

[0016] According to the configuration, the light from the light source is reflected on the annular body and arrives at the image display means, so that an image is sharply displayed even at a position where the shadow of the annular body is cast, and the shadow of the annular body is not cast over the image, enabling the player to clearly visually check the image and enjoy playing a game.

[0017] According to another aspect of the invention, there is provided a gaming machine including: a plurality of annular bodies (for example, reels **3**) each having an outer ring part (for example, rim **350e**) on which a plurality of symbols are placed and an arm part (for example, arms **350c**) joined to the outer ring part; image display means (for example, liquid crystal **504**) provided in front of the plurality of annular bodies and configured to display an image concerning a game; and a light source (for example, reel backlights **513**) configured to illuminate the symbols from behind the symbols, wherein the outer ring part and the arm part of each of the annular bodies (for example, reels **3**) are formed in one piece, wherein at least a side margin of the outer ring part (for example, both side ends of outer peripheral surface **350f** of rim **350e** and nearby side margins **350a** and **350b**) is made transparent or semitransparent for transmitting light from the light source in a direction of the image display means.

[0018] According to the configuration, the light from the light source passes through the side margin of the annular body and arrives at the image display means, so that an image is sharply displayed even at a position where the shadow of the side margin of the annular body is cast, and the shadow of the side margin of the annular body is not cast over the image, enabling the player to clearly visually check the image and enjoy playing a game.

[0019] According to another aspect of the invention, there is provided a gaming machine including: a plurality of annular bodies (for example, reels **3**) each having an outer ring part (for example, rim **350e**) on which a plurality of symbols are placed, and an arm part (for example, arms **350c**) joined to the outer ring part; image display means (for example, liquid crystal **504**) provided in front of the plurality of annular bodies and configured to display an image concerning a game; and a light source (for example, reel backlights **513**) configured to illuminate the symbols from behind the symbols, wherein the outer ring part and the arm part of each of the annular bodies (for example, reels **3**) are formed in one piece, wherein at least a side margin of the outer ring part (for example, both side ends of outer peripheral surface **350f** of rim **350e** and nearby side margins **350a** and **350b**) is formed to diffuse light from the light source in a direction of the image display means.

[0020] According to the configuration, the light from the light source is diffused through the side margin of the annular body and arrives at the image display means, so that an image is sharply displayed even at a position where the shadow of the side margin of the annular body is cast, the shadow of the side margin of the annular body is not cast over the image, and the light from the side margin of the annular body is not highlighted either, enabling the player to clearly visually check the essential image and enjoy playing a game.

[0021] According to another aspect of the invention, there is provided a gaming machine including: a plurality of

annular bodies (for example, reels **3**) each having an outer ring part (for example, rim **350e**) on which a plurality of symbols are placed, and an arm part (for example, arms **350c**) joined to the outer ring part; image display means (for example, liquid crystal **504**) provided in front of the plurality of annular bodies and configured to display an image concerning a game; and a light source (for example, fluorescent lamps **510**) configured to illuminate the symbols from a slanting direction of a front of the symbols, wherein the outer ring part and the arm part of each of the annular bodies (for example, reels **3**) are formed in one piece, wherein at least a side margin of the outer ring part (for example, both side ends of outer peripheral surface **350f** of rim **350e** and nearby side margins **350a** and **350b**) is formed to reflect light from the light source to diffuse in a direction of the image display means.

[0022] According to the configuration, the light from the light source is reflected on the side margin of the annular body and arrives at the image display means, so that an image is sharply displayed even at a position where the shadow of the side margin of the annular body is cast, and the shadow of the side margin of the annular body is not cast over the image, enabling the player to clearly visually check the image and enjoy playing a game.

[0023] The gaming machine of invention is characterized by the fact that the annular body is formed in white color.

[0024] According to the configuration, white allows the player to perceive color development of liquid crystal, so that the player can be prevented from perceiving the shadow of the annular body.

[0025] The gaming machine of invention is characterized by the fact that the annular body is formed of polycarbonate.

[0026] According to the configuration, transparency can be improved and the cost can be reduced.

BRIEF DESCRIPTION OF THE DRAWINGS

[0027] In the accompanying drawings:

[0028] **FIG. 1** is a drawing to show an embodiment of a gaming machine according to the invention and is a perspective view to show the appearance of a pinball slot machine as gaming machine;

[0029] **FIG. 2** is a perspective view to show the appearance of the pinball slot machine with reels displayed in the embodiment of the gaming machine according to the invention;

[0030] **FIG. 3** is a perspective view to show a reel means in first to third embodiments of the invention;

[0031] **FIG. 4** is a perspective view to show a reel wheel and a reel belt making up a reel in the first to third embodiments of the invention;

[0032] **FIG. 5** is a sectional view of the reel in the first to third embodiments of the invention;

[0033] **FIG. 6** is a drawing to show symbol rows drawn on the outer peripheral surfaces of the reels in the first to third embodiments of the invention;

[0034] **FIG. 7** is a drawing to show the reel, a liquid crystal display in front of the reel, and the reel side reflector in the first to third embodiments of the invention;