only when the front/back combination-permitting condition is satisfied as shown in **FIG. 9**, the relativity between the back patterns **31** and the overlapping patterns **32** becomes more important and the player's interest can be further heightened.

[**0092**] Although it is shown and described in the above embodiment that the player recognizes winning or losing (the display of the game target for each game), it can also be constructed to let the player recognize, as the display of the game target, a state of game (experiencing a variety of games) such as switching from a game A to a game B based on the combination of the back patterns **31** and the overlapping patterns **32**. This can add more depth to the game by providing a game selection capability to the player.

[**0093**] Furthermore, the player may select a game mode from a mode using a combination of the overlapping patterns **32** and the back patterns **31**, a mode using only the back patterns **31**, and a mode using only the overlapping patterns **32** of the EL displays, in accordance with, for example, a number of deposited coins. When the mode using only the back patterns **31** is selected, the back patterns **31** can be seen through the EL panels **281**, **28***b*, and **28***c* because they are transparent.

[**0094**] When the mode using only the overlapping patters **32** is selected, the player recognizes an independent display of the EL panels **28***a* to **28***c* that display the overlapping pattern **32**, as a game target display. In this case, for example, it is possible to let the player recognize a game value or special award through special displays of the overlapping patterns **32** while maintaining the back patterns **31** unchanged. The player can therefore try to operate the game machine to let it make such special displays of the overlapping patterns **32**, which can also increase the player's interest.

[**0095**] Furthermore, although the display of winning or loss may be indicated to the player by the illumination of the line markers **M1** to **M5**, the same objective can be achieved by voice message.

[**0096**] Moreover, instead of having the display means such as the line marker, it is possible to make the player see the game target display to indicate winning or loss through the mode of the overlapping pattern **32** itself, its display color itself, or the display itself of the overlapping pattern **32** in the combination display with the back patterns **31**. Such a display mode is suitable for a game machine. In the case of game machines, they are often equipped with operator's manuals. Therefore, if the operator's manual has an explanation such that a variety of games (such as the switching from the game A to the game B as mentioned above) can be achieved through the shapes and display colors of the overlapping patterns **32**, the player can recognize the type of the game by directly seeing and making determination on the shapes and colors of the overlapping pattern **32**.

Second Embodiment

[**0097**] As described above, in the slot machine **10** of the first embodiment, 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. Therefore, as schematically shown in **FIG. 11**, the player can view securely the display areas of the reels **30***a*, **30***b* and **30***c* through the transparent EL panels **28***a*, **28***b*, and **28***c* even if the player's viewpoint (posture) 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.

[**0098**] This advantageous of the invention is studied and explained in more detail as a second embodiment below to improve visibility of the overlapping display and to prevent a blind spot region from generating on the back patterns **31** as shown in **FIG. 12**. **FIG. 12** shows the case where the back patterns **31** displayed on the reels **30***a*, **30***b*, and **30***c* cannot completely be recognized by the player through the transparent display panels **28***a*, **28***b*, and **28***b*, and the blind spot region is produced on the back patterns **31** when the viewpoint (posture) of the player changes.

[**0099**] Because the basic structure and operation of the slot machine **10** in the second embodiment are the same as those in the first embodiment, the same parts and portions are designated with the same reference numerals and the same explanations will not be reiterated.

[**0100**] Then, an arrangement example for preventing the back pattern on an adjacent one of the reels **30***a*, **30***b*, and **30***c* from being viewed through a certain one of the transparent EL panels **28***a*, **28***b*, and **28***c* is explained with reference to **FIG. 13**. In this example, the interval of the transparent EL panels **28***a*, **28***b*, and **28***c* (width of an oblique portion) and each distance between the EL panels **28***a*, **28***b*, and **28***c* and the reels **30***a*, **30***b*, and **30***c* opposing each other are appropriately set.

[**0101**] Specifically, it is assumed that a maximum motion width (maximum lateral motion width Ly) of a player's posture (viewpoint) in a lateral direction from the center (axial line P of the central EL panel **28***b*) is 30 cm and an ordinary motion width (ordinary lateral motion width Lx) thereof in the lateral direction is 10 cm. The distance from the EL panels **28***a*, **28***b*, and **28***c* is assumed to be in a range of 30 cm (close distance **L1**) to 60 cm (remote distance **L2**). In the front and back direction, it becomes difficult to see the entirety of the back patterns **31** and the overlapping patters if the distance is too small (the player approaches too closely), while it becomes difficult to operate the stop switches **44***a*, **44***b*, and **44***c* if the distance is too large.

[**0102**] Viewpoints from point C (Ly=30 cm, **L1**=30 cm) and its line-symmetrical point are the most difficult case to see the entirety. Here, each width Lz of the EL panels **28***a*, **28***b*, and **28***c* is set to be 8 cm because respective opposing reel **30***a*, **30***b*, or **30***c* has a display surface generally having a width of 6 to 8 cm (when used for a Pachi-suro machine). In this case, the eyes from the point C make angle θ_c of about 48.6 degrees with an extending line Q from the edge surface of the EL panel **28***b* at the side of the EL panel **28***a*. The interval Lc between adjacent two of the EL panels **28***a*, **28***b*, and **28***c* is set at 1.5 cm in consideration of easiness of the player seeing them.

[**0103**] Under theses conditions, the distance Lb between the EL panel **28***a* and the display surface of the reel **30***a* needs to be equal to or less than 1.3 cm (which is similarly applied to that between the EL panel **28***c* and the reel **30***c*)