positions stored in the RAM **105** are checked to discover the stopped manner of the game. The symbol table corresponds to symbol rows printed on the peripheries of the reels **24**L, **24**C and **24**R, and associates code numbers indicating the sequences of symbols from the reference positions with symbol codes corresponding to the code numbers, serving as software reel strips. Then, the presence or absence of winning on the active lines L**1**, L**2**A, L**2**B, L**3**A and/or L**3**B is determined by checking the stopped manner and a winning combination table stored in the ROM **104**. The winning combination table associates winning combinations with the numbers of coins to be paid out upon winning. The wining combination table is switched when active winning combinations or pay amounts are changed for different game states, for example.

[**0100**] When determining "winning" in the winning search, the CPU **103** supplies a payout signal to the hopper drive circuit **113** to pay out a predetermined number of coins from the hopper **114**. At that time, the coin detector **120** counts the number of coins paid out from the hopper **114** and stops the drive signal to the hopper drive circuit **113** to stop the coin payout when the counted number reaches the predetermined number.

[**0101**] The block diagram of **FIG. 4** illustrates the arrangement of the sub control circuit **201**. The sub control circuit **201** controls peripheries such as the LCDs and the speakers **5**L and SR for providing effects based on game information from the main control circuit **101** and input signals from the touch panel **28**. The function of the sub control circuit **201** can be realized by the main control circuit **101**, in this case, it is not necessary for the sub control circuit **201** to be provided.

[**0102**] The sub control circuit **201** has a sub microcomputer **202** as the main component and includes an upper display panel image control circuit **250**, a reel display panel image control circuit **251** and a lower display panel image control circuit **252** for driving the LCDs, a sound generator IC **230** for controlling the sounding of the speakers **5**L and **5**R, a power amp **231** as an amplifier, a reel back lamp control circuit **240**, and an electronic shutter control circuit **270** for controlling the shielding of the reel display panel **7**. These control circuits are arranged on a circuit board separate from that of the main control circuit **101**.

[**0103**] The sub microcomputer **202** includes a sub CPU **203**, a sub ROM **204** as a storage means, and a sub RAM **205**. The sub control circuit **201** in **FIG. 5** includes, like the main control circuit **101**, a clock pulse generator, a divider, a random number generator and a sampler which are not shown. The sub ROM **204** stores a sequence program for communications with the main control circuit **101**, a display/sound effect selecting table for selection from among various effects on the basis of game information received, a sound sequence program, and the like. The sub RAM **205** is used as work area for executing these control programs.

[**0104**] The sub CPU **203** determines which type of effect is to be provided by the various display/sound effect control circuits based on commands transmitted from the main control circuit **101**, and transmits the determination to the control circuits.

[**0105**] The reel back lamp control circuit **240** is used for controlling image display such as winning displays and winning flag information.

[**0106**] The electronic shutter control circuit **270** controls the transmitting/shielding control of the electronic shutter **22** disposed between the reel LCD **21** and the reels **24**L, **24**C and **24**R, based on whether a voltage is applied or not. Specified display areas are shielded based on a determination by the sub microcomputer **202** to shield the areas on the inside of the reel LCD **21** from the view of the player. During an ST game, a special game in which information on an appropriate stop order is given according to a selected stop table, for example, only a reel to be stopped first is made visible upon the operation of the start lever **13** and the other reels are shielded so as to let the player know which reel to stop first.

[**0107**] Image control circuits include a plurality of control circuits for controlling the LCDs **21**, **26** and **27** provided at the display panels **6**, **7** and **18**, that is, the upper display panel image control circuit **250**, the reel display panel image control circuit **251** and the lower display panel image control circuit **252**. **FIG. 5** illustrates a block diagram of the reel display panel image control circuit **251** as an exemplary block diagram of the image control circuits. The reel display panel image control circuit **251** controls images displayed on the reel LCD **21**, including an image control CPU **253**, an image control ROM **254**, an image control RAM **255**, an image ROM **257**, a video RAM **258** and an image control IC **256**. The image control CPU **253** receives parameters determined by the sub microcomputer **202** via an image control circuit IN port **259**, and determines display contents on the reel LCD **21** under an image control sequence program stored in the image control ROM **254**. The image control ROM **254** stores a sequence program for receiving image display commands transmitted from the sub microcomputer **202**, an image control sequence program for controlling the image control IC **256** and the like. The image control RAM **255** is used as work area for executing the image control program.

[**0108**] The image control IC **256** creates an image according to the display contents determined at the image control CPU **253**, using graphic data stored in the image ROM **257**, temporarily stores the image in the video RAM **258**, and outputs the image to the reel LCD **21** via the image control circuit OUT port **260** in appropriate timing for display.

[**0109**] **FIG. 6** is the front view of the pachi-slo machine **1**, illustrating especially the upper display panel **6**, reel display panel **7** and lower display panel **18**. In this embodiment, every display panel is provided with an LCD as an electrical display for displaying various images according to game states. In the reel display panel **7**, symbols on the reels **24**L, **24**C and **24**R are visible through the reel LCD **21** and the electronic shutter **22**. When the reel LCD **21** and the electronic shutter **22** are controlled to be transparent, reel symbols are visible to a player. When an image is displayed on the reel LCD **21** or the electronic shutter **22** is controlled to be opaque (to be a mask), reel symbols are invisible.

[**0110**] The lower display panel **18** has the lower LCD **27** on which the name of the machine and images according to the theme of the gaming machine are mainly displayed. In the figure, the name of the machine "DON-NAVI" is displayed. These images are displayed on the basis of image data stored in an image ROM of the lower display panel image control circuit **252** in the sub control circuit **201**. Replacement of the sub control circuit **201** or the lower