and **28***c* via the EL drive circuit **63**. Data (display data) such as graphics to be displayed on the transparent EL panels **28***a*, **28***b* and **28***c* are stored in the ROM **52** that functions as a display data memory means **50***h*. The EL display control means **50***g* displays the overlapping patterns **32**, etc., on the transparent EL panels **28***a*, **28***b* and **28***c* using the display data which the CPU **51** as a display data selection means **50***j* read from the ROM **52**. Because the stationary displays of the overlapping patterns **32** on the transparent EL panels **28***a*, **28***b* and **28***c* are primarily triggered by an input of the EL stop signal from the EL stop switch **45**, the EL stop signal is inputted into the display data selection means **50***j*. The data that show the types and positions of the overlapping patterns **32** as stationary displays are provided to the arrangement determination means **50***j* by the display data selection means **50***j*.

[**0069**] As shown in **FIG. 6**, the CPU **51** waits for the starting event of varying display of the overlapping patterns **32** (**S101**), and starts the varying display of the overlapping patterns **32** when it recognizes the starting event (**S102**). The varying display can be started with, for example, the input of the start signal from the start switch **42***a*. However, there is a possibility that the back patterns **31** may become difficult to be seen due to overlapping of the varying overlapping patterns **32** with the scrolling display of the reels **30***a*, **30***b* and **30***c*. In this connection, this embodiment is constructed in such a way that the varying display of the overlapping patterns **32** by the transparent EL panels **28***a*, **28***b* and **28***c* is started approximately synchronizing with the timing when all of the reels **30***a*, **30***b* and **30***c* stop.

[**0070**] Since each of the reels **30***a*, **30***b* and **30***c* stops independently, the overlapping patterns **32** of the transparent EL panels **28***a*, **28***b* and **28***c* may start performing the varying display respectively each time when the corresponding reel **30***a*, **30***b*, or **30***c* stops.

[**0071**] Next, the CPU **51** makes a determination whether any EL stop signal is inputted by the EL stop switch (**S103**) and, if no EL stop signal is received, makes another determination where a preset time (e.g., 10 seconds) has elapsed since the start of the varying display of the overlapping patterns **32** (**S104**). This step **S104** is to be ready for a case where the player fails to operate the EL stop switch **45**.

[**0072**] If the EL stop signal from the EL stop switch **45** is inputted (**S103**: YES) or the preset time has elapsed since the start of the varying display of the overlapping patterns **32** (**S104**: YES), the CPU **51** makes a determination (lottery) whether the combination of the back patterns **31** determined by the stop pattern selection means **50***d* is in a winning condition or not (**S105**). If the combination is determined to be in a losing condition, it displays a set of stationary overlapping patterns **32** on the transparent EL panels **28***a*, **28***b* and **28***c* that does not affect the losing stationary displays (i.e., maintains a losing status) of the back patterns **31** displayed by the already stopped reels **30***a*, **30***b* and **30***c* (**S108**).

[**0073**] On the other hand, if the combination of the back patterns **31** determined by the stop pattern selection means **50***d* is in a winning condition, a determination (reel determination) is made whether the winning combination is displayed by the already stopped reels **30***a*, **30***b* and **30***c* (whether the winning combination of the back patterns **31** determined by the stop pattern selection means **50***d* has materialized) (**S106**).

[**0074**] If the winning combination is not displayed by the back patterns **31** despite the fact that it is selected as a winning combination by the lottery, the CPU **51** makes the transparent EL panels **28***a*, **28***b* and **28***c* display the overlapping patterns **32** to display the winning combination in coordination with the back patterns **31** and the overlapping patterns **32** (**S107**).

[**0075**] An example of displaying a winning combination with the overlapping patterns **32** is described below referring to **FIG. 3**. In the example shown in **FIG. 3**, as the back patterns **31**, the winning line **L1** displays \$, 7, 7, the winning line **L2** displays \$, \$, X, the winning line **L3** displays X, X, \$, the winning line **L4** displays \$, 7, \$ and the winning line **L5** displays X, 7, X. Thus, no winning combinations are shown in any of these winning lines **L1** to **L5**.

[**0076**] If an X pattern of the overlapping patterns **32** is displayed on the bottom place of the transparent EL panel **28***c*, the X pattern is displayed overlapping the \$ pattern of the back pattern **31** on the right side of winning line **L3** (as if the \$ pattern is replaced with the X pattern), thereby producing three X's on the line, i.e., a winning combination of X, X, X.

[**0077**] Also, if an X pattern of the overlapping patterns **32** is displayed in the middle place of the transparent EL panel **28***b*, the X pattern is displayed overlapping the 7 pattern of the back pattern **31** in the middle of winning line **L5** (as if the 7 pattern is replaced with the X pattern), thereby producing three X's on the line, i.e., a winning combination of X, X, X. Similarly, winning combinations can be displayed on other winning lines by controlling the overlapping patterns **32** (displayed patterns and positions).

[**0078**] In case where winning combinations are displayed by the combinations of the back patterns **31** and the overlapping patterns **32**, it is not only possible to allow (effectuate) winning combinations unconditionally as described above, but is also possible to set up in such a way that a winning display is effectuated by a combination of the back patterns **31** and the overlapping patterns **32** only when a pair of identical patterns of the back patterns **31** and the overlapping patterns **32** exists (for example, when the 7 pattern of the back patterns **31** and the same 7 pattern of the overlapping pattern **32** are displayed in the middle of the transparent EL panel **28***c*). It is also possible to set up that a winning condition is established by a combination of the back patterns **31** and the overlapping patterns **32** only when a certain overlapping pattern **32** (e.g., 7) is displayed in the center (in the middle of the transparent El panel **28***b*).

[**0079**] Thus, in the present embodiment, the winning condition is established by the combination of the overlapping patterns **32** and the back patterns **31** only when the display content of the transparent EL panels **28***a*, **28***b* and **28***c* or the relation between the overlapping patterns **32** and the back patterns **31** meet a certain preset condition (front/back combination-permitting condition). Here, it should be noted that the front/back combination-permitting condition is not limited to a specific one, but may be preset arbitrary. For example, the front/back combination-permitting condition may be present to be satisfied when a state (reach-state) where only one pattern is required to get a winning condition by the back patterns or overlapping (front) patterns.

[**0080**] On the other hand, if a winning condition is determined by the lottery and the corresponding winning com-