

the symbols corresponding to the winning game combination can be clearly displayed, however, other lines than the activated line are also displayed and a large number of lines are always displayed. Thus, the symbols on the reels become hard to see and various indicator lamps and indicators need to be added, resulting a problem that the structure of the gaming machine becomes complicated.

[0016] In the gaming machine including the information display panel (JP-A-2000-350805), it is possible only to display the activated line and to extensively display an effect image. However, because of the optically transparent panel, the symbols on the reels are always seen through the dot patterns and an effect image is always transparent-displayed and it is feared that the effect image may overlap the symbols on the reels, making them hard to see.

[0017] Moreover, the related techniques described above are the technique for switching the liquid crystal shutters to opacity for enhancing the visibility of the necessary symbols on the reels and the technique using the optically transparent information display panel for the player to see any other information image while seeing through the symbols on the reels; the related techniques lack the technical philosophy of displaying a necessary image more sharply and impactfully and do not make a strong appeal of amusement of playing a game to the player.

[0018] It is therefore an object of the invention to provide a gaming machine for scaling up or down display of symbols on reels and an effect image displayed with the symbols seen through the image for more enhancing amusement of the game.

[0019] According to the invention, there is provided a gaming machine including: variable display means for variably displaying a plurality of symbols; front display means provided in front of the variable display means and configured to enable a player to see at least one of the symbols on the variable display means therethrough, and to display various images; internal winning combination determination means configured to determine an internal winning combination; a plurality of operation means with which the player stops the variable display of the variable display means based on the determination result of the internal winning combination determination means and on a stop operation of each of the operation means; game medium payout means configured to pay out a game medium to the player in a case where a stop state of the variable display means stopped by the stop control means corresponds to a predetermined stop state; and display scaling means configured to scale up or down at least one of the symbols and various images displayed on the front display means and/or the variable display means.

[0020] The display scaling means may include a convex lens or a Fresnel lens.

[0021] Further, the distance between the display scaling means and the front display means may be made relatively variable.

#### BRIEF DESCRIPTION OF THE DRAWINGS

[0022] In the accompanying drawings:

[0023] FIG. 1 is a perspective view of a slot machine according to an embodiment of the invention;

[0024] FIG. 2 is a front view of the slot machine according to the embodiment of the invention;

[0025] FIG. 3 is a block diagram to show the configuration of an electric circuit of the slot machine according to the embodiment of the invention;

[0026] FIG. 4 is a block diagram to show the configuration of a sub-control circuit of the slot machine according to the embodiment of the invention;

[0027] FIG. 5 is a drawing to show symbol rows arranged on reels;

[0028] FIG. 6 is a drawing to show winning combinations and numbers of paid-out medals corresponding to winning symbol combinations;

[0029] FIG. 7 is a drawing to show an example of a ceiling indication meter;

[0030] FIGS. 8A through 8C are drawings to show an example of images for notifying the player of stop order;

[0031] FIGS. 9A and 9B are drawings to show probability lottery tables;

[0032] FIG. 10 is a drawing to show a stop control table number section table;

[0033] FIG. 11 is a drawing to show the relationship between the stop button push order and completion/in-completion of winning game for each stop table number;

[0034] FIG. 12 is a drawing to show an example of a stop control table;

[0035] FIG. 13 is a drawing to show an example of a stop control table;

[0036] FIG. 14 is a drawing to show an example of a stop control table;

[0037] FIG. 15A is a drawing to show a ceiling-number-of-AT-times selection table and FIG. 15B is a drawing to show an AT activation lottery table;

[0038] FIG. 16A is a drawing to show a ceiling activation value selection table and FIG. 16B is a drawing to show a ceiling meter shift selection table;

[0039] FIG. 17 is a drawing to show examples of commands transmitted from a main control circuit to the sub-control circuit;

[0040] FIG. 18 is a drawing to show examples of commands transmitted from the main control circuit to the sub-control circuit;

[0041] FIG. 19 is a flowchart to show processing of the main control circuit;

[0042] FIG. 20 is a flowchart to show processing of the main control circuit;

[0043] FIG. 21 is a flowchart to show processing of the main control circuit;

[0044] FIG. 22 is a flowchart to show processing of the main control circuit;

[0045] FIG. 23 is a flowchart to show processing of the main control circuit;