

two boards are connected to each other with a straight cable for sequentially sending the required information. The sent commands include a "start command," which is sent when a player operates the start lever 13, a "reel stop command," which is sent when stop button 15L, 15C, or 15R is operated to stop rotating reel 24L, 24C, or 24R, and a "1 game completion command," which is sent when one game is fully completed.

[0131] Each command denotes a single type of data with two bytes. The first byte denotes a command type and the last byte denotes a command content. The start command is arranged as six-byte data. The start command is composed of three data types: "internal winning pattern," "gaming state," and "selected stop table." The reel stop command for one time stop operation is arranged as four-byte data. The reel stop command is composed of two data types: "stop order" and "stop reel." The one-game-completion command is arranged as four-byte data. The one-game-completion command is composed of two data types: "prize category" and "bonus game state."

[0132] FIG. 13A shows a front view of panel display device 7. The panel display device 7 is composed of a single plate that is formed of a transparent acrylic plate and plays the role of protection against physical impact from the exterior. FIG. 13B shows a front view of a sheet 20. With the sheet 20, a first design is printed with semi-transparent ink on a transparent film material, and with the present embodiment, a tree design 20a as the first design is printed at the left side of the sheet. FIG. 13C shows a front view of electronic shutter 22. Electronic shutter 22 is composed of a liquid crystal film and switching between transparent and non-transparent states is performed in accordance with voltage application states. With the display area for the lamp parts and seven-segment display areas at the right side of the electronic shutter, the transparent state is maintained regardless of whether or not voltage is applied and is thus arranged to be visually recognizable by a player at all times.

[0133] FIG. 14 is an enlarged view of panel display device 7 in a state in which electronic shutter 22 is in the shielding state (non-voltage-applied state) over the entire area. This display state is, for example, displayed when the power of pachislot machine 1 is not on, and whereas reels 24 are hidden by electronic shutter 22 and are not visually recognizable by a player, the sheet 20, due to being provided in front (at the player side) of electronic shutter 22, is not affected by the control state of the electronic shutter and is visually recognizable by a player. Also, the various lamp display areas and seven-segment display areas at the right side of the panel display device are positioned at an inner part of the casing from the electronic shutter 22. The various lamp display areas and seven-segment display areas are visually recognizable to the player since the display area of the electronic shutter 22 is in a transparent state.

[0134] FIGS. 15A, 15B, and 15C show diagrams of attraction screens during the Super Time (ST) game, which is a special gaming state. FIG. 15A is a diagram showing, as an example of attraction control during Super Time (ST) game, the display that is displayed on panel display device 7 prior to the first stop operation when a bell is internally won and stop table No. 5 in FIG. 10 has been selected in the current game. With the present embodiment, for attraction control during Super Time (ST) game, electronic shutter 22

is subject to transmitting control only at the display area of the reel corresponding to the stop button which is to be operated for stopping, and the other display areas are subject to shielding control in order to indicate the appropriate stopping operation. Since with stop table No. 5, the first stop operation is the operation of the right stop button, the display areas besides that of right reel 24R are shielded and only the rotating right reel 24R is made visually recognizable to a player in order to indicate to the player that right stop button 15R should be operated for stopping. Here, transmitting control refers to controlling the electronic shutter so that the reel symbol at the rear is made visually recognizable, and as long as the reel symbol is visually recognizable by the player, the electronic shutter does not have to be in a completely transparent state and may be in a semi-transparent state or a colored state. Likewise, the shielding state is not limited to a state in which light is completely blocked and a somewhat semi-transparent state can also be included in the scope of the present invention as long as the reel symbol at the rear is not visually recognizable.

[0135] FIG. 15B is a diagram showing panel display device 7 when a player has operated right stop button 15R for stopping in the state of FIG. 15A. Since first stop operation by the right stop button is the valid stop operation, with the display area of right reel 24R, in which the entirety of right reel 24R in rotation was visually recognizable in FIG. 15A, just the bell symbol, which is the internal winning pattern, is made visually recognizable and the other parts of the display area are shielded to notify the player that the stop operation is correct. Also, the display area of left reel 24L, which was shielded in FIG. 15A, is put in a transmitting state and left reel 24L in rotation is made visually recognizable to indicate to the player that operation concerning left reel 24L should be performed,

[0136] FIG. 15C is a diagram showing panel display device 7 when a player has operated left stop button 15L for stopping in the state of FIG. 15B. Since second stop operation by the left stop button is the valid stop operation, with the display area of left reel 24L, in which the entirety of left reel 24L in rotation was visually recognizable in FIG. 15B, just the bell symbol, which is the internal winning pattern, is made visually recognizable and the other parts of the display area are shielded to notify the player that the stop operation is correct. Also, the display area of middle reel 24C, which was shielded in FIG. 15B, is put in a transmitting state and middle reel 24C in rotation is made visually recognizable to indicate to the player that operation concerning the remaining middle reel 24C should be performed.

[0137] FIG. 16A is a diagram showing panel display device 7 when all stopping operations during Super Time (ST) game have been performed correctly and a win has been achieved. In FIG. 16A, the electronic shutter is subject to transmitting control just at the parts of the bell symbols, which make up the prize pattern, and the bell symbols on reels 24 are made visually recognizable, and the characters, "GET," are displayed on the image display device 21 to notify the player that bells have been won.

[0138] FIG. 16B is a diagram showing panel display device 7 for a case where missed winning occurred due to erroneous stopping operation during Super Time (ST) game. This is displayed when, for example, in the state of FIG. 15B, middle stop button 15C is operated when the correct