

light of cold-cathode tube **511a**, **511b** used as liquid crystal backlight from the end face, reflecting the light on the rear, and producing uniform surface light emission. The light guide plate **507** and the rear holder **508** are formed with vertically oriented rectangular display windows (**4L**, **4C**, and **4R** in **FIG. 2**). The display windows **4L**, **4C**, and **4R** are visually observed through the liquid crystal display **5**. Specifically, the symbols on the reels **3** are seen through the liquid crystal **504** within the frames of the display windows **4L**, **4C**, and **4R**.

[**0056**] The cold-cathode tubes **511a** and **511b** are used as liquid crystal backlights for areas outside the frames of the display windows **4L**, **4C**, and **4R** through the light guide plate **507**. In contrast, three longitudinally arranged reel backlights **513** provided for each reel **3** are used as liquid crystal backlights for areas within the frames of the display windows **4L**, **4C**, and **4R**. Two fluorescent lamps **510** disposed above and below the row of the display windows **4L**, **4C**, and **4R** are also used as liquid crystal backlights for areas within the frames of the display windows **4L**, **4C**, and **4R**, as also shown in **FIG. 10**. Further, the reel side reflectors **320** disposed on the sides of the reels **3** reflect light emitted from the reel backlights **513** and light emitted from the fluorescent lamps **510**, and the light reflected by the reel side reflectors **320** is also applied to the liquid crystal in the areas within the frames of the display windows **4L**, **4C**, and **4R** for illuminating the area. Particularly, each reel side reflector **320** is disposed along the triangular region in the gap between the reel **3** and the liquid crystal display **5**. The length of the side of the reel side reflector **3** opposed to the liquid crystal display **5** is longer than the longitudinal length of the display window **4L**, **4C**, **4R** and is longer than the spacing between the two fluorescent lamps **510**.

[**0057**] **FIG. 9** shows the positional relationships among the reels **3L**, **3C**, and **3R**, the liquid crystal **504**, the fluorescent lamp **510**, the reel backlights **513L**, **513C**, and **513R**, and the reel side reflectors **320L** and **320R** viewed from above. Specifically, the reel backlights **513L**, **513C**, and **513R** illuminate the symbols on the reels **3L**, **3C**, and **3R** from behind and also illuminate the areas within the frames of the display windows **4L**, **4C**, and **4R** of the liquid crystal **504**. The fluorescent lamps **510** illuminate the symbols on the reels **3L**, **3C**, and **3R** from the slanting top and bottom of the front and also illuminate the liquid crystal in the areas within the frames of the display windows **4L**, **4C**, and **4R** of the liquid crystal **504**. Further, the reel side reflectors **320L** and **320R** reflect the light emitted from the reel backlights **513L**, **513C**, and **513R** and the light emitted from the fluorescent lamps **510** for illuminating the symbols on the reels **3L**, **3C**, and **3R** from the sides and also illuminating the liquid crystal in the areas within the frames of the display windows **4L**, **4C**, and **4R** of the liquid crystal **504**. The reel wheels **330L**, **330C**, and **330R** made transparent for transmitting the light emitted from the reel backlights **513L**, **513C**, and **513R**, and the light passing through the reel wheels **330L**, **330C**, and **330R** arrives at the liquid crystal **504**.

[**0058**] Therefore, the images displayed in the areas within the frames of the display windows **4L**, **4C**, and **4R** of the liquid crystal **504** are sharply displayed owing to the light arriving through the symbol rows (reel belts) on the reels **3L**, **3C**, and **3R** from the reel backlights **513**, the light arriving directly from the fluorescent lamps **510**, the light arriving

after reflected on the reel side reflectors **320L** and **320R**, and the light arriving after reflected on the symbol rows (reel belts) on the reels **3L**, **3C**, and **3R**. The light emitted from the reel backlights **513L**, **513C**, and **513R** passes through the reel wheels **330L**, **330C**, and **330R** and arrives at the liquid crystal **504**, so that an image is sharply displayed even at a position where the shadow of the reel wheel **330L**, **330C**, **330R** is cast within the frame of the display window **4L**, **4C**, **4R** of the liquid crystal **504**.

[**0059**] Hereinafter, the components involved in operation of the pinball slot machine **1** will be discussed with **FIG. 2**. The display windows **4L**, **4C**, and **4R** are formed with a top line **8b**, a center line **8c**, and a bottom line **8d** in the horizontal direction and a cross down line **8a** and cross up line **8e** in the slanting directions as pay lines. As the pay lines, one, three, or five lines are made activated as the player operates a 1-BET switch **11**, a 2-BET switch **12**, or a MAX-BET switch **13** (described later) or inserts medals into a medal insertion slot **22**. Which pay lines are made activated is indicated as a BET lamp **9a**, **9b**, or **9c** (described below) is lighted.

[**0060**] The 1-BET lamp **9a**, the 2-BET lamp **9b**, the MAX-BET lamp **9c**, and a credit display unit **19** are provided on the left of the display windows **4L**, **4C**, and **4R**. The 1-BET lamp **9a**, the 2-BET lamp **9b**, or the MAX-BET lamp **9c** is lighted in response to the number of medals bet to play one game, which will be hereinafter referred to as the BET count.

[**0061**] In the embodiment, one game is over when all reels stop. When the BET count is 1 and one pay line is made activated, the 1-BET lamp **9a** is lighted; when the BET count is 2 and three pay lines are made activated, the 2-BET lamp **9b** is lighted; and when the BET count is 3 and all the five pay lines are made activated, the MAX-BET lamp **9c** is lighted. The credit display unit **19** is made up of seven-segment LEDs for displaying the deposited number of medals.

[**0062**] The WIN lamp **17** and the payout display unit **18** are provided on the right of the display windows **4L**, **4C**, and **4R**. The WIN lamp **17** is lighted when a specific winning game is complete. It is lighted at a predetermined probability when a specific internal winning is accepted. The payout display unit **18** is made up of seven-segment LEDs for displaying the number of medals paid out when the winning game is complete.

[**0063**] The bonus game information display unit **20** is provided in the upper right corner of the display screen **5a** of the panel display unit **2a**. The bonus game information display unit **20** is made up of seven-segment LEDs for displaying the number of times a predetermined game can be played, the possible number of times a specific game can be won.

[**0064**] As also shown in **FIG. 1**, a frontward projection portion **10** of a horizontal plane is formed below the display screen **5a**. The display screen **5a** displays not only the various lamps and the various display units, but also various effects of animation and the "operation order" required for realizing completion of the win when a predetermined internal winning is accepted.

[**0065**] The medal insertion slot **22** is provided at the right end of the frontward projection portion **10**, and the 1-BET