center reel R2 so as to spin; and the right reel driving motor **53** drives the right reel R3 so as to spin. In the embodiment, the driving motors are constituted of stepping motors. Consequently, the CPU **31** can correctly determine a stop position for the left reel R1, that for the center reel R2, and that for the right reel R3 by adjusting the number of pulses of respective drive signals **51***a*, **52***a*, **53***a* to be supplied to the left reel driving motor **51**, the center reel driving motor **52**, and the right reel driving motor **53**, respectively.

[0120] Each of the motors **51**, **52**, **53** is constructed so as to spin once in response to **420** pulses. As mentioned above, **21** symbols are formed on each of the reels R1, R2, and R3. One symbol can be advanced by supplying 20 pulses to the motor. The CPU **31** counts the number of pulses to be supplied to the motors **51**, **52**, and **53**. Count results are retained as position data MD1, MD2, and MD3. Values of the position data MD1, MD2, and MD3 are reset at timings at which the detection signals **47***a*, **48***a*, and **49***a* become active.

[0121] **FIG. 9** is a timing chart showing the relationship between the detection signal **49***a*, the symbol number PN, a drive signal **53***a*, and the position data MD3. As illustrated, when the detection signal **49***a* rises from a low level to a high level at time t1, the value of the position data MD3 is reset. At time t1, the shading piece **491** shown in **FIG. 2** passes through the photocoupler **492**. At this time, in relation to the spinning position of the right reel R3, the symbol assigned symbol number PN=1 (BELL) shown in **FIG. 4** is displayed in a middle row of the display window **4***c*. In other words, attachment positions of the shading piece **491** and the photocoupler **492** are determined such that a symbol appears in the middle row of the display window **4***c*.

[0122] During a duration from time t1 to time t2, 20 pulses are supplied to the left reel drive motor **51** as a drive signal **53***a*, and the right reel drive motor **53** spins the right reel R3 one-twenty-first of a rotation. As a result, the symbol assigned symbol number PN=2 (PLUM) shown in **FIG. 3** appears in the middle row of the display window **4***c*. Symbols are sequentially displayed in the same manner. When time t3 has come, the right reel R3 spins once, and the symbol assigned symbol number PN=1 (BELL) appears. In this way, the detection signal **49***a*, the symbol number PN, the drive signal **53***a*, and the position data MD3 are closely related to each other. The CPU **31** can detect a displayed state of a symbol on the basis of the position data MD3.

[0123] On the basis of the position data sets MD1 and MD2, the CPU **31** can sense a displayed state of a symbol on the left reel R1 and a displayed state of a symbol on the center reel R2.

[0124] A voltage signal **21***a* is supplied to the left reel liquid-crystal panel **21**; a voltage signal **22***a* is supplied to the center reel liquid-crystal panel **22**; and a voltage signal **23***a* is supplied to the right reel liquid-crystal panel **23**. Voltages of the voltage signals **21***a*, **22***a*, and **23***a* are set to the voltage V at which liquid crystal become translucent. Consequently, when the voltage signals **21***a*, **22***a*, and **23***a* become active, the mask area MS (see **FIG. 3**) becomes translucent, and a symbol which is visible through the non-mask areas NM is highlighted.

[0125] Operation of the slot machine **1**A will now be described. **FIG. 10** is a flowchart showing the operation of the overall slot machine performed when the CPU **31** has executed the control program CP.

[0126] In accordance with a detection signal output from the inserted token detector **41** and that output from the BET button **42**, the CPU **31** performs a bet receiving operation when the player inserts a token or performs a betting operation (step S**21**).

[0127] Subsequently, in accordance with the number of tokens inserted or bet by a betting operation, the. CPU **31** displays, on the auxiliary display section **20**, validated paylines of the paylines L1 through L5 (step S**22**). As mentioned previously, the auxiliary display section **20** is constituted of five LEDs. When corresponding paylines of the paylines L1 through L5 are valid, the auxiliary display section **20** is illuminated. Hence, the player can ascertain valid paylines from among the paylines L1 through L5.

[0128] Subsequently, in accordance with a detection signal from the start lever sensor **43**, the CPU **31** determines whether or not the player has validly actuated the start lever **6**. Even if the player has actuated the start lever **6** without inserting or betting tokens, a result of determination performed in step S**23** becomes NO. In this case, the CPU **31** repeats processing pertaining to steps S**21** through S**23**.

[0129] When actuation of the start lever **6** is valid, a result of determination made in step S**6** becomes "YES." The CPU **31** supplies the drive signal **51** a to the left reel drive motor **51** so as to start spinning of the left reel R1, supplies the drive signal **52***a* to the center reel drive motor **52** so as to start spinning of the center reel R2, and supplies the drive signal **53***a* to the right reel drive motor **53** so as to start spinning of the right reel R3. In accordance with the control program CP, the CPU **31** performs an internal lottery operation (step S**24**).

[0130] Internal lottery operation is performed in the following manner. First, the CPU **31** executes sampling of count data CD at a timing at which a detection signal output from the start lever sensor **43** has become active, to thereby acquire sampled data SD. Second, the CPU **31** generates internal selection data ISD by reference to the prize group sampling table TBL**1** stored in the ROM **35**. For instance, **FIG. 4** shows contents stored in the prize group sampling table TBL**1**. When the value of the sampled data SD is assumed to have a value of "150," the internal lottery data SD represent a win for a BB prize.

[0131] When the internal lottery operation has been completed, the CPU **31** determines whether or not a win has been determined for a BB prize, on the basis of the internal lottery data ISD (step S**25**). Specifically, if the first bit of the internal lottery data IDS assumes a value of "1," the CPU **31** determines that a win has been determined for a BB prize. In contrast, if the first bit assumes a value of "0," the CPU **31** determines that a win is not determined for the BB prize.

[0132] When a result of determination made in step S**25** is "YES," the CPU **31** starts masking operation (step S**26**). During the masking operation, the CPU **31** makes the voltage signals **21***a*, **22***a*, and **23***a* active. As a result, the left reel liquid-crystal panel **21**, the center reel liquid-crystal panel **22**, and the right reel liquid crystal panel **23** become translucent. For instance, when the panel display section D before masking operation is presumed to assume a display state shown in **FIG. 11**, the panel display section D after