

42 is a flowchart of a display control process at the end of a game. First, the sub CPU 203 executes an informational display occurrence process to determine whether or not to generate an informational display of an internal winning combination (S720). If the game state at that time is a BR, a parameter update process for updating related parameters is executed (S740). When the generation of informational display is determined in the informational display occurrence process, the display control is executed (S760), and the process returns to the sub main process.

[0190] FIG. 43 is a flowchart of the informational display occurrence process. First, the sub CPU 203 checks the reception flag in the sub RAM 205 to determine whether or not the game state at that time is a normal game state (S721). When the answer is "YES," the informational display occurrence table in FIG. 21A is referred to to execute an informational display occurrence determination (S722). Then, it is determined whether there is a win or not (S723). When the answer is "YES," the display type selection table in FIG. 21B is referred to to execute a display mode determination process for determining the mode of informational display (S724). The process returns to the display control process at the end of a game. When the answer is "NO," the process returns to the display control process at the end of a game.

[0191] FIG. 44 is a flowchart of the parameter update process. First, the sub CPU 203 checks the 1-game termination command in the reception flag stored in the sub RAM 205 to determine whether or not the game state at that time is a bonus game (S741). When the answer is "YES," the game is not in a BR, and the process returns to the display control process at the end of a game. When the answer is "NO," the BR flag stored in the sub RAM 205 is checked to determine whether or not a BR game is played at that time (S742). When the answer is "NO," the process returns to the display control process at the end of a game. When the answer is "YES," the value of a BR continuation counter in the sub RAM 205 is reduced (S743) and the process returns to the display control process at the end of a game.

[0192] The present embodiment has been described with the ST period as an advantageous state for a player. Instead, the above-described AT may be used, or winning flags of other specific winning combination may be set or internal winning probabilities of winning combination may be increased for providing an advantageous state to a player.

[0193] In addition to the slot machine in the above-described embodiment, the present invention is also applicable to pachinko machines and arcade game machines with electrical displays, and also to home video game machines which simulate the above-described functions by software.

[0194] The present invention is not restricted to the slot machine described above in which the reels stop by the stop button 15L through 15R being operated by the player. That is, the present invention is applicable to a slot machine for a casino in which the reels stop automatically after being rotated for a prescribed period of time. While the slot

machine adopting mechanical reels is explained in this embodiment, the present invention can also be applied to a video-type slot machine.

[0195] The present invention is not restricted to the slot machine described above in which coins, medals and the like are used as gaming media. The present invention is also applicable to a gaming machine in which tokens or cards are used as the gaming media.

[0196] Additional advantages and modifications will readily occur to those skilled in the art. Therefore, the invention in its broader aspects is not limited to the specific details and the representative embodiment shown and described herein. Accordingly, various modifications may be made without departing from the spirit or scope of the general inventive concept as defined by the appended claims and their equivalents.

What is claimed is:

1. A gaming machine comprising:

variable display unit for variably displaying a plurality of symbols;

a selector for selecting a winning combination; and

an electrical display provided above the variable display unit.

2. A gaming machine as set forth in claim 1, further comprising a translucent electrical display provided in front of the variable display unit.

3. A gaming machine as set forth in claim 1, further comprising:

a game controller for generating a special game state which gives an advantage to a player based on a predetermined condition; wherein,

the translucent electrical display executes shielding control for making at least a part of the variable display unit invisible to the player during the special game state, based on a prescribed condition.

4. A gaming machine as set forth in claim 1, wherein the electrical display displays a pay table in which the winning combination is associated with a predetermined prize to be awarded when the winning combination is formed.

5. A gaming machine as set forth in claim 4, further comprising a switch for switching the pay table to another table.

6. A gaming machine as set forth in claim 1, wherein the electrical display displays an image for decorating the gaming machine.

7. A gaming machine as set forth in claim 3, wherein the translucent electrical display displays an image according to a game state while executing the shielding control.

8. A gaming machine as set forth in claim 3, wherein the translucent electrical display executes the shielding control to indicate an advantageous way of operating the gaming machine to the player.

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