

diffuse light from the reel backlight **513** in the direction of the liquid crystal **504**. Thus, the light from the reel backlight **513** is diffused through the reel wheel **330**, particularly the rims **330a** and **330b** and arrives at the liquid crystal **504**; the shadow of the reel wheel **330** is not cast over the image and the light from the reel wheel **330** is not highlighted either, enabling the player to clearly visually check the essential image and enjoy playing a game.

[0110] Third Embodiment

[0111] In a third embodiment of the invention, the reel wheel **330**, particularly the rims **330a** and **330b** shown in **FIGS. 3 through 5** are formed so as to reflect light from fluorescent lamps **510** shown in **FIGS. 7 through 10**. For example, each reel **3** is formed of white paint provided with reflectivity, mixed with carbonate. Other components are similar to those in the first embodiment.

[0112] The gaming machine of the third embodiment of the invention includes a plurality of reel belts **340** (contained in symbol strips) each on which a plurality of symbols are placed, a plurality of reel wheels **330**, particularly the rims **330a** and **330b** (contained in annular bodies) to which the reel belts **340** are attached annularly, the liquid crystal **504** (contained in image display means) being provided in front of the reel wheels **330** for displaying an image concerning game play, and the fluorescent lamps **510** (contained in light source) for illuminating the symbols on the reel belts **340** from the slanting direction of a front of the symbols, wherein the reel wheels **330**, particularly the rims **330a** and **330b** are formed so as to reflect light from the fluorescent lamps **510** in the direction of the liquid crystal **504**. Thus, the light from the fluorescent lamps **510** is reflected on the reel wheel **330**, particularly the rims **330a** and **330b** and arrives at the liquid crystal **504**, and the shadow of the reel wheel **330** is not cast over the image, enabling the player to clearly visually check the image and enjoy playing a game.

[0113] In the first embodiment, the reel wheel **330** transmits the light from the reel backlight **513** in the direction of the liquid crystal **504**; in the second embodiment, the reel wheel **330** diffuses the light from the reel backlight **513** in the direction of the liquid crystal **504**; and in the third embodiment, the reel wheel **330** reflects the light from the fluorescent lamp **310** in the direction of the liquid crystal **504**. However, passing through, diffusing, and reflecting the light in the direction of the liquid crystal **504** may be all performed or any two of passing through, diffusing, and reflecting the light in the direction of the liquid crystal **504** may be performed in combination.

[0114] Fourth Embodiment

[0115] In a fourth embodiment of the invention, a reel **3** is formed in one piece unlike the reel **3** in the first embodiment made up of the reel belt (**340** in **FIG. 4**) on which a plurality of symbols are arranged and the reel wheel (**330** in **FIG. 4**) around which the reel belt is wound as separate parts.

[0116] Specifically, each of three reels (**3L**, **3C**, **3R**) shown in **FIGS. 2 and 13** is made up of an annular rim **350e** on which a plurality of symbols are placed, arms **350c** for supporting the rim **350e**, and a boss **350d** of an attachment part for attaching the reel to a bracket **311** (**311L**, **311C**, **311R**) in **FIG. 13**, the rim **350e**, the arms **350c**, and the boss **350d** being formed in one piece.

[0117] The reel (**3L**, **3C**, **3R**) is made semitransparent in white. Therefore, in the embodiment, the rim **350e** on which a plurality of symbols are placed, particularly both side ends of an outer peripheral surface **350f** of the rim **350e** and nearby side margins **350a** and **350b** are made semitransparent in white, and light of a reel backlight **513** for illuminating the symbols from behind the symbols is not blocked by the side margin **350a**, **350b** of the rim **350e** and arrives at liquid crystal **504**. Specifically, the reel **3** is formed of white paint mixed with carbonate.

[0118] The symbols may be printed on the outer peripheral surface **350f** of the rim **350e** or may be printed on an inner peripheral surface **350g** of the rim **350e**. The portion of each symbol may be formed with asperities.

[0119] **FIG. 16** shows the positional relationships among the reels **3L**, **3C**, and **3R**, the liquid crystal **504**, a fluorescent lamp **510**, the reel backlights **513L**, **513C**, and **513R**, and reel side reflectors **320L** and **320R** viewed from above. In **FIG. 16**, the rim **350e** of the reel **3L**, **3C**, **3R** made semitransparent, particularly the side margins **350a** and **350b** transmits the light emitted from the reel backlight **513L**, **513C**, **513R** and the light passing through the side margins **350a** and **350b** arrives at the liquid crystal **504**.

[0120] As described above, the gaming machine of the fourth embodiment of the invention includes a plurality of reels **3** (contained in annular bodies) each having a rim **350e** (contained in outer ring part) on which a plurality of symbols are placed and the arms **350c** (contained in arm part) joined to the rim **350e**, the liquid crystal **504** (contained in image display means) being provided in front of the reels **3** for displaying an image concerning game play, and the reel backlights **513** (contained in light source) for illuminating the symbols from behind the symbols, wherein each of the reels **3** has the rim **350e** and the arms **350c** formed in one piece and at least the side margin (for example, **350a**, **350b**) of the rim **350e** is made transparent or semitransparent for transmitting the light from the reel backlight **513** in the direction of the liquid crystal **504**. Thus, the light from the reel backlight **513** passes through at least the side margin **350a**, **350b** of the rim **350e** and arrives at the liquid crystal **504**, so that an image is sharply displayed even at a position where the shadow of the side margin **350a**, **350b** of the rim **350e** of the reel **3** is cast, and the shadow is not cast over the image, enabling the player to clearly visually check the image and enjoy playing a game.

[0121] In the description of the embodiment, the rim **350** and the arms **350c** of the reel **3** are made semitransparent in white. In the invention, however, the side margins **350a** and **350b** of the rim **350e** may be transparent and the outer peripheral surface **350f** of the rim **350e** may be semitransparent in white. For example, the whole of the reel **3** (containing the rim **350e** and the arms **350c**) may be formed of transparent carbonate and the outer peripheral surface **350f** of the rim **350e** may be painted with white semitransparent paint and then color symbols may be printed on the outer peripheral surface **350f** of the rim **350e** with white on the base.

[0122] Fifth Embodiment

[0123] In a fifth embodiment of the invention, the rim **350e** of the reel **3** shown in **FIGS. 14 and 15**, particularly the side margins **350a** and **350b** are made semitransparent in