

[0075] According to the configuration, the player can see the symbols on the rotation reels through one liquid crystal panel and thus if the two liquid crystal panels are used to display an image, the symbols on the rotation reels are always displayed comparatively sharply.

[0076] A shape of a hole and a size of a cut-off portion may be configured appropriately. For example, one hole shaped like a large rectangle through which the whole of three rotation reels can be seen may be adopted or three slip-shaped holes may be provided with a one-to-one correspondence with the three rotation reels. Alternatively, three symbols can be seen on one rotation reel, generally, and thus nine comparatively small rectangular holes to such an extent that each symbol can be seen therethrough may be adopted.

[0077] A gaming machine according to an embodiment of the invention will be discussed more specifically with reference to the accompanying drawings.

[0078] FIG. 1 is a perspective view to show the appearance of a gaming machine 1 of a first embodiment according to the invention. FIG. 2 is a front view of the gaming machine 1 of a first embodiment according to the invention.

[0079] The gaming machine 1 is a so-called "pinball slot machine" (Pachi-Slot machine) including three rotation reels for producing various display of symbols and allows the player to play a game using game medium such as a card storing information of the game play value given to the player as well as coins, medals, and tokens. In the following description, it is assumed that the player uses medals.

[0080] A panel display unit 5 implemented as a liquid crystal display as front display means is provided at the front of a cabinet 2 forming the whole of the gaming machine 1.

[0081] In the cabinet 2, three rotation reels 3L, 3C, and 3R each with a symbol row made up of different types of symbols drawn on the outer peripheral surface are provided in a row for rotation for providing variable display means. The player can observe the symbols on the reels through display windows 4L, 4C, and 4R seen through the panel display unit 5. Each reel rotates at a constant speed (for example, 80 revolutions per minute).

[0082] Although the internal configuration of the panel display unit 5 forming the main part of the invention is described later in detail, the panel display unit 5 is provided fully with a screen 5a through which the rotation reels 3L, 3C, and 3R can be seen, as shown in the Figure. When viewed from the player, the following components appear.

[0083] The vertically oriented rectangular display windows 4L, 4C, and 4R are seen at the center of the display screen 5a, and a center line 8a, a top line 8b, and a bottom line 8c in the horizontal direction and a cross down line 8d and cross up line 8e in the slanting directions as pay lines are visible in the display windows 4L, 4C, and 4R. 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, which will be described later, or inserts medals into a medal insertion slot 22. Which pay lines are made activated is indicated as the corresponding lines are lighted and a BET lamp 9a, 9b, or 9c, which will be described below, is lighted.

[0084] That is, the 1-BET lamp 9a, the 2-BET lamp 9b, the MAX-BET lamp 9c, and a deposited-number-of-game-med-

als 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. In the embodiment, one game is over when all reels stop or when game medium have been paid out if game medium are paid out. 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. A game play start indicator lamp 25 provided below the BET lamps 9a, 9b, and 9c is lighted when at least one pay line is made activated. Further, the deposited-number-of-game-medals display unit 19 displays the deposited number of medals.

[0085] A WIN lamp 17, a payout display unit 18, and a game play medal insertion lamp 24 are provided on the right of the display windows 4L, 4C, and 4R. The WIN lamp 17 is lighted at a predetermined probability when the internal winning is accepted as BB or RB. The WIN lamp 17 is also lighted when the winning game of BB or RB is complete. 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. The game play medal insertion lamp 24 is blinked when insertion of game play medals can be accepted.

[0086] A number-of-bonus-game-operation-times display unit 20 is provided in the upper right corner of the display screen 5a. The number-of-bonus-game-operation-times display unit 20 displays the number of RB games that can be played, the possible number of winning games of RB (described later).

[0087] A game play stop indicator 31, a replay indicator 32, an RB operation indicator 33, and a BB operation indicator 34 are provided in a row in the upper left corner of the display screen 5a. The game play stop indicator 31 is lighted when the time interval between the preceding drum rotation and the current drum rotation is less than a predetermined time (in the embodiment, 4.1 seconds). The replay indicator 32 is lighted when replay is operated. The RB operation indicator 33 is lighted during the RB operation. The BB operation indicator 34 is lighted during the BB operation.

[0088] The display screen 5a also displays the "stop order" required for realizing completion of the winning game when the internal winning of "small prize of bell" is accepted in "stop operation assistance time period" (described later).

[0089] A frontward projection portion 10 of a horizontal plane is formed below the display windows 4L, 4C, and 4R seen through the display screen 5a, and an indication section 2a for indicating information concerning the gaming machine 1 is provided between the frontward projection portion 10 and the display windows 4L, 4C, and 4R.

[0090] A medal insertion slot 22 is provided on the right of the indication section 2a, and the 1-BET switch 11, the 2-BET switch 12, and the MAX-BET switch 13 are provided at the lower position to the left of the indication section 2a. A cross button 26, a "O" button 27, and a "X" button 28 are provided at the upper position to the left of the indication section 2a.