

answer is "YES", the sub-CPU 203 refers to the effect type selection table shown in FIG. 21B and executes effect mode determining process for determining the mode of the preview effect (S724), and returns to the effect control process to be executed at the end of one game. If the answer is "NO", the sub-CPU 203 directly returns to the effect control process to be executed at the end of one game.

[0194] FIG. 44 is a flowchart showing the parameter updating process. First, the sub-CPU 203 checks a one-game end command of the reception flag stored in the sub-RAM 205, and determines whether the current game state is a bonus game (S741), and if the answer is "YES", this indicated that the BR is not at all being played, so that the sub-CPU 203 directly returns to the effect control process to be executed at the end of one game. If the answer is "NO", then the sub-CPU 203 checks the BR flag stored in the sub-RAM 205, and determines whether the BR is being played (S742). If the answer is "NO", the sub-CPU 203 directly returns to the effect control process to be executed at the end of one game. If the answer is "YES", the sub-CPU 203 decrements a BR continuation period counter of the sub-RAM 205 (S743), and returns to the effect control process to be executed at the end of one game.

[0195] In the description of this embodiment, reference has been made to the game in the ST as a status advantageous to the player, but the above-described AT may also be used. As another status advantageous to the player, a winning flag for a particular winning combination may also be set, or the internal winning probability of the winning combination may also be increased.

[0196] The present invention can be similarly applied to not only slot machines such as the above-described embodiment but also pachinko machines having display devices, and arcade gaming machines having the same, and further to domestic games which execute the above-described functions in an emulating manner on software. In the foregoing, the sub-control circuit and the main control circuit are separately installed. However, it should be understood that the sub-control circuit may be included in the main control circuit or that the main control circuit may have the functions the sub-control circuit is supposed to have. Thus, the separate sub-control circuit may not have to be installed.

[0197] According to the above-described construction, it is possible to reduce disadvantages such as dead stock and increased assembly steps which occur when a physical acrylic plate and a symbol cell sheet are used, whereby it is possible to provide gaming machines having superior cost performance.

What is claimed is:

1. A gaming machine comprising:

variable display means for variably displaying a plurality of symbols;

lottery means for executing a lottery of a winning combination; and

stop means for controlling the variable display means to shift from variably displaying the plurality of symbols to statically displaying at least one of the plurality of symbols based on a result of the lottery,

wherein the stop means includes one or more stop buttons operable by a player;

wherein the one or more stop buttons are provided below the variable display means; and

wherein a lower display means is provided below the one or more stop buttons.

2. The gaming machine according to claim 1, wherein an optically transmissive electric display means is provided in front of the variable display means.

3. The gaming machine according to claim 2, further comprising:

special game control means for generating a special game state advantageous to the player based on a predetermined condition;

wherein the optically transmissive electric display device is controlled for shielding an optical view from the variable display means in the special game state based on another predetermined condition.

4. A gaming machine for executing a lottery of a winning combination being composed of a combination of a plurality of symbols, the gaming machine comprising:

a variable display device for variably displaying the plurality of symbols;

one or more stop buttons provided below the variable display device, the one or more stop buttons being utilized for controlling the variable display device to shift from variably displaying the plurality of symbols to statically displaying at least one of the plurality of symbols; and

an electric display device provided below the one or more stop buttons.

5. The gaming machine according to claim 4, wherein the variable display device and the one or more stop buttons are visible to and optionally operable by a player.

6. The gaming machine according to claim 4, wherein an optically transmissive electric display device is provided in front of the variable display device.

7. The gaming machine according to claim 6, wherein the gaming machine generates a special game mode advantageous to the player based on a predetermined condition, the optically transmissive electric display device being controlled for shielding an optical view from the variable display device during the special game mode.

8. The gaming machine according to claim 6, wherein the optically transmissive electric display device displays an effect image in the special game mode.

9. The gaming machine according to claim 8, wherein the effect image in the special game mode is determined by an operation order of the one or more stop buttons.

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