

then the second display plate **22**, and the third display plate **23** at last, by use of a random timer section (not shown). After all of the first to third display plates **21**, **22** and **23** stop rotating, the CPU **90** operates the stop position checking section **105** to check whether the blank symbols of the first to third display parts **21a**, **22a** and **23a** stop in line on any of the winning lines from **120** to **131**.

[**0063**] If the blank symbols are not arranged in line on any of the winning lines from **120** to **131**, the CPU **90** operates the winning judging section **110** to judge (to execute winning judgment) whether the same symbols stop in line on any of the winning lines from **120** to **131**. For example, as shown in **FIG. 11**, if the symbols "1" of the first-third display parts **21a**, **22a** and **23a** are arranged on the winning line **131**, the CPU **90** judges the win and drive the coin dispenser **112** to dispense the dividend coins. The amount of dispensed coins is determined based on the type of the win. If the same symbols do not stop in line on any of the winning lines from **120** to **131** as shown in **FIG. 12**, the CPU **90** judges the loss and finishes the game.

[**0064**] On the other hand, if the blank symbols **31b**, **31d** and **31e** stop in line on the winning line **122**, as shown in **FIG. 13**, the CPU **90** drives the fourth drive motor **47** through the motor controller **96** to rotate the reel mounting plate **24**. Then, the CPU **90** stops the fourth drive motor **47** when the sub reel **25** reaches the position behind the blank symbols **31b**, **31d** and **31e**, as shown in **FIG. 14**. When the reel mounting plate **24** stops rotating, the motor controller **96** operates the fifth drive motor **48** to rotate the sub reel **25** and stops it after a predetermined time. When the sub reel **25** stops the rotation, one of the symbols of the sub reel **25** is displayed through the blank symbols **31b**, **31d** and **31e**. If the blank symbols are arranged on the same winning line as the last game, the reel mounting plate **24** rotates by 360 degrees and then stops at the same position.

[**0065**] After the sub reel **25** stops rotating, the winning judging section **110** refers the count values of the counters **100**, **101**, **102** and **109** to judge whether the combination of the same symbols is displayed on any of the winning lines **120** to **131** or whether the winning symbol **34** is displayed. As shown in **FIG. 15**, for example, if no combination of the same symbols stops on any of the winning lines from **120** to **131**, the player loses in terms of the combination of the symbols. However, since the winning symbol **34** of the sub reel **25** is displayed through the blank symbols **31b**, **31d** and **31e**, the player wins in this game and gets the dividend coins, whose amount is determined based on the type of the win.

[**0066**] On the other hand, if the losing symbol **35** of the sub reel **25** is displayed when the sub reel **25** stops rotating as shown in **FIG. 16**, the player loses in this game. If, as shown in **FIG. 17**, the re-rotation symbol **36** of the sub reel **25** is displayed when the sub reel **25** stops rotating, the CPU **90** determines the stop positions of the blank symbols **31a**, **31c** and **31e** and the symbol **34** of the sub reel **25** again. Simultaneously, the CPU **90** rotates and stops the first to third displays **21**, **22** and **23** through the motor controller **96**, in the same manner described above. Then, the CPU **90** rotates and stops the reel mounting plate **24** and the sub reel **25** in the order mentioned if the blank symbols of the first to third display parts **21a**, **22a** and **23a** stop on the same winning line. After the sub reel **25** is stopped, the winning judging section **110** judges whether the win or the loss.

[**0067**] Since two different games in a single symbol display device are associated with each other, a player may continue to have expectation for the win in one game even after losing in the other game. Moreover, such symbol display device can provide sufficient appeal to a player by giving a variety of display types.

[**0068**] The first to third display plates **21**, **22** and **23** may be rotated into the same direction, or one of them may be rotated in the opposite direction. It is also possible to change the rotational speed of each of the first to third display plates **21**, **22** and **23**. The order to stop the rotation of the first to third display plates **21**, **22** and **23** is not limited in the above embodiment.

[**0069**] If the two same symbols are arranged on one of the winning lines when two display plates stop rotating, the remaining display plate may rotate slowly or repeat the rotation in the clockwise and counterclockwise directions alternately such that the remaining display plate rotate clockwise little by little. Thereby, the symbol display device may provide a variety of performances to sustain the player's interest. The first to third display plates **21**, **22** and **23** and the sub reel **25** may be stopped not only automatically but by the manual operation of the stop button.

[**0070**] Though lightings such as lamps and LEDs are not described in the above embodiment, it is possible to emit light in the front panel **11** during the rotation of the first to third display plates and the sub reel. It is also possible to change the color of emitted light when one of the first to third display panels rotates in the opposite direction as other display panels.

[**0071**] It is possible to move the reel mounting plate **24** to the initial position in which the rotary shaft of the sub reel **25** is overlapped with one of the standard line **88** in **FIG. 3**.

[**0072**] The display device of the present invention may be composed of two or more than three display panels without losing the effects of the present invention. Note that the symbols other than the blank symbol may be transparent or non-transparent. The display plate is not necessarily transparent except the display part, but the area that overlaps the display part of other display plate may be partially opaque. In this case, the reel mounting plate is rotated to move the sub reel behind the blank symbol only if the blank symbols of the first to third display plates are arranged in line on the same winning line and, simultaneously, the blank symbol is overlapped with the transparent parts of the other display plates. After the reel mounting plate stop rotating, the sub reel is rotated. On the other hand, if the blank symbol is overlapped with the opaque parts of the other display plates, the reel mounting plate is not rotated.

[**0073**] Though the first to third display plates are formed of three rotary disks having the same diameters in the above embodiment, they may have different diameters. The present invention is not limited to the embodiment in which the first display part is the smallest while the third display part is the largest. For instance, the first display part may be the largest while the third display part may be the smallest. The second display part may be the largest among the three display parts. In addition, the first to third display plates may have other shapes, such as polygon.

[**0074**] Although reel mounting plate in the above embodiment is rotated only when the blank symbols on the first to