

GAMING MACHINE

CROSS-REFERENCE TO THE RELATED APPLICATION(S)

[0001] This application is based upon and claims a priority from the prior Japanese Patent Application No. 2003-352221 filed on Oct. 10, 2003, the entire contents of which are incorporated herein by reference. This application is related to a co-pending U.S. application entitled "GAMING MACHINE", filed on the same date as this application. The co-pending application is expressly incorporated herein by reference.

BACKGROUND OF THE INVENTION

[0002] 1. Field of the Invention

[0003] The present invention relates to a gaming machine in which a game is conducted by betting game media stored therein.

[0004] 2. Description of Related Art

[0005] Conventionally, as such kind of the gaming machine, it is, for example, well-known a slot machine disclosed in Unexamined Japanese Patent Publication No. 2001-120716. On a switch panel of the slot machine shown in the above reference, there are provided bet buttons through which a player determines a bet number to bet game media stored in the slot machine. The bet buttons are constructed from a 1-BET button that one bet number is added by every one operation thereof and a MAX-bet button that game media can be betted at the MAX bet number by operation thereof. The bet number is determined by operation of these bet buttons and thereafter a game is started by operating a start lever.

[0006] However, in the slot machine shown in the Japanese reference, game media can only be betted by the bet number which is allotted beforehand for each of the bet buttons, therefore the bet number cannot be voluntarily set. Thus, in a case that the bet number is large, the player has to press the 1-BET button many times. As a result, it takes a relatively long time for a BET operation.

SUMMARY OF THE INVENTION

[0007] The present invention has been done to dissolve the above problems and has an object to provide a gaming machine through which a player can voluntarily and quickly set a bet number, thereby operability to determine the bet number can be raised.

[0008] According to one aspect of the present invention, it is provided a gaming machine comprising a game medium storing device for storing game media, wherein a game is conducted by betting at least one of the game media,

[0009] the gaming machine further comprising:

[0010] an input device for inputting a numerical value; and

[0011] a recognition device for recognizing the numerical value input from the input device as a bet number of the game media.

[0012] According to the above gaming machine, the numerical value input from the input device is recognized as the bet number by the recognition device. And the game media corresponding to the bet number are betted and a game is conducted. Therefore, the player can voluntarily set

the bet number without being limited to a bet number allotted to each of bet buttons as in the prior art. Therefore, even if the bet number is large, the player can quickly set the bet number without pressing the bet button in many times.

[0013] Here, the game media include various game media such as coins, tokens, medals, coupons, tickets, memory media (cards and the like).

[0014] The above and further objects and novel features of the invention will more fully appear from the following detailed description when the same is read in connection with the accompanying drawings. It is to be expressly understood, however, that the drawings are for purpose of illustration only and not intended as a definition of the limits of the invention.

BRIEF DESCRIPTION OF THE DRAWINGS

[0015] The accompanying drawings, which are incorporated in and constitute a part of this specification illustrate embodiments of the invention and, together with the description, serve to explain the objects, advantages and principles of the invention.

[0016] In the drawings,

[0017] FIG. 1 is a perspective view of a slot machine according to the embodiment,

[0018] FIG. 2 is an enlarged front view of a reel display window portion formed in the slot machine according to the embodiment,

[0019] FIG. 3 is a sectional view of the reel display window portion of the slot machine according to the embodiment,

[0020] FIG. 4 is an exploded perspective view of the reel display window portion shown in FIG. 3,

[0021] FIG. 5 is a block diagram showing a circuitry construction of a control circuit in the slot machine according to the embodiment, and

[0022] FIG. 6 is an explanatory view of the reel display window portion on which a numerical keypad is provided to determine a bet number, according to the embodiment.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0023] The preferred embodiment of the present invention will be described hereinafter. Here, in the embodiment, although various game media such as coins, tokens, medals, coupons, tickets, memory media (cards and the like) can be utilized, it will be hereinafter explained the embodiment in which coins are utilized as an example.

[0024] FIG. 1 is a perspective view of a slot machine 1 in one embodiment of a gaming machine according to the present invention. In a cabinet constructing a central main body of the slot machine 1, three reels comprising a first reel 2, a second reel 3 and a third reel 4 are rotatably arranged. On an outer periphery of each of the reels 2 to 4, a symbol row constructing from a plural kinds of symbols (abbreviated as "the symbol" hereinafter) is described. In front of each of the reels 2 to 4, a reel display window portion 5 is arranged. And in the reel display window portion 5, three display windows 6, 7 and 8 are formed, and three symbols of the symbol row described on the outer periphery of each of the reels 2 to 4 are displayed through each of the display windows 6 to 8, respectively. When a player inserts coins as