a memory for color display representation. The image control IC **90** displays an image on the liquid crystal panel **39***d* of the reel display window unit **39** under the control of the microcomputer **81**. The microcomputer **81** fetches such information as the current game status and the type of winning flag from the main control board **61** via the main control unit communication port **80**, and selects an image effect pattern to be displayed on the basis of the fetched game status and winning flag. It then controls the image control IC **90** for causing the liquid crystal panel **39***d* to display the selected pattern. The liquid crystal panel **39***d* may be caused to display information desired by a player through the operation of the cross key **23**, A-button **24** and B-button **25**.

[**0053**] The sound source IC **91** has connected thereto a sound ROM **94** for storing sound data. Under the control of the microcomputer **81**, the sound source IC **91** causes a speaker **96** via a power amplifier **95** to emit a sound. In accordance with the instructions inputted from the main control board **61** via the main control unit communication port **80**, the microcomputer **81** controls the sound source IC **91** and power amplifier **95** for causing the speaker **96** to produce such sound effects as a medal insertion sound, a start lever operation sound, a stop button operation sound, and a game sound during a bonus game.

[**0054**] In the slot machine **1** in accordance with this embodiment having the configuration described above, when a player operates the start lever **30**, this operation leads to a turn on of the start switch **30S**. This ON signal is detected by the main CPU **64** via the I/O port **71**. The main CPU **64** then controls the motor drive circuit **73** for driving the stepping motors **45**, causing each reel **2-4** to rotate. At the same time as this rotating, the main CPU **64** performs probability lottery processing. By making reference to a lottery probability table deposited in the program ROM **65**, a lottery of the internal winning mode is drawn. The type of the drawn internal winning mode and the current game status are transmitted to the sub-control board **62** via the sub-control unit communication port **79**.

[**0055**] As each reel **2-4** rotates, a moving sequence of symbols is variably displayed in each window **5-7**. The player tries to adjust the timing of operating each stop button **31-33** while observing this variable display, and performs a push operation of each stop button **31-33** at an appropriate timing. The operation of each stop button **31-33** is detected by the main CPU **64** via the reel stop signal circuit **78**. At the time of this detection, supply of driving pulses to each stepping motor **45** is stopped by the control of the main CPU **64**. When the supply of driving pulses to each stepping motor **45** is stopped, each reel **2-4** stops rotating, and symbols corresponding to the operation timing of each stop button **31-33** are stop-displayed in each window **5-7**. At this time, if any predetermined combination of symbols shown in the payout table is stop-displayed in the windows **5-7**, a winning occurs. When a winning occurs, the main CPU **64** controls the hopper drive circuit **76** for driving the hopper **72**, and a predetermined number of medals are paid out of the payout opening **35** into the receiving tray **34**.

[**0056**] The type of internal winning mode and the game status transmitted from the sub-control unit communication port **79** to the sub-control board **62** is received by the sub-control board **62** via the main control unit communication port **80** of the sub-control board **62**. During the slot machine game described above, effects of the slot machine game are performed under the control of the sub-CPU **82** which has detected the type of internal winning mode and the game status, such as blinking reel back lamps **47***a*, **47***b*, and **47***c* embedded in the reels **2-4** or displaying character designs on the liquid crystal display **39***d* provided below the display windows **5-7** of the reel display window unit **39**. Furthermore, in this embodiment, effects are displayed in accordance with the type of internal winning mode and the game status also on the liquid crystal display **39***d* provided in reel display window unit **39** in front of the reels **2-4**.

[**0057**] According to the slot machine **1** in accordance with this embodiment as described above, the liquid crystal panel **39***d* disposed in front of the reels **2-4** for variably displaying symbols serves as a new machine component for performing game effects. Therefore, new effects for the slot machine game can be performed on the liquid crystal panel **39***d*, which facilitates maintaining the novelty of effects for the slot machine game.

[**0058**] Furthermore, in the slot machine **1** in accordance with this embodiment, the diffusion sheet **39***f* and the light guiding plate **39***g* are formed with openings **5***a*, **6***a* and **7***a* and openings **5***b*, **6***b* and **7***b* respectively for allowing the symbols variably displayed on the reels to be observed. As a result, there are decreased obstacles, interposed, in such a way as to prevent the light from passing through, between the transparent acryl plate **39***a* and the reels **2-4** on which the light is variably displayed. Therefore, the visibility of the symbols variably displayed on the reels **2-4** is increased.

[**0059**] As described above, according to this invention, the liquid crystal display panel disposed in front of the variable display means for variably displaying designs serves as a new machine component for performing game effects. Accordingly, new game effects can be performed on the liquid crystal display panel, which facilitates maintaining the novelty of game effects. Moreover, in the light guiding plate and the diffusion means, transparent areas for ensuring the visibility of the variable display of the variable display means are formed respectively. As a result, the visibility of the designs variably displayed on the variable display means is ensured.

[**0060**] Although only some exemplary embodiments of this invention have been described in detail above, those skilled in the art will readily appreciate that many modifications are possible in the exemplary embodiments without materially departing from the novel teachings and advantages of this invention. Accordingly, all such modifications are intended to be included within the scope of this invention.

[**0061**] This application is related to co-pending U.S. patent applications entitled "GAMING MACHINE" referred to as Attorney Docket No. SHO-0019, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0020, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0021, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0022, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0023, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0024, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0025, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0026, "GAMING MACHINE" referred to