

device (rotational reel display device) 2. A light source 26 for the LCD device 24 is preferably disposed upward of the reflective plate 25, and the light source 9 for the back side display device 2 is preferably disposed at the back side of the reflective plate 25. Accordingly, light emitted from the light source 9 is reflected by the back side display device 2 and passes through the reflective plate 25, while light emitted from the light source 26 is reflected by the reflective plate 25. Then, the player recognizes both lights through the LCD device 24.

[0139] When the back side display device is made dark, light emitted from the light source 26 is reflected by the reflective plate 25, and is recognized by the player through the LCD device 24. In this example, if the back side display device 2 is composed of a spontaneous luminescent type display device such as an EL device, the light source 9 needs not be disposed.

[0140] In the above-described embodiments, although the invention is applied to the slot machines, it can be applied to any machines such as pachinko machines that utilize combinations of patterns (letters, characters, symbols, figures, pictures etc.) to determine game conditions or to change game states. The determination may be done in combination with the pattern combinations according to the invention and a specific motion or state of a game machine (for example, a case where a ball passes through a specific region in a pachinko machine).

[0141] While the present invention has been shown and described with reference to the foregoing preferred embodiments, it will be apparent to those skilled in the art that changes in form and detail may be made therein without departing from the scope of the invention as defined in the appended claims.

What is claimed is:

1. A pattern display device comprising:
 - a pattern display unit having a display portion for displaying a plurality of different first patterns, the pattern display unit being capable of performing a stationary display and a varying display; and
 - a front side display unit disposed in front of the pattern display unit and capable of displaying a plurality of different second patterns overlapping with the plurality of first patterns, the front side display unit being transparent except for the plurality of second patterns.
2. The pattern display device of claim 1, wherein the front side display unit has a matrix type display portion that displays the plurality of second patterns.
3. The pattern display device of claim 2, wherein the matrix type display portion is composed of a transparent EL panel.
4. The pattern display device of claim 3, wherein the display portion of the pattern display unit is divided into a plurality of first display regions, each of which displays one of the plurality of first patterns as the stationary display.
5. The pattern display device of claim 4, wherein each of the plurality of first patterns is one of a letter, a character, a symbol, and a picture.
6. The pattern display device of claim 1, wherein the pattern display unit has a plurality of rotation members that have the plurality of first patterns thereon, rotate to perform

a scrolling display as the varying display, and stop to display the plurality of first patterns as the stationary display.

7. The pattern display device of claim 6, wherein:
 - the front side display unit is composed of a plurality of display panels corresponding to the plurality of rotation members.
8. The pattern display device of claim 1, wherein the plurality of first patterns forms a pattern combination that determines a game condition.
9. The pattern display device of claim 8, wherein the pattern combination of the plurality of first patterns determines the game condition in combination with the plurality of second patterns.
10. The pattern display device of claim 1, wherein
 - the pattern display unit has a plurality of first display portions each of which displays a corresponding one of the plurality of first patterns;
 - the front side display unit has a plurality of second display portions corresponding to the plurality of first display portions and performing overlapping displays of the plurality of second patterns and the plurality of first patterns;
 - at least one of a relative position between the plurality of first display portions and the plurality of second display portions, a relative relation between dimensions of the plurality of first display portions and dimensions of the plurality of second display portions, and a relative relation between dimensions of the plurality of first patterns and the dimensions of the plurality of second display portions is determined to secure correspondency between the plurality of first display portions and the plurality of second display portions even when a viewer's posture changes in an assumed range.
11. The pattern display device of claim 10, wherein the one of the relative position and the relative relations is determined to allow the plurality of first patterns to be seen completely through the plurality of second display portions.
12. The pattern display device of claim 10, wherein the one of the relative position and the relative relations is determined so that one of the plurality of first patterns is viewed only through a corresponding one of the plurality of second display portions performing an overlapping display with the one of the plurality of first patterns.
13. The pattern display device of claim 10, wherein the assumed range of the viewer's posture change is ± 15 cm from a point on a center line passing through a center of the front side display unit, in a first direction parallel to the center line, and is ± 30 cm from the point in a second direction perpendicular to the center line.
14. The pattern display device of claim 10, further comprising a partition wall extending in a space between adjacent two of the plurality of first display portions and in a space between adjacent two of the plurality of second display portions to secure the correspondency.
15. A game machine comprising:
 - a back side display unit for displaying a back pattern;
 - a transparent front side display unit disposed in front of the back side display unit, for displaying a front pattern, wherein: