1-BET lamp **17***a,* 2-BET lamp **17***b* and MAX-BET lamp **17***c* are turned on according to the medal number betted to conduct the game. The 1-BET lamp **17***a* is turned on when the betted medal number is "1". The 2-BET lamp **17***b* is turned on when the betted medal number is "2". And the MAX-BET lamp **17***c* is turned on when the betted medal number is "3". The payout display part **18** and the credit display part **19** are constructed from 7-segment LEDs respectively. The payout display part **18** displays the payout medal number when the winning is materialized. The credit display part **19** displays the medal number accumulated (credited).

[**0032**] The liquid crystal display unit **2***b* comprises the symbol display areas **21**L, **21**C, **21**R, window frame display areas **22**L, **22**C, **22**R and effect display area **23**. The display contents displayed on the liquid crystal display **2***b* are variably changed according to the variable symbol display mode of the reels **3**L, **3**C, **3**R, stop display mode of the symbols and operation of a liquid crystal display device **31** mentioned hereinafter.

[**0033**] The symbol display areas **21**L, **21**C, **21**R are provided corresponding to the reels **3**L, **3**C, **3**R, respectively, and display the symbols arranged on the outer periphery of the reels **3**L, **3**C, **3**R and various effects thereon. Here, in a case that the reels **3**L, **3**C, **3**R corresponding to the symbol display areas **21**L, **21**C, **21**R are rotating or the stop buttons **11**L, **11**C, **11**R corresponding to the symbol display areas **21**L, **21**C, **21**R are in a operable state for stop operation of the reels **3**L, **3**C, **3**R, each symbol display area **21**L, **21**C, **21**R is transparently displayed so as to be able to easily recognize the symbols arranged on the outer peripheries of the reels **3**L, **3**C, **3**R, and effect effected through still images or moving images by, for example, symbols, letters, figures, marks, characters is not displayed.

[**0034**] The window frame display areas **22**L, **22**C, **22**R are formed so as to enclose each symbol display area **21**L, **21**C, **21**R and represents the frames of the symbols arranged on the outer peripheries of the reels **3**L, **3**C, **3**R.

[**0035**] The effect display area **23** is formed in an area other than the symbol display areas **21**L, **21**C, **21**R and the window frame display areas **22**L, **22**C, **22**R in the liquid crystal display unit **2***b*. This effect display area **23** displays the image (representing so-called "WIN LAMP") conclusively indicating that bonus winning is realizable, the effect to increase interest for games and the information necessary for the player to beneficially advance the game.

[**0036**] The fixed display unit **2***c* is an area to display the images determined beforehand. Concretely, the fixed display unit **2***c* displays "a part of row houses" which is described on a display plate **33** mentioned hereinafter. By combining the image displayed on the fixed display unit **2***c* and the image displayed on the effect display area **23**, one still image or moving image can be displayed. In the embodiment, one complete image of the row houses can be displayed.

[**0037**] Further, with reference to **FIGS. 3 and 4**, LED lamps **29** arranged in the reels **3**L, **3**C, **3**R will be described. The LED lamps **29** function as illumination means for illuminate the symbols arranged on the outer peripheries of the reels **3**L, **3**C, **3**R and one of illumination means for illuminating the areas mainly corresponding to the symbol display areas **21**L, **21**C, **21**R within an area of a liquid crystal panel **34** (mentioned later). Thus, the LED lamps **29** function as common illumination means for commonly illuminating the above symbols and the areas. And the LED lamps **29** also function as rear illumination means for illuminating the first display means from the backside thereof.

[**0038**] As shown in **FIG. 3**, in the reels **3**L, **3**C, **3**R, there are arranged LED receiving circuit boards **24** which are positioned behind the symbols of three symbol lines (totally nine symbols), each symbol line appearing in each of symbol display areas **21**L, **21**C, **21**R when rotation of the reels **3**L, **3**C, **3**R stops. Each LED receiving circuit board **24** has three LED receiving portions in each of which a plurality of LED lamps **29** are provided. Hereinafter, among nine LED receiving portions, the LED receiving portion is serially represented by Z**1**, Z**2** and Z**3** from the left portion in the horizontal upper line, the LED receiving portion is serially represented by Z**4**, Z**5** and Z**6** from the left portion in the horizontal center line and the LED receiving portion is serially represented by Z**7**, Z**8** and Z**9** from the left portion in the bottom horizontal line. The LED lamp **29** illuminates the rear side of the reel sheet by white light, the reel sheet being attached to the reel **3**L, **3**C, **3**R along the outer periphery thereof. The reel sheet is made translucent, thus light emitted from the LED lamp **29** permeates to the front plane of the reel sheet.

[**0039**] As shown in **FIG. 4**, the reel **3**L is constructed from a cylindrical frame construction in which two circular frames **25** and **26** with the same shapes are connected by a plurality of connecting members **27** while separating with a distance (corresponding to the reel width) therebetween, and transmitting members **28** for transmitting driving force of a stepping motor **53**L (see FIG. **8**) arranged in the center position of the frame construction to the circular frames **25** and **26**. Here, the reel sheet attached to the outer periphery of the reel **3**L is omitted.

[**0040**] The LED receiving circuit board **24** arranged within the reel **3**L has three LED receiving portions Z**1**, Z**4** and Z**7**, each receiving a plurality of LED lamps **29**. The LED receiving circuit board **24** is arranged so that the LED receiving portions Z**1**, Z**4**, Z**7** position at rear sides of the symbols (totally three symbols), respectively, the symbols being seen through the symbol display area **21**L by the player. Here, though the reels **3**C and **3**R are not shown, both reels have the same construction and the LED receiving circuit board **24** is arranged within each reel.

[**0041**] Next, with reference to **FIGS. 5 and 6**, a transmission type liquid crystal display device **31** (corresponding to the second display means constructing the game result display means) will be described. **FIG. 5** is a perspective view (seeing from the rear side of the cabinet **2**) showing outline construction of the liquid crystal display device **31**. **FIG. 6** is an exploded perspective view showing a partial construction of the liquid crystal display device **31**.

[**0042**] The liquid crystal display device **31** is constructed from a protect glass **32**, a display plate **33**, a liquid crystal panel **34**, a light guide plate **35**, a reflection film **36**, fluorescent lamps **37***a*, **37***b*, **38***a*, **38***b* functioning as so-called white light sources (capable of emitting light including light having all wavelengths with a predetermined ratio so that specific colors are inconspicuous to eyes of persons), lamp holders **39***a* ~**39***h* and a flexible circuit board (not