

[0025] FIG. 7 is an explanatory view showing symbol rows formed on the reels, the symbol rows being utilized in a free game and seen and recognized through the variable display portions on the lower liquid crystal display,

[0026] FIG. 8 is an explanatory view showing lottery tables based on which the symbols to be stopped and displayed on three variable display portions are determined when the base game is conducted while utilizing three variable display portions,

[0027] FIG. 9 is an explanatory view showing correspondence between winning combinations and payouts when the base game is conducted while utilizing three variable display portions,

[0028] FIG. 10 is an explanatory view showing lottery tables based on which the symbols stopped and displayed on the reels, the symbols being seen and recognized through the variable display portions, are determined when the free game is conducted while utilizing three variable display portions and reels,

[0029] FIG. 11 is an explanatory view showing correspondence between winning combinations and payouts when the free game is conducted while utilizing three variable display portions and reels,

[0030] FIG. 12 is an explanatory view showing payout expectation values in the base game,

[0031] FIG. 13 is an explanatory view showing payout expectation values in the free game,

[0032] FIG. 14 is a flowchart showing a main process program,

[0033] FIG. 15 is a flowchart showing a start acceptance process program,

[0034] FIG. 16 is a flowchart showing a lottery process program,

[0035] FIG. 17 is a flowchart showing a base game process program,

[0036] FIG. 18 is a flowchart showing a free game process program,

[0037] FIG. 19 is an explanatory view showing lottery tables utilized in a shift effect process when the free game is conducted while utilizing three reels,

[0038] FIG. 20 is an explanatory view showing a symbol stopped and displayed on the lower liquid crystal display when a joker is won in the base game which is done by utilizing three variable display portions,

[0039] FIG. 21 is an explanatory view showing a state that the symbols are variably displayed while scrolling on the lower liquid crystal display in the base game which is done by utilizing three variable display portions,

[0040] FIG. 22 is an explanatory view sequentially showing display contents displayed on the lower liquid crystal display when the free game is conducted while utilizing three variable display portions and reels,

[0041] FIG. 23 is a flowchart showing a free game process program,

[0042] FIG. 24 is an explanatory view of a lottery table showing correspondence between winning combinations

and payouts when the base game is conducted while utilizing three variable display portions, and

[0043] FIG. 25 is an explanatory view of a lottery table showing correspondence between winning combinations and payouts when the free game is conducted while utilizing three variable display portions and reels.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0044] Hereinafter, as the gaming machine according to the present invention, the embodiment embodying the present invention in the slot machine will be described with reference to the drawings. First, an outline construction of the slot machine according to the embodiment will be described with reference to FIGS. 1 and 4. FIG. 1 is a perspective view of the slot machine. FIG. 4 is a block diagram schematically showing a control system in the slot machine. In FIG. 1, the slot machine 1 has a cabinet 2 constructing a whole of the slot machine 1. At a front upper part of the cabinet 2 an upper liquid crystal display 3 is arranged, and at a front central part of the cabinet 2 a lower liquid crystal display 4 is arranged. Here, the upper liquid crystal display 3 is constructed from a liquid crystal display device which is generally used, and the lower liquid crystal display 4 is constructed from, so-called, a transparent liquid crystal display device. On the upper liquid crystal display 3, game operation method, kinds of winning combinations and payout therefor and information concerning with the game such as various effects thereof are displayed. And on the lower liquid crystal display 4, as shown in FIG. 1, three variable display portions 22, 23 and 24 are basically displayed and various symbols (mentioned later) are scrolled to the downward direction from the upward direction while being variably displayed on each of the variable display portions 22 to 24. Here, the detailed construction of the lower liquid crystal display 4 will be described hereinafter.

[0045] A control panel 5, which is projected frontward, is formed below the lower liquid crystal display 4, and from the most left side on the control panel 5, a change button 6, a payout (cashout) button 7, a help button 8 are arranged. And a coin insertion slot 9 and a bill insertion portion 10 are arranged at the right side of help button 8. Further, from the left side, a 1-BET button 11, a SPIN/REPEAT BET button 12, a 3-BET button 13 and a 5-BET button 14 are positioned at the front side on the control panel 5.

[0046] Here, the change button 6 is pressed when exchanging the bill inserted in the bill insertion portion 10, and the exchanged coins are paid out through a coin payout chute 15 to a coin tray 16 which is formed at the lower part of the cabinet 2. To the change button 6, a change switch 62 (explained hereinafter) is attached, and a switch signal is output to a CPU 50 from the change switch 62 based on press of the change button 6.

[0047] The payout button 7 is usually pressed when games are terminated, and when the payout button 7 is pressed coins got in games are paid out through the coin payout chute 15 to the coin tray 16. Here, to the payout button 7, a payout (cashout) switch 63 (mentioned hereinafter) is attached and a switch signal is output to the CPU 50 from the payout switch 63 based on press of the payout button 7.

[0048] The help button 8 is pressed when the player cannot understand game operation method, and when the