plurality of layers. Alternatively, a liquid-crystal panel having bored portions and another liquid-crystal panel having a transparent electrode, a bored portion being formed in the electrode, may be combined together, as required.

[0154] A slot machine **1**B according to a second embodiment of the invention will now be described. The slot machine **1**B of the second embodiment is identical in mechanical constitution with the slot machine **1**A of the first embodiment shown in **FIG. 1**, except that a single liquid-crystal panel **80** is used in place of provision of the left reel liquid-crystal panel **21** in the display window **4***a,* provision of the center reel liquid-crystal panel **22** in the display window **4***b,* and provision of the right reel liquid-crystal panel **23** in the display window **4***c*.

[0155] **FIG. 14** is a descriptive view schematically showing mechanical constitution of a panel display section D in the slot machine **1**B and **FIG. 15** is a cross-sectional view of the panel display section D shown in **FIG. 14** taken along line Z**1**-Z**2**.

[0156] As illustrated, the liquid-crystal panel **80** assumes a flat shape and is interposed between the display window **4***a* and the left reel R**1**, between the display window **4***b* and the center reel R**2**, and between the display window **4***c* and the right reel R**3**. The edge of the liquid-crystal panel **80** is fastened to the front door **3** (see **FIG. 1**). The liquid-crystal panel **80** is constructed such that liquid-crystal is sandwiched between the first and second substrates. Here, the liquid-crystal panel **80** differs from the left reel liquid-crystal panel **21**, the center reel liquid-crystal panel **22**, and the right reel liquid-crystal panel **23** in that a plurality of pixels are arranged in a matrix pattern and that glass is used for the first and second substrates. Specifically, the liquid-crystal panel **80** cannot be flexed, but various mask images can be displayed thereon. A general-purpose liquid-crystal panel can be used for this liquid-crystal panel. A mask image has transparent non-mask areas NM and a translucent mask area MS The non-mask areas NM are arranged so as to be situated at positions on the paylines L1 through L5.

[0157] **FIG. 16** is a block diagram showing electrical configuration of the principal section of the slot machine **1**B. As illustrated, the slot machine **1**B has a control board **30**B, a display controller **70**, and a liquid-crystal panel **80**.

[0158] The control board **30**B is identical with the control board **30**A shown in **FIG. 5**, except that the board outputs a control signal CTL to the display controller **70** and does not output the voltage signals **21***a,* **22***a,* and **23***a*. Although omitted from **FIG. 16**, the control board **30**B is identical with the control board **30**A of the first embodiment in that various types of sensors and motors are connected thereto.

[0159] The control signal CTL includes a display command C**1** and the internal lottery data ISD. The display command C**1** instructs execution of masking operation. In the following situation, the CPU **31** on the control board **30**B generates a display command C**1** in accordance with the control program CP. More specifically, the display command C**1** is generated as a result of a win having been determined for the BB prize by the internal lottery data ISD, during a period before a win is determined for the BB prize, and during a period of super big bonus.

[0160] Next, the display controller **70** comprises an input interface **71**, a CPU **72**, RAM **73**, ROM **74**, and an output interface **75**. The CPU **72** serves as a control center for controlling the overall display controller **70**. The RAM **73** serves as a work area of the CPU **72**.

[0161] In addition to the display control program GP, mask data MSK1 through MSK7 are stored in the ROM **74**. The mask data MSK1 through MSK7 are used for displaying the mask area MS and the non-mask areas NM. The geometry of a boundary between a non-mask area NM and a mask area MS changes according to the mask data sets MSK1 through MSK7. A non-mask area NM of the mask data MSK1 corresponds to a contour of the "RED 7" symbol and a contour of the "BLUE 7" symbol. A non-mask area NM of the mask data MSK2 corresponds to the contour of the "BELL" symbol. A non-mask area NM of the mask data MSK3 corresponds to the contour of the "WATERMELON" symbol. A non-mask area NM of the mask data MSK4 corresponds to the contour of the "CHERRY" symbol. A non-mask area NM of the mask data MSK5 corresponds to the contour of the "PLUM" symbol. Each of the mask data sets MSK1 through MSK7 is a data set of bit map format. One bit is assigned to one pixel. A mask area MS is specified by a data value of "1." A non-mask area NM is specified by a data value of "0."

[0162] In accordance with the control signal CTL, the CPU **72** displays a mask image on the liquid-crystal panel **80** at a predetermined timing. More specifically, the CPU **72** determines whether or not the control signal CTL includes a display command C**1**. If the display command C**1** is included, the mask image is displayed on the liquid-crystal panel **80**. Moreover, when a mask image is displayed, the CPU **72** specifies a symbol corresponding to a prize group for which a win has been determined, on the basis of the internal lottery data ISD included in the control signal CTL. The mask data MSK1 through MSK7 corresponding to the specified symbols are read from the ROM **74**. On the basis of the thus-read mask data MSK1 through MSK7, the CPU **72** displays a mask image on the liquid-crystal panel **80**.

[0163] Consequently, during a period in which a win has been determined for the BB prize by internal lottery data ISD and before a period in which a win has been determined for the BB prize, the geometries of the non-mask areas NM substantially coincide with the contour of the "7" symbol, as in the case of the first embodiment. Further, during a period of super big bonus, the geometries of the non-mask areas NM substantially coincide with the contours of the symbols that would constitute the winning combination selected by internal lottery.

[0164] A conventional report to be performed during a super big bonus game is for reporting to the player the kind of small winning combination for which a win has been determined. Even when having ascertained the type of a small winning combination, a less-skilled player cannot distinguish symbols to be displayed on spinning reels R**1** through R**3**. Therefore, the player encounters difficulty in stopping desired symbols at the paylines L1 through L5. However, according to the embodiment, the non-mask areas NM corresponding to the winning combination for which a win has been determined are displayed along the paylines L1 through L5. Hence, even a less-skilled player can readily know timings at which desired symbols pass through the paylines L1 through L5, thereby enabling alignment of desired symbols. Consequently, according to the embodi-