

integrated with the EL panel 5, it is not necessary to connect the drive circuit 12 and the EL panel 5 via a harness and the like. Assemblies concerning the display of the EL panel 5 are integrated on the side of the front frame 11. The number of the harness 12a connecting the box 100 and the front frame 11 therebetween can be therefore minimized, so that the harness 12a hardly adversely affects the opening/closing of the front frame 11 in this embodiment.

[0116] The main part of the control system of the slot machine 15 is as shown in FIG. 21, and a CPU 20a, a ROM 20b, a RAM 20c, an input circuit 20d, and an output circuit 20e are mounted on the main substrate 13. The input circuit 20d are connected to a coin deposit sensor 140a that detects coins deposited (inserted) through the coin insertion port 140, a start switch 3a that interconnects with the start lever 3, the stop switches 4, and a hall computer. The main substrate 13 can receive a deposit signal from the coin deposit sensor 140a, a start signal from the start switch 3a, and stop signals from the stop switches 4, and can communicate with the hall computer. The hall computer provides information such as business configuration peculiar to a playground in which the slot machine 15 is installed, and such information is used as a display of the EL panel 5 (detailed explanation is below) at a waiting state.

[0117] The surface of the EL panel 5 at the side of the player forms a touch panel, and information indicating a position touched by the player's finger is inputted into the main substrate 13. The output of the CCD camera 21 is inputted into an image processing circuit 22, and the output of the image processing circuit 22 is inputted into the input circuit 20d. The image processing circuit 22 executes image processing to the image data obtained by the CCD camera 21, and outputs data indicating whether a person (player) exists in front of the slot machine 15. Thus, the CCD camera 21 and the image processing circuit 22 constitute an existence detecting means.

[0118] On the other hand, the drive circuit 12, the fluorescent lamp 9, the motors 2b, and the like are connected to the output circuit 20e. The main substrate 13 can control display contents of the EL panel 5 through the drive circuit 12, turning on and off of the fluorescent lamp 9, and the operations of the motors 2b.

[0119] Next, the operations of this slot machine 15 are explained. The slot machine 15 has a playing mode (playing state) when a game is executed, and a waiting mode (waiting state) when no game is executed. The operation of the slot machine 15 in the playing state is changed based on the structure of the EL panel 5. That is, the EL panel 5 may be composed of several panel regions capable of displaying several overlapping patterns that can be used in combination with the back patterns of the reels 2a to determine game conditions as in the first embodiment, or may display effective winning lines L1 to L5 as shown in FIGS. 14 and 20. When the EL panel 5 can display several overlapping patterns corresponding to the back patterns, the operation of the slot machine 15 in the playing state is substantially the same as that in the first embodiment. Here, only operations concerning the waiting state are explained specifically below, which are the features of the present embodiment.

[0120] FIG. 22 shows a flowchart of a working state determination process that the CPU 20a repeats appropriate timing (for example, determined by a timer). In this working

state determination process, the CPU 20a first determines whether waiting state flag F satisfies $F=1$ (S41). The waiting state flag F represents whether the slot machine 15 is in the waiting state without being used for games. When the flag F is set at "1", it represents the waiting state, and this process ends.

[0121] If the flag F is not "1" (that is, if the machine 15 is not in the waiting state), it is determined whether a state where a player does not exist continuously for 15 seconds or more continues based on the data from the image processing circuit 22 (S42). If the determination is positive (if no player exists), the waiting state flag F is set at "1" (S44) and this process ends. Even if the determination at S42 is negative (if a player exists), when the game is not played actually, it should be considered and determined as the waiting state. In this embodiment, the mode is moved to the waiting state in a state where betting (the operation of the bet switch at the time of coin deposition or credit) has not been performed for 30 seconds or more. Therefore, here, it is determined whether the betting has not been performed for 30 seconds or more (S43).

[0122] If the determination is positive (there is no betting), the waiting state flag F is set at "1" (S44), and this process ends.

[0123] The time periods (15 seconds at S42, 30 seconds at S43) are merely examples, and may be changed in accordance with conditions such as a kind of the game machine and business configuration. When the game machine is started at the playground opening time, either of the waiting state and the playing state can be arbitrarily set.

[0124] Next, the operation of the slot machine 15 in the waiting state is explained focusing on the display of the transparent EL panel 5.

[0125] FIG. 23 shows a waiting state display control process that the CPU 20a repeats at appropriate timing (for example, determined by a timer). In this process, first, the CPU 20a determines whether the slot machine 15 is in the waiting state by the determination whether the waiting state flag F is 1 or not (S51). If it is not in the waiting state, this process ends here.

[0126] If it is in the waiting state (S51: YES), the fluorescent lamp 9 is turned off (S52), a menu as shown in FIG. 24 is displayed on the EL panel 5 (S53). Since the surface of the EL panel at the player's side forms a touch panel, the player can select an item from the menu by touching the item on the panel with his/her finger.

[0127] Next, the CPU 20a determines whether the player exists or not based on the data of the image processing circuit (S54), and accordingly, it determines the reason of the waiting state, i.e., whether the waiting state is set because no player exists or because no game is performed. If the player does not exist, this process ends because any operation is not further performed to the slot machine 15.

[0128] If the player exists, whether one of the items of the menu displayed on the EL panel 5 is selected, i.e., which item is selected is determined (S55). If no item is selected (S55: NO), the CPU 20a determines whether the deposit signal is outputted from the coin deposit sensor 140a (S56). The deposit of a coin means the start of a game. Therefore, when the deposit signal is inputted (S56: YES), the CPU 20a