

[0091] The 1-BET switch 11 enables the player to bet one of the credited medals by one push operation on a game. The 2-BET switch 12 enables the player to bet two of the credited medals by one push operation on a game. The MAX-BET switch 13 enables the player to bet as many medals as the maximum number of medals that can be bet on a game by one push operation. As the player operates any of the BET switches, the corresponding pay lines are made activated as described above.

[0092] The player can switch the display screen 5a and make entry by operating the cross button 26, the "O" button 27, and the "X" button 28.

[0093] A deposited medal adjusting switch 14 for the player to switch between credit and payout of the medals obtained by playing games by pushbutton operation is provided on the left of the front of the frontward projection portion 10. As the deposited medal adjusting switch 14 is switched, medals are paid out from a game play medal payout opening 15 in a lower part of the front and are stored in a game play medal tray 16. On the right of the deposited medal adjusting switch 14, a start lever 6 for rotating the reels for starting various display of symbols in the display windows 4L, 4C, and 4R (starting a game) as the player operates the start lever 6 is attached so that it can be turned in a predetermined angle range.

[0094] A door opening/closing and closing release device 29 is provided to the right of the front of the frontward projection portion 10. As the door opening/closing and closing release device 29 is turned to the right with a predetermined key, the front door is opened/closed; as the device 29 is turned to the left, closing is released.

[0095] Speakers 21L and 21R are provided on the upper left and right of the cabinet 2, and a payout table panel 23 for displaying winning symbol combination and the number of paid-out medals is provided between the two speakers 21L and 21R. Three stop buttons 7L, 7C, and 7R for stopping rotation of the three rotation reels 3L, 3C, and 3R are provided at the center of the front of the frontward projection portion 10 and below the indication section 2a.

[0096] The invention is characterized by the fact that the described gaming machine 1 includes display scaling means for making it possible to scale up and down display on the front display means and/or the variable display means.

[0097] Referring to FIGS. 35 through 39, the display scaling means of the main part of the invention will be discussed in detail while the configuration of the panel display unit 5 will be described. In the description that follows, a flat panel display is a two-layer liquid crystal panel having liquid crystal panels 501 and 502, and the second liquid crystal panel 502 placed on the side of the rotation reels 3L, 3C, and 3R is formed with a cut-off portion through which the symbols on the rotation reels 3L, 3C, and 3R can be exposed. According to the configuration, the player can see the symbols on the rotation reels 3L, 3C, and 3R through the first liquid crystal panel 501. As a result, even in a case where the two liquid crystal panels 501 and 502 are used to display an image, the symbols on the rotation reels 3L, 3C, and 3R are always displayed comparatively sharply.

[0098] As shown in FIG. 35, the panel display unit 5 according to the embodiment has a multi-layer structure

implemented as a multi-layer panel body 5' including, from the outermost side (front), transparent protective glass 500, the first and second liquid crystal panels 501 and 502 substantially constituting the front display means and an acrylic plate 503 having a predetermined thickness forming a part of a backlight structure. Moreover, a Fresnel lens 504 that can be moved back and forth by a scaling mechanism section A is disposed between the first and second liquid crystal panels 501 and 502. In the embodiment, the scaling mechanism section A and the Fresnel lens 504 substantially make up display scaling means. A transparent acrylic plate may be used in place of the protective glass 500.

[0099] The multi-layer panel body 5' is attached to a front opening 2b of the cabinet 2 so as to face from the back of the front opening 2b, and the portion exposed from the cabinet 2 forms the display screen 5a. Numerals 2c and 2c' denote upper and lower panel mounting bosses and numeral 2d denotes a panel mounting screw.

[0100] A cold-cathode tube 2e for functioning as a backlight of the first and second liquid crystal panels 501 and 502 and a cold-cathode tube 2f capable of applying light to the symbols on the rotation reels 3L, 3C, and 3R are placed side by side in the lower part inside the multi-layer panel body 5'. The cold-cathode tube 2e applies light toward an end part of the acrylic plate 503 for allowing light to pass through the acrylic plate 503, thereby illuminating the full face of the acrylic plate 503. In the Figure, numeral 2g denotes a shade disposed so as to involve the cold-cathode tubes 2e and 2f for making it possible to efficiently guide light of the cold-cathode tubes 2e and 2f to the acrylic plate 503 and the rotation reels 3L, 3C, and 3R. The shade 2g is bent roughly in a U-lettered shape in cross section and is fastened to the lower panel mounting boss 2c' together with the multi-layer panel body 5'.

[0101] The display scaling means of the main part of the invention will be discussed in detail. As shown in FIGS. 35 and 36, the Fresnel lens 504 is formed like a rectangular shape of roughly the same dimensions as the first and the second liquid crystal panels 501, 502, is retained by a lens frame 507, and is disposed so as to be able to move back and forth between a front frame 505 and a rear frame 506.

[0102] Anchor pins 508 are projected in the proximity of the four corners of the lens frame 507 and on the other hand, hold pieces 509 each shaped roughly like a letter L are formed in the proximity of the four corners of the front frame 505 and each horizontal long hole 510 into which the anchor pin 508 is inserted for regulating the move direction of the anchor pin 508 is made in the side part of each hold piece 509 and further tab pieces 511 that can be superposed inside of the hold pieces 509 are provided in the proximity of the four corners of the rear frame 506. Each tab piece 511 is formed with an inclined long hole 512 into which the anchor pin 508 is inserted for functioning as a cam for relatively moving the anchor pin 508 along a slope.

[0103] A long hole 513 is made in an upper frame part 506a of the rear frame 506 and a motor shaft M1 of a motor M substantially implementing the scaling mechanism section A is inserted into the long hole 513. Moreover, a cam 514 eccentric with respect to the shaft core and having a peripheral surface touching the upper and lower inner margins of the long hole 513 is attached to the motor shaft M1.

[0104] Therefore, when the motor M is run, as shown in FIGS. 37 through 39, the cam 514 moves the rear frame