[0015] **FIG. 2** is an explanatory view showing a panel display part and a liquid crystal display part.

[0016] **FIG. 3** is an explanatory view showing an external appearance of a reel mechanism in which lamps are arranged within each reel.

[0017] **FIG. 4** is a perspective view showing a reel and a circuit board for receiving LEDs therein arranged in the reel.

[0018] **FIG. 5** is a perspective view roughly showing a construction of the liquid crystal display device.

[0019] **FIG. 6** is an exploded perspective view showing a part of the liquid crystal display device.

[0020] **FIG. 7** is an explanatory view for explaining function of the LED lamps and fluorescent lamps.

[0021] **FIG. 8** is a block diagram showing an electrical circuit in the embodiment.

[0022] **FIG. 9** is a block diagram showing a construction of a sub-control circuit.

[0023] **FIG. 10** is an explanatory view showing demonstration display contents.

DETAILED DESCRIPTION OF THE INVENTION

[0024] **FIG. 1** is a perspective view showing an outlined shape of a gaming machine **1** according to one embodiment of the present invention. Here, the gaming machine **1** is a so-called Japanese pachi-slot machine. Though, in the gaming machine **1**, a player plays games by using game media such as coins, medals or tokens, or a card in which information of game value given to the player is stored, it will be described hereinafter the gaming machine **1** in which medals are used.

[0025] Presently, the Japanese pachi-slot machine in the main current has a plural kinds of winning modes. In particular, when a predetermined winning combination is accepted, the player can obtain a more beneficial gaming state than a normal gaming state for a predetermined period without finishing the game by only one payout of medals. As such winning combination, there exist one winning combination in which the game relatively giving large benefit to the player can be done in predetermined times (this winning combination is called "BIG BONUS" and abbreviated as "BB" hereinafter) and another winning combination in which the game relatively giving small benefit to the player in predetermined times (this winning combination is called "REGULAR BONUS" and abbreviated "RB" hereinafter).

[0026] And in the Japanese pachi-slot machine in the main current, in order to materialize the winning combination that medals or coins are paid out when a predetermined symbol combination stands side by side along pay lines made activated (abbreviated as "activated line" hereinafter), it is required to internally win the winning combination (abbreviated as "internal winning" hereinafter) by the internal lottery treatment (abbreviated as "internal lottery" hereinafter) and to conduct stop operation of the symbols by the player at the timing that the symbol combination indicating the winning combination internally won (abbreviated as "internal winning combination" hereinafter) can stop along the activated lines. That is to say, even if the winning combination is internally won, the winning according to the internal winning combination cannot be realized when the stop operation by the player is out of the timing. Namely, in the present Japanese pachi-slot machine in the main current, it is required technique to conduct stop operation of the symbols at good timing. This technique is called "observation push", thus it is highly appreciated the technical intervention in the present Japanese pachi-slot machine.

[0027] At the front surface of a cabinet **2** entirely forming the gaming machine **1**, a panel display unit **2***a*, a liquid crystal display unit **2***b* and a fixed display unit **2***c*, which have substantially vertical planes, are formed. As for the panel display unit **2***a*, the liquid crystal display unit **2***b* and the fixed display unit **2***c*, they will be described with reference to **FIG. 2**, hereinafter. In the cabinet **2** (at the rear side of the liquid crystal display unit **2***b*), three reels **3**L, **3**C, **3**R (the first display means comprising the game result display means), on each outer periphery of which symbol line comprising a plural kinds of symbols is described, are rotatably arranged along a horizontal line. The reels **3**L, **3**C, **3**R form the variable display means. Symbols on each reel (rotational drum type display device) can be seen through symbol display areas **21**L, **21**C, **21**R (shown in **FIG. 2** hereinafter). Each reel is constructed so as to be able to rotate at a constant rotational speed (for example, 80 rotations/minute).

[0028] At a lower position of the panel display unit **2***a*, the liquid crystal display unit **2***b* and the fixed display unit **2***c*, a frontward projection portion **4** having a substantially horizontal plane is formed. At the left side of the frontward projection portion **4**, it is arranged a BET switch **5** for betting medals credited by button pressing operation. At the right side of the frontward projection portion **4**, a medal insertion slot **6** is formed. At the front left side of the frontward projection portion **4**, it is provided a c/p switch **7** for switching credit/payout of medals obtained in the game by the player based on button pressing operation. On the basis of switching by the c/p switch **7**, medals are paid out from a medal payout opening **8** and the paid medals are accumulated in a medal receiving tray **9**.

[0029] At the right side of the C/P switch **7**, a start lever **10** (game start instruction means operable by the player), which starts rotation of the reels when operated by the player and starts variable display of the symbols (starts the game) within each of the symbol display areas **21**L, **21**C, **21**R (see **FIG. 2**), is provided so as to be able to rotate within a predetermined angle. At the front center of the frontward projection portion **4** and the right side of the start lever **10**, three stop buttons **11**L **11**C, **11**R (game result leading means operable by the player), which is operated to stop rotation of the reels **3**L, **3**C, **3**R, respectively, are arranged. At the upper left and right sides of the cabinet **2**, speakers **12**L, **12**R are arranged. Between the speakers **12**L, **12**R, a payout table panel **13** which shows winning combinations of the symbols and the number of medals paid out as awards, is provided.

[0030] With reference to **FIG. 2**, the panel display unit **2***a*, the liquid crystal display unit **2***b* and the fixed display unit **2***c* will be explained.

[0031] The panel display unit **2***a* comprises a bonus game information display part **16**, BET lamps **17***a* ~**17***c*, a payout display part **18** and a credit display part **19**. Here, the bonus display part **16** is constructed from 7-segment LEDs and displays the game information during the bonus game. The