help button **8** is pressed, various help information is displayed on the upper liquid crystal display **3** or the lower liquid crystal display **4**. To this help button **8**, a help switch **64** (mentioned hereinafter) is attached and a switch signal is output to the CPU **50** from the help switch **64** based on press of the help button **8**.

[**0049**] To the coin insertion slot **9**, a coin sensor **65** (mentioned hereinafter) is positioned, and when the coin is inserted in the coin insertion slot **9** a coin detection signal is output to the CPU **50** through the coin sensor **65**. And to the bill insertion portion **10** a bill sensor **66** (mentioned hereinafter) is positioned, and when the bill is inserted in the bill insertion portion **10** a bill detection signal is output to the CPU **50** through the bill sensor **66**.

[**0050**] As for the 1-BET button **11**, every the 1-BET button is pressed one credit is betted, and to the 1-BET button **11**, a 1-BET switch **59** is attached and when the 1-BET button **11** is pressed a switch signal is output to the CPU **50** from the 1-BET switch **59** based on press of the 1-BET button **11**.

[**0051**] The SPIN/REPEAT BET button **12** is the button to start games from the present bet number or the previous bet number by press thereof, thereby variable display of the symbols is started on the variable display portions **21** to **25** of the lower liquid crystal display **4**. To the SPIN/REPEAT BET button **12**, a spin switch **58** (mentioned later) is attached, and when the SPIN/REPEAT BET button **12** is pressed a switch signal is output to the CPU **50** from the spin switch **58** based on press of the SPIN/REPEAT BET button **12**. Here, as the bet number which can be betted by press of the SPIN/REPEAT BET button **12**, there may exist 1, 2, 3 and 5 bets.

[**0052**] The 3-BET button **13** is the button to start games from 3 bets on the basis of press thereof. To this 3-BET button **13**, a 3-BET switch **60** (mentioned hereinafter) is attached and when the 3-BET button **13** is pressed a switch signal is output to the CPU **50** from the 3-BET switch **60**. And the 5-BET button **14** is the button to start games from 5 bets on the basis of press thereof. To the 5-BET button **12**, a 5-BET switch **61** is attached and when the 5-BET button is pressed a switch signal is output to the CPU **50** from the 5-BET switch **61** on the basis of press thereof.

[**0053**] Further, at the lower part of the cabinet **2**, the coin payout chute **15** is formed and the coin tray **16** to receive coins paid out from the coin payout chute **15** is provided. In the coin payout chute **15**, a coin detection part **73** constructed from a sensor and the like is positioned and the coin detection part **73** detects the number of coins paid out from the coin payout chute **15**.

[**0054**] At the most front side of the control panel **5**, stop buttons **27** to **29** are provided corresponding to each of the variable display portions **22** to **24**, respectively. Here, as mentioned hereinafter, although these stop buttons are pressed when the symbols, which are scrolled on the variable display portions, are stopped and displayed thereon, the symbols cannot be stopped at timing of the press operation of the stop buttons **27** to **29**. The switch signal output from the stop button switch **67** based on press of each of the stop buttons **27** to **29** is utilized to the end only as a trigger when the symbols scrolled on the variable display portions are stopped and displayed.

[**0055**] Further, at the side plane (the right side plane in **FIG. 1**) of the cabinet **2**, a start lever **17** is arranged rotatably within a predetermined angle range. To the start lever **17**, a start switch **57** (mentioned hereinafter) is attached and when the start lever **17** is rotated a switch signal occurring from the start switch **57** is output to the CPU **50**.

[**0056**] Next, it will be described a detailed construction of the lower liquid crystal display **4** and reels rotatably arranged behind the lower liquid crystal display **4** in the cabinet **2**, with reference to **FIGS. 2 and 3**. **FIG. 2** is a longitudinal sectional view of the lower liquid crystal display and the reels, and **FIG. 3** is an exploded perspective view of the lower liquid crystal display **4**.

[**0057**] In **FIGS. 2 and 3**, the lower liquid crystal display **4** is arranged within a display window **21** of a device front panel **20** positioned at the front center part of the cabinet **2** in the slot machine **1**, with a touch panel **30** arranged at the front side (the left side in **FIG. 2**) of the lower liquid crystal display **4**. And at the rear side (the right side in **FIG. 2**) of the lower liquid crystal display **4**, three reels **220** (only one reel **220** is indicated in **FIG. 2**) are supported in a parallel state so that the reels **220** become independently rotatable.

[**0058**] That is to say, as shown in **FIG. 2**, the lower liquid crystal display **4** is arranged in front of three reels **220**. And a base game mentioned later is conducted on the lower liquid crystal display **4** and a free game mentioned later is conducted on the reels **220**.

[**0059**] Here, each reel **220** will be described. Among three reels **220**, the left reel **220** when seen from the front plane of the slot machine **1** faces to a display portion **22** (see **FIG. 1**) formed in the lower liquid crystal display **4**, the center reel **220** faces to a display portion **23** (see **FIG. 1**) similarly formed in the lower liquid crystal display **4** and the right reel **220** faces to a display portion **24** (see **FIG. 1**) similarly formed in the lower liquid crystal display **4**.

[**0060**] Here, construction of each of the variable display portions **22** to **24** will be described hereinafter.

[**0061**] Further, on an outer periphery of each reel **220**, various kinds of symbols shown in **FIG. 7** (three kinds of symbols are indicated in **FIG. 7**) are formed, such symbols being used in a free game explained hereinafter. Concretely, as kinds of symbols formed on the outer periphery of the reel **220**, a seven symbol **191**, a triple symbol **192** and a double symbol **193** are utilized. And these three kinds of symbols and blanks **194** (area that no symbol exists) are combined based on predetermined combinations and on an outer periphery of each reel **220**, the combination of the symbols, in which the symbols and the blanks are totally combined (the total number of the symbols and the blanks is 12) is formed.

[**0062**] Here, various winning combinations are determined beforehand based on plural kinds of combinations of the symbols and when the symbol combination corresponding to the winning combination is stopped along a pay line L (see **FIG. 1**), coins are paid out from the coin payout chute **15** according to the winning combination. These points are as same as that in the conventional slot machine, therefore explanation thereof will be omitted. And formation of the symbols on the outer periphery of the reel **220** is generally done as follows. First, symbols and blanks (total number of which is **12**) are printed on a long reel sheet having a width