column 42 is the symbol column which is variably displayed on the variable display portion 23, the symbol column 43 is the symbol column which is variably displayed on the variable display portion 24.

[0069] Here, the symbol columns 41 and 43 commonly have the same arrangement of the symbols and such arrangement of the symbols is constructed from eleven symbols in which the triple BAR 91, the cherry 92, the double BAR 93, the symbol seven 94, the single BAR 95 and the blank (no symbol exists) 96 are voluntarily combined.

[0070] And although the symbol column 42 is as same as the symbol column 41 and 43 at the point that the triple BAR 91, the cherry 92, the double BAR 93, the symbol seven 94, the single Bar 95 and the blank 96 are combined, one trigger symbol 97 is further arranged in the symbol column 42. This trigger symbol 97, as mentioned hereinafter, functions as a symbol to shift to the bonus game in the base game, and when the trigger symbol 97 is stopped and displayed on the pay line L in the variable display portion 23, the game state shifts to the bonus game from the base game.

[0071] And formation of the symbols on the outer periphery of the reel 220 is generally done as follows. First, symbols and blanks (total number of which is 11) are printed on a long reel sheet having a width and a length corresponding to the width and the periphery length of the reel 220, respectively. And such reel sheet is adhered on the peripheral plane of the reel 220. Of course, the symbols may be formed by different method other than the above method.

[0072] Here, when the symbol columns 41 to 43, which are scrolled on the variable display portions 22 to 24 respectively, are stopped and displayed thereon, three symbols are stopped and displayed on each of the variable display portions 22 to 24.

[0073] And various winning combinations are set beforehand based on a plurality of symbol combinations and when the symbol combination corresponding to the winning combination is stopped on the pay line L, coins are paid out from the coin payout chute 17 according to the winning combination. The above mentioned points are as same as those in the conventional slot machine, therefore detailed description thereof will be omitted.

[0074] Next, it will be described a construction of the control system in the slot machine 1 with reference to FIG. 4. FIG. 4 is a block diagram schematically showing the control system in the slot machine 1.

[0075] In FIG. 4, the control system of the slot machine 1 is basically constructed from the CPU 50, and a ROM 51 and a RAM 52 are connected to the CPU 50. The ROM 51 stores a main process program mentioned later, a base game process program, a bonus game process program, a lottery table utilized in a lottery of the symbols stopped and displayed in the base game, various programs necessary for controlling the slot machine 1 and various data tables and the like. And the RAM 52 is a memory for temporarily storing various data calculated by the CPU 50.

[0076] And to the CPU 50, a clock pulse generator 53 for generating standard clock pulses and a frequency divider 54 are connected, and a random number generator 55 and a sampling circuit 56 are also connected. Random number sampled by the random number generator 56 is utilized in various lotteries of the winning combinations and the like. Further, to the CPU 50, the spin switch 58 attached to the SPIN (SPIN/REPEAT BET) button 12, the 1-BET switch 59 attached to the 1-BET button 11, the 3-BET switch 60 attached to the 3-BET button 13, the 5-BET switch 61 attached to the 5-BET button 14, the change switch 62 attached to the change button 6, the cashout switch 63 attached to the cashout button 7 and the help switch 64 attached to the help button 8 are connected respectively. The CPU 50 controls the slot machine 1 to execute various operations corresponding to each button, based on the switch signal output from each switch when such buttons are pressed.

[0077] To the CPU 50, three stepping motors 68 for rotating each of the reels 220 through a motor drive circuit 167 are connected, and also a reel position detection circuit 69 is connected. When a motor drive signal is output to the motor drive circuit 167, each stepping motor 68 is driven to rotate by the motor drive circuit 167, thereby each reel 220 is rotated.

[0078] At that time, after each reel 22 is started to rotate, the number of drive pulses provided to each stepping motor 68 is calculated and the calculated value is written in the predetermined area of the RAM 52. And the reset pulse is output every one rotation of the reel 220 and such reset pulse is input to the CPU 50 through the reel position detection circuit 69. When the reset pulse is input to the CPU 50, the calculated value written in the RAM 52 is cleared in "0", and the CPU 50 recognizes the symbol rotational position in the