

electronic shutter 22 and are invisible to a player. The pictorial sheet 20, which is provided in front of the electronic shutter 22 (on the side of a player) under no influence of the controlled state of the electronic shutter 22, is visible to a player. The lamp indicators and the seven-segment displays at the right of the reel display panel 7, which are disposed inward of the electronic shutter 22 in the cabinet, are visible to a player because the corresponding display areas of the electronic shutter 22 are always transparent.

[0130] FIGS. 16A to 16C illustrate display screens in an ST game as a special game state. FIG. 16A illustrates a screen on the reel display panel 7 displayed before a first stop control when "BELL" is internally selected in a game and the stop table No. 5 in FIG. 11 is selected, as an example of the image control in an ST game. In this embodiment, in the display control in an ST game, the electronic shutter 22 is made transparent only in its display area of a reel corresponding to a stop button to be pressed and is made to shield the other display areas to instruct an appropriate stopping operation. In the stop table No. 5, the right stop button 15R is a button to be pressed first, so that the display areas except the area of the right reel 24R are shielded to make only the right reel 24R rotating visible to a player to instruct the player to press the right stop button 15R. The transparent control herein means the control of the electronic shutter 22 so that reel symbols behind becomes visible. As long as reel symbols are visible to a player, the electronic shutter 22 may be translucent or colored instead of being completely transparent. Similarly, the shielding state may include a translucent state to a degree that reel symbols behind are invisible, in addition to a state in which light is completely blocked off.

[0131] FIG. 16B illustrates a screen on the reel display panel 7 when the player presses the right stop button 15R in the state of FIG. 16A. The first press of the right stop button 15R is the correct stopping operation, so that only the BELL symbol as the internal winning combination is made visible in the display area of the right reel 24R which has been visible in its entirety during rotation in FIG. 16A, and the other display areas are shielded, thereby to let the player know that it was the correct stopping operation. The display area of the left reel 24L which has been shielded in FIG. 16A is made transparent to make the left reel 24L in rotation visible so as to instruct the player to stop the left reel 24L.

[0132] FIG. 16C illustrates a screen on the reel display panel 7 when the player presses the left stop button 24L in the state of FIG. 16A. The second press of the left stop button 24L is the correct stopping operation, so that only the BELL symbol as the internal winning combination is made visible in the display area of the left reel 24L which has been visible in its entirety during rotation in FIG. 16B and the other display areas are shielded so as to let the player know that it was the right stopping operation. The display area of the center reel 24C which has been shielded in FIG. 16B is made transparent so that the center reel 24C in rotation is visible, thereby to instruct the player to stop the center reel 24C.

[0133] FIG. 17A illustrates a screen on the reel display panel 7 when all stopping operations are correctly done in an ST game and a win occurs. In FIG. 17A, the electronic shutter 22 is made transparent only at portions of the BELL symbols as the winning combination to make the BELL

symbols on the reels 24L, 24C and 24R visible, and in alphabet "GET" is displayed on the reel LCD 21 to let the player know of the winning of a BELL prize.

[0134] FIG. 17B illustrates a screen on the reel display panel 7 when stopping operation is incorrectly done in an ST game and the game is lost. In FIG. 16B, for example, a screen is shown when, instead of the left stop button 15L being pressed, the center stop button 15C is wrongly pressed. A large mark "X" is displayed in the center of the display to let the player know that it was a wrong stopping operation.

[0135] The screens provided in FIGS. 17A and 17B are displayed for a certain period of time. Thereafter, as shown in FIG. 17C, all the shielded areas are made transparent to terminate the display control in the game.

[0136] FIGS. 18A to 18C illustrate informational display screens generated with a predetermined probability after all the reels 24L, 24C and 24R are stopped. In a specific display sequence, first, the reels 24L, 24C and 24R in rotation are displayed through the display panel 7 (FIG. 18A). A player then stops all the reels 24L, 24C and 24R by stopping operations (FIG. 18B). After the stopping of all the reels 24L, 24C and 24R, the electronic shutter 22 is made in a shielding state. The reels 24L, 24C and 24R which have been displayed are hidden behind the electronic shutter 22 as shown in FIG. 18C.

[0137] Then, an informational display based on an internal winning combination in the game is provided. In this embodiment, the informational display shows the degree of reliability in the setting of a bonus winning combination with different degrees of agreement between the displayed positions of the BELL symbols displayed on the reel LCD 21 and the stopped positions of the BELL symbols on the reels 24L, 24C and 24R stopped and displayed. FIG. 21A illustrates an informational display occurrence table. The informational display occurrence table is referred to when "BB," "RB," "WATERMELON" or "SB" is internally selected in the probability selecting process and a determination of whether or not to provide an informational display is made. For example, when "WATERMELON" is internally selected in the game and a random number for display selection is 15, an informational display occurs. When the internal winning symbol is "SB" and a random number for display selection is 15, an informational display does not occur.

[0138] FIG. 21B illustrates a display type selection table. The display type selection table is referred to to determine the contents of informational display whose occurrence is determined with the informational display occurrence table. The display contents are classified based on the degree of agreement between BELL symbol stopped positions on the reels 24L, 24C and 24R and BELL symbol stopped positions on the reel LCD 21. The higher the degree of agreement is, higher the probability of internal winning of a bonus winning combination. For example, "ALL" in the column of the number of BELL images in the figure indicates a complete agreement between those displayed positions. "Appearance—2" indicates a disagreement at a maximum of two positions between those displayed positions. When the internal winning combination is "SB" and a random number for display selection is 118 in the game, for example, display of "Appearance—4" is selected. If there are only two BELL