[0061] Next, with reference to **FIG. 7**, function of the LED lamp **29** and the fluorescent lamps **37***a*, **37***b*, **38***a*, **38***b* will be described. In **FIG. 7**, moving direction of the emitted light from the lamp is shown by arrows.

[0062] **FIG. 7 (1)** schematically shows function of each lamp when the liquid crystal existing at the symbol display areas **12**L, **21**C, **21**R is not driven (voltage is not added between the transparent plates of portions corresponding to the symbol display areas in the liquid crystal panel **34**).

[0063] A part of the light emitted from the fluorescent lamps **38***a*. **38***b* is reflected on the reel sheet. And a part of the light emitted from the LED lamps **29** arranged on the LED receiving circuit board **24** penetrates through the reel sheet. Since the above light penetrates through the non-reflection areas **36**BL, **36**BC, **36**BR, the light guide plate **35** and the liquid crystal panel **36** both of which constructs the liquid crystal display device **31**, the player can see and recognize the symbols arranged on the reels. Therefore, in a case that the liquid crystal existing at the symbol display areas **12**L, **21**C, **21**R is not driven, the LED lamps **29** and the fluorescent lamps **38***a*, **38***b* function as the illumination means for the symbols arranged on the reels **3**L, **3**C, **3**R.

[0064] On the contrary, the light emitted from the fluorescent lamps **37***a*, **37***b* and led into the light guide plate **35** penetrates through the liquid crystal panel **34** and enters in eyes of the player. That is, the fluorescent lamps **37***a*, **37***b* function as the illumination means for the area in the liquid crystal panel **34** corresponding to the above window frame display areas **22**L, **22**C, **22**R and the effect display area **23**.

[0065] **FIG. 7 (2)** schematically shows function of each lamp when the liquid crystal existing at the symbol display areas **12**L, **21**C, **21**R is driven (voltage is added between the transparent plates of portions corresponding to the symbol display areas in the liquid crystal panel **34**).

[0066] A part of the light emitted from the fluorescent lamps **38***a*, **38***b* is reflected on the reel sheet. And a part of the light emitted from the LED lamps **29** penetrates through the reel sheet. Since a part of the above light is reflected on or absorbed in or penetrated through the areas that the liquid crystal is driven within the area of the liquid crystal panel **34**, the player can see and recognize the effect display and the like displayed on the symbol display areas **21**L, **21**C, **21**R. Therefore, in a case that the liquid crystal existing at the symbol display areas **12**L, **21**C, **21**R is driven, the LED lamps **29** and the fluorescent lamps **38***a*, **38***b* function as the illumination means corresponding to the symbol display areas **21**L, **21**C, **21**R within the area of the liquid crystal panel **34**.

[0067] Here, in a case that a part of the areas corresponding to the symbol display areas **21**L, **21**C, **21**R within the area of the liquid crystal panel **34** is driven, the LED lamps **29** and the fluorescent lamps **38***a*, **38***b* function as the illumination means for the symbols arranged on the reels **3**L, **3**C, **3**R and for the areas corresponding to the liquid crystal not driven in the symbol display areas **21**L, **21**C, **21**R within the liquid crystal panel **34**.

[0068] **FIG. 8** shows the circuitry construction including a main control circuit **41** for controlling game treatment operation in the gaming machine **1**, peripheral devices electrically connected to the main control circuit **41**, and a sub-control circuit **71** for controlling the liquid crystal display device **31** and speakers **12**L, **12**R based on the control command transmitted from the main control circuit **41**. The main control circuit **41** and the sub-control circuit **71** construct the game result display control means. The main control circuit **41** has functions as the internal winning combination determination means, the first display control means and the beneficial state producing means. The internal winning combination determination means determines the internal winning combination among plural winning combinations based on the output from the game start instruction means. The first display control means controls the first display means based on the determined result by the internal winning combination determination means and the output by the game result leading means. The beneficial state producing means produces beneficial state for the player when a predetermined game result is displayed on the game result display means. And the sub-control circuit **71** controls the second display means based on the determined result by the internal winning combination determination means and the output from the game result leading means.

[0069] The main control circuit **41** is mainly constructed from a microcomputer **42** arranged on the circuit board, in addition to a circuit for sampling random number. The microcomputer **42** includes a CPU **43** conducting control operation according to preset program, a ROM **44** and a RAM **45**.

[0070] To the CPU **43**, a clock pulse generator **46** generating reference clock pulses, a frequency divider **47**, a random number generator **48** for generating random numbers sampled and a sampling circuit **49** are connected respectively. Here, as the means for sampling random number, it may construct that random number sampling is done according to the operation program of the CPU **43** in the microcomputer **42**. In this case, the random number generator **48** and the sampling circuit **49** may be omitted, or these may be remained to back up random number sampling operation.

[0071] In the ROM **44** of the microcomputer **42**, there are stored a probability lottery table utilized for judging random number sampling conducted every operation of the start lever **10** (start operation), a stop control table for determining stop combination of the reels according to operation of the stop buttons and various control instructions (commands) to transmit to the sub-control circuit **71**. Here, the sub-control circuit **71** never transmits commands, information and the like to the main control circuit **41**, but one-way transmission from the main control circuit **41** to the sub-control circuit **71** is only done.

[0072] In the circuit of **FIG. 8**, as main actuators controlled based on control signal from the microcomputer **42**, there are various lamps (1-BET lamp **17***a*, 2-BET lamp **17***b*, MAX-BET lamp **17***c*), various display parts (bonus game information display part **16**, payout display part **18**, credit display part **19**), a hopper **52** as the game value giving means (including drive part for payout) accumulating medals and paying out a predetermined number of medals according to instruction by a hopper drive circuit **51** and stepping motors **53**L, **53**C, **53**R for driving the reels **3**L, **3**C, **3**R to be rotated.

[0073] A motor drive circuit **54** for driving and controlling the stepping motors **53**L, **53**C, **53**R, a hopper drive circuit **51** for driving and controlling the hopper **52** and a lamp drive circuit **56** for driving and controlling various lamps and a