front panel **26** should be formed with three windows through which the EL panels **28***a*, **28***b*, and **28***c* are visible, respectively.

[**0046**] At the inside of these small openings **27***a*, **27***b*, and **27***c*, reels **30***a*, **30***b* and **30***c* are provided corresponding to the transparent EL panels **28***a*, **28***b*, and **28***c*. These reels **30***a*, **30***b* and **30***c* constitute a back side display means (display unit), and the areas that can be seen through the transparent EL panels **28***a*, **28***b*, and **28***c* corresponds to back side display regions. The fluorescent lamp **29** is used to illuminate the surfaces of the reels **30***a*, **30***b* and **30***c* (i.e., back patterns **31**). The detailed structures, etc., of the reels **30***a*, **30***b* and **30***c* are similar to those of conventional slot machines so that their drawings and descriptions are omitted here.

[**0047**] Referring back to **FIG. 1, a** settling switch **34**, a bet switch **36**, and a coin insertion port **38** are provided on the lower edge portion **33** of the opening **24**. A vertical portion **40** that is adjoined to the lower edge portion **33** and extends downward in a vertical direction is provided with a start lever **42**, stop switches **44***a*, **44***b*, and **44***c*, as well as an EL stop switch **45**.

[**0048**] As shown in **FIG. 3**, various back patterns **31** such as $, 7, X, etc., are provided on the barrel sections of the reels **30***a*, **30***b* and **30***c*. These back patterns **31** form the back side display. In this embodiment, each of these reels **30***a*, **30***b* and **30***c* has **21** back patterns **31** (though the total number of back pattern types on one reel is less than **21** as some of them are the same), and several back patterns **31** can be shown by scrolling display scrolled in a vertical direction as the reels **30***a*, **30***b* and **30***c* are rotated. When the rotations of the reels **30***a*, **30***b* and **30***c* are stopped, three back patterns **31** appear as stationary displays through the transparent EL panels **28***a*, **28***b*, and **28***c*.

[**0049**] Meanwhile, the transparent EL panels **28***a*, **28***b*, and **28***c* can display overlapping patterns **32** that form the front side display in the positions overlapping with the back patterns **31** when the rotations of the reels **30***a*, **30***b* and **30***c* stop (i.e., stationary displays of the back patterns **31**). The overlapping patterns **32** have the same kinds of patterns as those of the back patterns **31** provided on the reels **30***a*, **30***b* and **30***c* corresponding to the transparent EL panels **28***a*, **28***b*, and **28***c*. Therefore, the overlapping patterns **32** may include a pattern the same as that of the corresponding back pattern **31** as shown in the middle row of the reel **30***c* in **FIG. 3**, or another pattern different from that of the corresponding back pattern **31** as shown in the bottom row of the reel **30***c*.

[**0050**] In this embodiment, the displayed positions of the overlapping patterns **32** are slightly offset from the displayed positions of the back patterns **31** so that the overlapping patterns **32** do not hide the back patterns **31** completely (so that the player recognizes the back patterns **31** behind them) even when an overlapping pattern **32** coincides with a back pattern **31** as shown in the middle rows of the transparent EL panel **28***c* and the reel **30***c*. Depending on game conditions, there are cases where only part (less than nine) of the overlapping patterns **32** are displayed, where all (nine) of them are displayed, and where none of them are displayed.

[**0051**] Line markers **M1** to **M5** are provided on the left side of the transparent EL panel **28***a* and on the right side of the transparent EL panel **28***c*, and they are written with numbers **3**, **2**, **1**, **2** and **3** in that order from the top. Also provided are winning lines **L1** to **L5** connecting the corresponding line markers **M1** to **M5** on the left and right sides. These line markers **M1** to **M5** and winning lines **L1** to **L5** are drawn on the intermediate panel **27** and can be seen through the front panel **26**. These line markers **M1** to **M5** also correspond to a display means.

[**0052**] Since the display regions of the transparent EL panels **28***a*, **28***b*, and **28***c* are larger than the areas of the reels **30***a*, **30***b* and **30***c* that can be viewed by the player in this embodiment, the player can view securely the display areas (the parts facing the player) of the reels **30***a*, **30***b* and **30***c* through the corresponding transparent EL panels **28***a*, **28***b*, and **28***c* even if the player's viewpoint slightly changes. The distances between the transparent EL panels **28***a*, **28***b*, and **28***c* and the reels **30***a*, **30***b* and **30***c* are chosen in such a way that the pattern of an adjacent reel (e.g., reel **30***a*) cannot be seen through a certain transparent EL panel (e.g., transparent EL panel **28***b*). In consequence, the overlapping display does not cause any confusion. Detailed explanation of this feature is presented in a second embodiment described below.

[**0053**] Further, the slot machine **10** has a control system as shown in **FIG. 4** and **FIG. 5**. Next, the hardware of the control system is explained with reference to **FIG. 4**.

[**0054**] A control unit **50** comprises a CPU **51**, a ROM **52**, a RAM **53**, an input interface **54**, an output interface **55**, and drive circuits **57** to **62**. The CPU **51**, ROM **52**, and RAM **53** constitute a one-chip microcomputer in this embodiment. The input interface **54** is connected to the settling switch **34**, the bet switch **36**, a coin deposit sensor **38***a* that detects coins that are inserted (deposited) from the coin insertion port **38**, a start switch **42***a* that interconnects with the start lever **42**, the stop switches **44***a*, **44***b*, and **44***c*, and the EL stop switch **45**, so that the control unit **50** can operate by collecting information from those members.

[**0055**] The output interface **55** is connected to an EL drive circuit **63** that is connected to the transparent EL panels **28***a*, **28***b*, and **28***c* at the output side thereof and drives the transparent EL panels **28***a*, **28***b*, and **28***c*. The output interface **55** is also connected to the drive circuits **57** to **62**, wherein the drive circuits **57**, **58** and **59** are connected to motors **64***a*, **64***b* and **64***c*, respectively, the drive circuit **60** is connected to a dispenser **65**, the drive circuit **61** is connected to a fluorescent lamp **29**, and the drive circuit **62** is connected to the speaker **18**. Thus, the control unit **50** can control the displays of the transparent EL panels **28***a*, **28***b*, and **28***c*, the operations of the motors **64***a*, **64***b* and **64***c*, the operation of the dispenser **65**, turning on and off of the fluorescent lamp **29**, and voice output of the speaker **18**.

[**0056**] The control procedures by the control unit **50** (mainly by the CPU **51**) are described below using **FIG. 5** that shows control functions as a block diagram.

[**0057**] When a player deposits coins through the coin insertion port **38** to start a game, the coin deposit sensor **38***a* outputs a deposit signal each time it detects a coin, and the deposit signal is inputted into the control unit **50**. The CPU **51** sets up effective winning lines **L1** to **L5** depending on the deposit signal, in other words, depending on the number of deposited coins (number of bets). More specifically, the winning line **L1** of the middle row becomes effective when the number of bets is 1, the winning lines **L2** and **L3** of the