

[0019] FIG. 6 is a flowchart showing a display control of the EL panels executed by a control unit of the slot machine shown in FIG. 1;

[0020] FIG. 7 is a flowchart showing a game end control executed by the control unit;

[0021] FIG. 8 is a flowchart showing a winning determination process executed by the control unit; FIG. 9 is a flowchart showing a modified example of the winning determination process;

[0022] FIG. 10 is a schematic view showing a structure of one of the EL panels;

[0023] FIGS. 11 and 12 are explanatory views for explaining a case where a blind spot is produced on reels in a second embodiment;

[0024] FIG. 13 is a schematic view for explaining dimensions set between the EL panels and the reels in the second embodiment;

[0025] FIG. 14 is a perspective schematic view for explaining another example of overlapping display;

[0026] FIG. 15 is an explanatory view showing another example adopting partition walls to prevent patterns on an adjacent reel from being seen through a certain EL panel in the second embodiment;

[0027] FIG. 16 is an explanatory view showing another example setting dimensions of back patterns on the reels to prevent patterns on an adjacent reel from being seen through a certain EL panel in the second embodiment;

[0028] FIG. 17 is a cross-sectional view schematically showing a main part of a slot machine in a third embodiment;

[0029] FIG. 18 is a plan view schematically showing a display part of the slot machine in the third embodiment;

[0030] FIG. 19 is a front view schematically showing the slot machine in a state where a front frame is opened;

[0031] FIG. 20 is an explanatory view showing display of a transparent EL display when a game is played in the slot machine;

[0032] FIG. 21 is a block diagram for explaining a control system of the slot machine in the third embodiment;

[0033] FIG. 22 is a flowchart showing a working state determination process executed by a CPU of the slot machine in the third embodiment;

[0034] FIG. 23 is a flowchart showing a waiting state display control executed by the CPU in the third embodiment;

[0035] FIG. 24 is an exemplified diagram showing a menu display of the slot machine in a waiting state;

[0036] FIGS. 25A to 25C are exemplified diagrams showing displays of information such as guidance in the waiting state;

[0037] FIG. 26 is a flowchart showing another example of the working state determination process;

[0038] FIG. 27 is a schematic view showing a structure adopting a liquid crystal shutter in a modified embodiment; and

[0039] FIG. 28 is a schematic view showing a structure adopting a semi-transparent reflective plate in a modified embodiment.

## DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

### First Embodiment

[0040] A first embodiment described here is a case where the invention is materialized as a slot machine. As shown in FIG. 1, a main frame 14 is mounted on the front part of a box 12 of a slot machine 10 via a hinge (not shown), which is normally locked but can be opened like a door when it is unlocked. A receiving dish 16 is provided at the bottom of the main frame 14 and a speaker 18 is provided behind a window having several slits.

[0041] The main frame 14 is divided into a top section 14a, a middle section 14b and a bottom section 14c, wherein the top section 14a and the bottom section 14c are provided with decorative panels 22a and 22b respectively. Although the panel 22a shows the wording "Traditional" in FIG. 1, it is simply a design of the machine and does not mean a prior art. The middle section 14b is provided with displays of patterns and many members that can be operated by a player. Specifically, the middle section 14b has a square opening 24, in which a front panel 26 is fitted.

[0042] As shown in FIG. 2, transparent EL panels 28a, 28b, and 28c are stacked behind the back face of the front panel 26, and an intermediate panel 27 is stacked on the back of the transparent EL panels 28a, 28b, and 28c. In other words, the front panel 26, the transparent EL panels 28a, 28b, and 28c, and the intermediate panel 27 are stacked to form an integrated three-layer structure.

[0043] Each of the transparent EL panels 28a, 28b and 28c used in this embodiment is of a simple matrix type wherein, as shown in FIG. 10, scanning electrodes 28d and data electrodes 28e cross each other. However, the transparent EL panels 28a, 28b, and 28c may be of a segment type if the display patterns are fixed. Since the structure of the transparent EL panels 28a, 28b and 28c is widely known, its detailed description is omitted here. When the transparent EL panels 28a, 28b and 28c display characters and graphics, they can obstruct viewer's eyes.

[0044] In this embodiment, these three transparent EL panels 28a, 28b, and 28c constitute a front side display means (display unit). Although several transparent EL panels are used in this embodiment, it is also possible to use a single transparent EL panel that is divided into several sections.

[0045] The intermediate panel 27 is provided with three small openings 27a, 27b and 27c corresponding to the three transparent EL panels 28a, 28b, and 28c, and a fluorescent lamp 29 as an internal illumination is optionally attached to the intermediate panel 27. The intermediate panel 27 is also provided with marks indicating winning lines and decorations and is opaque except the small openings 27a, 27b, and 27c. On the other hand, the front panel 26 is transparent in this embodiment. Therefore, the player can see the inside of the small openings 27a, 27b, and 27c through the front panel 26 and the transparent EL panels 28a, 28b, and 28c. The front panel 26 may, however, be oblique. In this case, the