

can be switched by electric turning on/off. In this case, the symbols of the spinning reels **3L**, **3C**, **3R** are always viewed even the shutter is activated. Incidentally, the prescribed area **3'** can be set as appropriate, and opening areas corresponding to the respective viewed symbols may be set as shown in **FIG. 40** for example.

[0121] Further, concealment or non-concealment of the whole area may be executed without having the prescribed area **3'**. In this case, the whole area is concealed when object is displayed on the LCD panel **501** so as to conceal the symbols of the spinning reels **3L**, **3C**, **3R** whereby the object is clearly displayed on the LCD panel **501**. In addition, if the LCD panel **501** is a reflective type, it is expected that the LCD panel **501** functions as a reflector when the LCD shutter **502'** is activated.

[0122] In either cases, since the shutter is electronically realized, a thin and compact structure of the shutter can be achieved. Further, since a motion animation can also be displayed, various information can be displayed.

[0123] Incidentally, as another embodiment of the concealing unit, a mechanical type of shutter can also be realized.

[0124] Specifically, in this case, the panel display unit **5** has configuration that the LCD shutter **502** is excluded from the multiple layer panel **5'**. As shown in **FIG. 41**, the shutter may have non-transparent sheets **510** which are slidable and is placed between the panel display unit **5** and the spinning reels **3L**, **3C**, **3R**. Here, a pair of the non-transparent sheets **510**, which is connected with a motor for driving, is placed at the upper and the lower side so as to open or close freely. If the LCD panel **501** is also a reflective type in this case, the non-transparent sheets **510** are used as reflectors.

[0125] In addition to the above, as a different embodiment, it may be configured by a film **520**, which has a shape of a belt as shown in **FIG. 42A**.

[0126] As shown in **FIG. 42B**, the film **520** has a prescribed length and is configured so that rolling upward and downward are possible over a certain area corresponding to the panel display unit **5**. The film **520** has the area that can conceal the whole area of the LCD panel **501** in the middle, and a hole **530**, which has a prescribed shape, are made in the upper and the lower side.

[0127] By applying the above configuration, if rolling upward or downward of the film **520** is performed, it is possible that the whole area of the display screen **5a** is concealed, or only a prescribed position is concealed, whereby a shutter function can be provided.

[0128] Incidentally, if the LCD panel **501** is also a reflective type in this case, the film **520** is used as a reflector. Further, a motor may be used to roll upward or downward the film **520**.

[0129] Hereinafter, an operation to spin the spinning reels **3L**, **3C**, **3R** using the start lever **6**, and to stop spinning of the spinning reels **3L**, **3C**, **3R** respectively using the three stop buttons **7L**, **7C**, **7R** will be described.

[0130] In the embodiment, a stopping operation performed when all the spinning reels **3L**, **3C**, **3R** are spinning is called a "first stopping operation", a stopping operation performed the following is called a "second stopping operation", and a

stopping operation performed after the "second stopping operation" is called a "third stopping operation".

[0131] Further, pushing the left stop button **7L** as the "first stopping operation" is called "regular-order pushing", pushing the center stop button **7C** as the "first stopping operation" is called "center-start pushing", and pushing the right stop button **7R** as the "first stopping operation" is called "reverse-order pushing".

[0132] Since the three stop buttons **7L**, **7C**, **7R** are placed in the gaming apparatus **1**, the order of the operation becomes six ways. The order of the operation is then classified as follows.

[0133] Here, the left stop button **7L** is abbreviated as "L", the center stop button **7C** is abbreviated as "C", and the right stop button **7R** is abbreviated as "R". For descriptive purposes, the first stopping operation is indicated starting from the left. In other words, for example, if the left stop button **7L** is pushed as the "first stopping operation", the center stop button is pushed as the "second stopping operation", and then the right stop button is pushed as the "third stopping operation", it is indicated as "L-C-R". As described, six ways of the stopping operation exist in the embodiment, such as "LC-R", "L-R-C", "C-L-R", "C-R-L", "R-L-C" and "R-C-L".

[0134] **FIG. 6** shows a symbol string, which is indicated on the spinning reels **3L**, **3C**, **3R**, and which has 21 segments formed by a plurality of the symbols. A code number in a range of "00 to 20" is assigned to each symbol and is stored in a program ROM **42** as data table. The symbol string formed by a "RED7", "BLUE7", "BAR", "BELL", "PLUM", "REPLAY" and "CHERRY" is indicated on the respective spinning reels **3L**, **3C**, **3R**. The spinning reels **3L**, **3C**, **3R** spin as the symbol string moves to the direction indicated by the arrow in **FIG. 6**.

[0135] **FIG. 7** shows prizes to be awarded and the number of medals to be paid out is corresponding to the winning symbol combinations.

[0136] The game state is divided into three states, such as the "normal game state", the "normal game state in BB state", and the "RB game state".

[0137] Although there is a case where the normal game state is further divided based on either the internally winning of BB or RB occurs, prizes to be awarded by the internally winning are similar to the three states as shown in **FIG. 7**.

[0138] Incidentally, the type of prizes awarded by the internally winning is determined by a probability-sampling table (the probability sampling table will be described later). The probability sampling tables are provided for the respective game states. This means that the same type of prizes is awarded by the internally winning in the same game state.

[0139] As shown in **FIG. 7**, in the normal game state, if "RED7-RED7-RED7" or "BLUE7-BLUE7-BLUE7" lines up along the active line, BB is acquired together with payout of 15 medals, and then the game state starting from the next game becomes the BB state.

[0140] The "RB game state" occurs when "BAR-BAR-BAR" lines up along the active line during the "normal game state", or "REPLAY-REPLAY-REPLAY" lines up along the active line during the "normal game state in the BB state"