

means for illuminating the first display means from the back side of the gaming machine. Here, the forward illumination means or backward illumination means may be provided for each of the symbol display units.

[0046] [Specific Examples of Individual Means]

[0047] Next, explanation will be made as to specific examples of the above respective means and the like. However, specific examples illustrated below are merely an example of each means of the gaming machine according to the invention, and the gaming machine of the invention is not restricted to the specific examples.

[0048] The aforementioned gaming machine may include any type of gaming machine such as a pachislot gaming machine, a pachinko machine (Industries Classes **1**, **2** and **3**), an arrange ball gaming machine, a mahjan gaming machine, a video slot gaming machine, a video poker gaming machine or a slot machine, so long as the gaming machine has a game result display unit to display a game result and function of controllably shifting the current gaming state to a state advantageous to the player when specific displays appear on the game result display unit.

[0049] The game result display means is a display device for displaying a game result, which includes a first, second and third display means. The game result display means may be any type of display device such as a CRT, an LCD, a plasma display, a 7-segment display, a dot matrix display, a lamp, an LED, a fluorescent lamp, an EL (electroluminescence) display, a rotatory reel, a rotatory disk display, a flexible LED, a flexible liquid crystal display or a liquid crystal projector.

[0050] The game result displayed on the game result display means is that displayed according to the operation of the game start command means or the operation of the game result deriving means, which is displayed in the form of a still image, a motion image or a combination thereof. Concrete examples include a display of a specific symbol (such as "3" or "7"), a display of a combination of specific symbols (such as "777" or "776"), a specific symbol contained in a plurality of symbols (such as 'single cherry' or 'bipartite cherry'), and character information such as 'big prize', 'bonus', 'loss', 'big prize determined', 'bonus determined' and 'loss determined'. The game result in the case of a pinball gaming machine includes a display indicated when a game medium such as a game ball or coin enters or passes through a predetermined win opening.

[0051] A game value to be given by the game value providing means includes payout of a prize media (coins, medals or game balls) based on the winning of a predetermined symbol combination, predetermined writing to a game result memory medium (such as a magnetic card) based on the winning of a predetermined symbol combination, generation of a replay game, score addition, or generation of a state advantageous to the player based on the winning of a predetermined symbol combination. Predetermined symbol combinations in the pachislot machine or the like include a small symbol combination for which a predetermined number of prize media are paid out, a single bonus for which the probability of determining a small symbol combination as a winning combination by the winning combination determination means is set to be high only during one game unit, a regular bonus for which the prob-

ability of determining a small symbol combination as a winning combination by the winning combination determination means is set to be high only during a plurality of game units, a big bonus for which the probability of determining a regular bonus as a winning combination by the winning combination determination means is set to be high only during a predetermined plurality of game units, a winning combination navigation function of informing the player of information about a winning combination determined by the winning combination determination means prior to player's operation of variable display stop command means, a push order navigation function of informing the player of information about a stop pattern selected by stop pattern selection means prior to player's operation of the variable display stop command means, a so-called CT (for example, refer to Japanese Patent Application Laid-Open Publication No. 1989-238888) of stopping a symbol with a minimum movement or a substantially minimum variation in response to a stop command signal outputted by the player from the variable display stop command means, a replay for which the player can start gaming of one game unit without insertion of a game medium, and a replay high probability state for which the probability of determining a replay as a winning combination by the winning combination determination means is set to be high over one or a plurality of game units. And the winning combination navigation function, push order navigation function, CT, etc. may be allowed to continue over a plurality of game units. A winning combination discharge state in which winning types corresponding to predetermined symbol combinations or specific symbol combinations having been determined as a winning combination by the winning combination determination means and are not won yet are easily displayed, and a concentration state in which the possibility of a predetermined (or specific) symbol combination to be determined as a winning combination by the winning combination determination means is set to be high only during one or a plurality of game units, are included. A combination of the above forms and a state in which the length of the period of the above 'plurality of game units' is set to be long so that the player become advantageous or not, are also included. Predetermined symbol combinations in a pachinko machine or the like include a big winning in which big winning means provided on a game panel to make entrance of a game medium ball eminently easier is opened or enlarged by a plurality of times, a small or middle winning in which the big winning means provided on a game panel is opened or enlarged once, a big winning in which variable winning means provided on a game panel to make entrance of a game medium ball easier is opened or enlarged once or by a plurality of times, and a lottery high-probability state in which a lottery probability of whether the big winning means is opened or enlarged is set to be high.

[0052] An advantageous state may be a state advantageous for a player, which continues during a plurality of game units. Advantageous states in the pachislot machines include a big bonus, a single bonus, a winning combination navigation function, a push order navigation function, a so-called CT, a replay high probability state, a winning combination discharge state and a concentration state. Advantageous states in the pachinko gaming machine include a big prize and a lottery high-probability state.

[0053] The advantageous state is sometimes referred to as bonus.