

the attacker 176 while it opens. Therefore, the symbol display device of the present invention may give sufficient appeal to the player to win the jackpot, and its various display patterns may enhance the interest of the game.

[0085] In the Pachinko game machine, whether the win or the loss is determined by the lottery when a specific condition is completed. In accordance with the result of the lottery, the stop positions for the first to third display plates and the sub reel of the symbol display device are determined. In response to the determination, the symbol display device is operated to rotate the first to third display plates.

[0086] In the above embodiments, the symbol display device judges whether the win or the loss in accordance with the combination of the symbols of the first to third display parts and the symbol of the sub reel after the rotation of the first to third display parts and the sub reel. Instead, the symbol display device may determine the win or the loss, and then determine the stop position of the first to third display plates and the sub reel.

[0087] Various changes and modifications are possible in the present invention and may be understood to be within the present invention.

What is claimed is:

1. A symbol display device for a game machine, comprising:

plural concentric main display units, each of said main display units having a display part with at least one light-penetrate area in the front side; and

a sub display unit, located behind said main display unit, for displaying symbols in motion and/or a static symbol behind at least one of said light-penetrate areas;

a rotary member on which at least said sub display unit is mounted, said rotary member being provided concentrically with said main display unit; and

a drive mechanism to rotate plural said main display units and said rotary member separately.

2. A symbol display device according to claim 1, wherein said display part is composed of at least one symbol area in which a symbol is provided and at least one transparent non-symbol area;

wherein said light-penetrate area is said non-symbol area, a transparent area inside said symbol, or a transparent area outside said symbol in said symbol area.

3. A symbol display device according to claim 1, wherein said main display unit has at least one transparent part inside or outside of said display part.

4. A symbol display device according to claim 3, wherein when said sub display unit is stopped in an overlap area where said light-penetrate area of one of said main display units is overlapped with said transparent parts of other main display units, said sub display unit displays symbols in motion and/or a static symbol behind said overlap area.

5. A symbol display device according to claim 1, wherein when said light-penetrate areas of said main display units are stopped and arranged in line, said drive mechanism rotates said rotary member to the position where said sub display unit is overlapped with said light-penetrate areas arranged in line;

wherein said sub display unit displays symbols in motion and/or a static symbol.

6. A symbol display device according to claim 1, wherein said symbol of said sub display unit is overlapped with said symbol of said main display unit so as to form a single composite symbol.

7. A symbol display device according to claim 1, wherein said sub display unit is a mechanical reel.

8. A symbol display device according to claim 1, wherein said sub display unit is a liquid crystal display device.

9. A symbol display device for a game machine, comprising:

plural concentric display plates, each of said display plate having a display part with at least one symbol area and at least one first transparent area;

a sub display unit, located behind said display plates, for displaying symbols in motion and/or a static symbol behind at least one of said first transparent areas;

a rotary plate on which at least said sub display unit is mounted, said rotary plate being provided concentrically with said display plate; and

a drive mechanism to rotate plural said display plates and said rotary plate separately.

10. A symbol display device according to claim 9, wherein said display parts of said display plates have ring-shapes with different diameters.

11. A symbol display device according to claim 10, wherein said display plate has a second transparent part inside or outside of said display part.

12. A symbol display device according to claim 11, wherein when said sub display unit is stopped in an overlap area where said first transparent area of one of said display plates is overlapped with said second transparent parts of other display plates, said sub display unit displays symbols in motion and/or a static symbol behind said overlap area.

13. A symbol display device according to claim 10, wherein when said first transparent areas of said display plates are stopped and arranged in line, said drive mechanism rotates said rotary plate to the position where said sub display unit is overlapped with said first transparent areas arranged in line;

wherein said sub display unit displays symbols in motion and/or a static symbol.

14. A symbol display device according to claim 10, wherein said symbol of said sub display unit is overlapped with said symbol of said display plate so as to form a single composite symbol.

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