

[0018] However, in the gaming apparatus comprising the above described LCD shutters (i.e., Japanese patent publication No. H4-20276), although the winning symbol combination can be clearly displayed by concealment of the non-winning symbols, a lot of winning lines including lines that are not active are continuously displayed. It is therefore difficult to view the symbols on the respective reels. Further, it is required to additionally integrate a variety of indication lamps and indicators, etc., which causes the structure of the gaming apparatus to become complex.

[0019] Further, in the gaming apparatus comprising the information display panel (i.e., Japanese patent publication No P2000-350805), although display of only the active lines and various information including images for entertainment can be accomplished, is the symbols of the respective reels are viewed through the dotted pattern because the information display panel is transparent.

[0020] Accordingly, it is a problem that both the images for entertainment and the symbols of the respective reels may not be displayed clearly.

BRIEF SUMMARY OF THE INVENTION

[0021] The present invention has been made in view of the above problem, and thus has an object of providing a gaming apparatus, which enables viewing of the symbols of the reel and the images for entertainment, etc, that are displayed on the front side display unit, selectively and clearly as required.

[0022] To achieve the object, in the present invention described in the claim 1, a gaming apparatus comprises a variable display unit configured to variably display a plurality of symbols, a front side display unit located in front of the variable display unit and configured to enable viewing of the symbols displayed by the variable display unit, a concealing unit located between the variable display unit and the front side display unit and configured to temporarily conceal the display of the variable display unit, an internally winning prize determiner configured to determine an internally winning prize, a stopping controller configured to stop the varying of display of the variable display unit based on a result of determination by the internally winning prize determiner, and wherein a prize is awarded if a stopped state displayed on the variable display unit, which is caused by the stopping controller, matches a prescribed stopped state.

[0023] In the present invention described in claim 2, the concealing unit comprises a shutter which can conceal an arbitrary position.

[0024] In the present invention described in claim 3, the concealing unit comprises a shutter which can conceal a prescribed position.

[0025] In the present invention described in claim 4 and 6, the shutter comprises a non-transparent sheet which is slidable.

[0026] In the present invention described in claim 5 and 7, the shutter comprises a panel configured by a liquid crystal display or a transparent electronic luminescent display.

[0027] In the present invention described in claim 8, the gaming apparatus further comprises a plurality of stoppers configured to stop the varying of display of the variable display unit.

BRIEF DESCRIPTION OF THE SEVERAL VIEWS OF THE DRAWINGS

[0028] FIG. 1 is diagram showing an example of a conventional gaming apparatus;

[0029] FIG. 2 is a perspective view showing an exterior of the slot machine according to the embodiment of the present invention;

[0030] FIG. 3 is a front side view showing an exterior of the slot machine according to the present invention;

[0031] FIG. 4 is a block diagram showing circuit configuration of the slot machine according to the embodiment of the present invention;

[0032] FIG. 5 is a block diagram showing a sub controller of the slot machine according to the embodiment of the present invention;

[0033] FIG. 6 is a diagram showing a symbol string arranged on the reel;

[0034] FIG. 7 is a diagram showing prizes and the number of paid medals corresponding to the winning symbol combinations;

[0035] FIG. 8 is a diagram showing an example of a ceiling indicator;

[0036] FIG. 9 is a diagram showing an example of an image notifying an order of stopping reels;

[0037] FIG. 10A is a diagram showing a probability-sampling table;

[0038] FIG. 10B is a diagram showing a probability-sampling table;

[0039] FIG. 11 is a diagram showing a stopping control table number selection table;

[0040] FIG. 12 is diagram showing a relationship between an order of a stopping operation and winnings;

[0041] FIG. 13 is a diagram showing an example of a stopping control table;

[0042] FIG. 14 is a diagram showing an example of a stopping control table;

[0043] FIG. 15 is a diagram showing an example of a stopping control table;

[0044] FIG. 16A is a diagram showing a table for ceiling-AT quantities selection;

[0045] FIG. 16B is a diagram showing a table for ceiling-AT implementation sampling;

[0046] FIG. 17A is a diagram showing a table for ceiling start-value selection;

[0047] FIG. 17B is a diagram showing a table for transition to ceiling;

[0048] FIG. 18 is a diagram showing an example of commands transmitted from a main controller to a sub controller;

[0049] FIG. 19 is a diagram showing an example of commands transmitted from a main controller to a sub controller;