

placed at the lower left position of the indication unit **2a**. In addition, a control button **26**, an okay button **27** and a cancel button **28** are placed at the upper left position of the indication unit **2a**.

[0103] If the 1-BET switch **11** is pushed, one medal is bet from the credited medals. If the 2-BET switch **12** is pushed, two medals are bet from the credited medals. Similarly, if the MAX-BET switch **13** is pushed, the maximum allowed number of medals is bet. The prescribed winning lines are to be active by an operation of the BET switches as described above.

[0104] Moreover, switching of the image displayed on the display screen **5a** and input of information can be performed using the control button **26**, the okay button **27** and the cancel button **28**.

[0105] At the left side of the front face of the base **10**, a credited medal settlement switch **14** in order for the player to credit/pay out the medals is placed. Medals are paid out from a medal payout slot **15** and stored in a medal tray **16** by an operation of the credited medal settlement switch **14**. A start lever **6**, which moves freely within prescribed angles and accepts an operation of the player, is mounted at the right side of the credited medal settlement switch **14** to start variably display the symbols of the reels in the display windows **4L**, **4C**, **4R** (i.e., to start a game).

[0106] At the left side of the front face of the base **10**, a door opening/forced game-over reset unit **29** is placed. The door opening/forced game-over reset unit **29** allows opening of the front door if a prescribed key is inserted and turned to the right, and resets the forced game-over if the prescribed key is inserted and turned to the left.

[0107] Speakers **21L-21R** are placed at the upper left and right side of the cabinet **2**. A payout table panel **23**, which indicates winning symbol combinations and the number of medal to be paid out, is placed between the speaker **21L** and **21R**. In the middle of the front face of the base **10** and the lower side of the indication unit **2a**, stop buttons **7L**, **7C**, **7R** to stop the spinning reels **3L**, **3C**, **3R** are placed.

[0108] In the gaming apparatus **1** described above, the characteristic of the present invention is that a concealing unit to temporarily conceal the display of the spinning reels **3L**, **3C**, **3R** is placed between the spinning reels **3L**, **3C**, **3R**, which configures the variable display unit, and the display screen **5a**, which configures the front side display unit. Hereinafter, configuration of the display screen **5a**, which is the essential pan of the present invention, will be described.

[0109] As shown in **FIG. 36**, the display screen **5a** according to the embodiment is configured by a multiple layer panel **5'**, which is clamped by a fame **505**.

[0110] The multiple layer panel **5'** is configured by multiple layers, such as a protection glass **500** and an LCD panel **501**, both of which substantially configure the front side display unit, an LCD shutter **502**, which configures the concealing unit, an acrylic panel **503** having a prescribed thickness, which configures a part of a backlight structure, and a reflector **504**, which is formed by a plastic film attached to the acrylic panel **503**. Incidentally, it is preferred that a surface of the reflector **504** is processed so as to be uneven in order for the beam to scatter. Further, a transparent acrylic panel may be used instead of the protection glass **500**.

[0111] In addition, as shown in **FIG. 37**, the multiple layer panel **5'** is mounted to a front opening area **2b** from the rear side, and the portion disclosed from the cabinet **2** configures the display screen **5a**. Incidentally, the notations **2c**, **2c'** show upper and lower bosses and the notation **2d** shows a screw for mounting the panel.

[0112] Below the multiple layer panel **5'**, a cold cathode fluorescent lamp (CCFL) **2e**, which functions as the backlight of the LCD panel **501** and lights up the symbols of the spinning reels **3L**, **3C**, **3R** is placed.

[0113] Specifically, the CCFL **2e** is positioned at the bottom of the acrylic panel **503**, and the frame **505** has a notch **505a** for the beam of the CCFL **2e** to pass through from the bottom of the acrylic panel **503**. Thus, the beam of the CCFL **2e** can light up the whole area of the acrylic panel **503** and can scatter towards the front side via the reflector **504**. The CCFL **2e** therefore functions as a backlight of the LCD panel **501** and the LCD shutter **502**.

[0114] Further, the beam of the CCFL **2e** also lights up the spinning reels **3L**, **3C**, **3R**, which are positioned behind the multiple layer panel **5'**. In **FIG. 37**, a notation **2f** shows a reflecting cover which surrounds the CCFL **2e** and has U-shaped cross-section. The reflecting cover is mounted to the lower boss **2c'** together with the multiple layer panel **5'**.

[0115] As described above, in the embodiment, the LCD panel **501** and the LCD shutter **502** are layered, and the respective symbols of the spinning reels **3L**, **3C**, **3R**, which configure the variable display unit can be viewed from the side of the front display unit configured by the LCD panel **501** and the LCD shutter **502** in a normal state that means the LCD shutter **502** is not activated. Further, viewing of the symbols is temporarily concealed by activation of the LCD shutter **502** so as to display the image displayed on the HID panel **501** more clearly by concealment of the spinning reels **3L**, **3C**, **3R**.

[0116] As the LCD shutter **502**, a transparent EL panel may be utilized instead of an LCD panel having the same structure of the LCD panel **501**.

[0117] Further, as shown in **FIG. 38**, an arbitrary position of the display screen **5a** can be concealed if the shutter is electronically realized by the LCD shutter **502** or the transparent EL panel. Thus, information that needs to be displayed to the player (an image A in **FIG. 38**) can be clearly displayed on the position where the shutter is activated.

[0118] In other words, as shown, since the rear side of the image A is concealed by the LCD shutter **502**, the symbols of the spinning reels **3L**, **3C**, **3R** cannot be viewed. On the other hand, the symbols of the spinning reels **3L**, **3C**, **3R** can be continuously viewed through the display screen **5a** except for the image A. Incidentally, the image A is not limited to such image and may be the above described winning lines, lamps and indicators.

[0119] Moreover, a shutter that conceals a prescribed position of the display screen **5a** can also be realized instead of the concealment of the arbitrary position of the display screen **5a**.

[0120] Specifically, as shown in **FIG. 39**, an LCD shutter **502'** which a prescribed area **3'** are opened is used so that the spinning reels **3L**, **3C**, **3R** can be viewed. Concealment or non-concealment of the area except the prescribed area **3'**