

signal conversion CPU 272 starts the count of the timer built therein. In case this processing is ended, it is shifted to Step S302.

[1865] Next, it is determined (at Step S302) whether or not a predetermined period has elapsed. In this processing, the signal conversion CPU 272 shifts the processing to Step S303, in case it discriminates that the count of the timer built therein has elapsed the predetermined period, but again to Step S302 in case it does not discriminate that the count of the timer has elapsed the predetermined period.

[1866] In case it is discriminated at Step S302 that the predetermined period has elapsed, it is determined (at Step S303) whether or not the image signals or the synchronous signals have been received. In this processing, the signal conversion CPU 272 shifts the processing to Step S304, in case it discriminates that the image signals have been received through the IN port 278, but to Step S306 in case it does not discriminate that the image signals have been received.

[1867] In case it is discriminated by the processing of Step S303 that the image signals have been received, the received image signals are enlarged (at Step S304). In this processing, the signal conversion CPU 272 enlarges and converges the accepted image signals as the enlarged and converged image signals. In case this processing is ended, it is shifted to Step S305.

[1868] Next, the enlarged image is stored (at Step S305). In this processing, the signal conversion CPU 272 stores the video RAM 276 with the image data enlarged and converged by the processing of Step S304. In case this processing is ended, it is shifted to Step S307.

[1869] In case it is not discriminated by the processing of Step S303 that the image signals have been accepted, the transparent image is stored (at Step S306). In this processing, the signal conversion CPU 272 stores the video RAM 276 in the image of relatively high transparency. In case this processing is ended, it is shifted to Step S307.

[1870] Next, the image signals are sent (at Step S307). In this processing, the signal conversion CPU 272 reads out the image data stored in the video RAM 276 and feeds the image data through the OUT port 280 to the display device 30.

[1871] In case the signal conversion CPU 272 feeds the image signals, on the other hand, it feeds the liquid crystal backlights 292 with an effective signal to emit the lights.

[1872] The liquid crystal drive circuit 291 having accepted the image data converts the image data and displays the image based on the image data, in the liquid crystal display device 54.

[1873] Moreover, the liquid crystal backlights 292 accept the aforementioned effective signal and illuminate the liquid crystal display device 54 from the back. In case this processing is ended, it is shifted to Step S301.

[1874] Thus, "the display device comprises the image display unit having the display control means; and the power source feeding means for feeding the power source independently to the display device and the image display unit". Even in case the power source is not fed to the image display unit, therefore, the power source is fed independently of the power source feeding means for the display device so that

the display device itself is not disconnected from the power source. By eliminating one factor, which may give an uncomfortable feel during playing the game, therefore, it is possible to provide a gaming machine which can continue the interest of the player for a long time.

[1875] The aforementioned concept of "feed the power source independently" contains not only the mere use of a separate power source device but also the feed of the power source to one board even in case the power source device is shared and in case the other board is not fed with the power source.

[1876] Moreover, "the display device is provided with an image state keeping unit having image state keeping means for accepting the image signals fed from the display control means, and for controlling the display device in a predetermined state in case the image signals are abnormal". Even in case the power source is not fed to the image display unit, therefore, the power source is fed independently of the power source feeding means for the display device so that the display device itself is not disconnected from the power source. By eliminating one factor which may give an uncomfortable feel during playing the game, therefore, it is possible to provide a gaming machine which can continue the interest of the player for a long time.

[1877] By providing such image state keeping means, moreover, the predetermined image is displayed in case the image is abnormal. By eliminating one factor, which may give an uncomfortable feel during playing the game, therefore, it is possible to provide a gaming machine, which can continue the interest of the player for a long time.

[1878] Moreover, "the gaming machine comprises the rotatable reels having the symbols drawn on their outer peripheries, and the display device is mounted on the front faces of the reels". The gaming machine having the display device on the reel front face to be most noted by the player can provide a game having dynamic effects but may give the more uncomfortable image influences to the player as the place is more noted. Especially in case the display device is disposed on the reel front face, it may give a relatively serious uncomfortable feeling to the player. By eliminating one cause for the uncomfortable feeling during the play, therefore, it is possible to provide the game, which can continue the interest of the player for a longer time.

[1879] Here in this embodiment, the display device 30 is disposed on the front faces of the reels 26L, 26C and 26R, and the display device 30 is so constructed that the relatively transparent images can be displayed in the display device 30. However, the invention should not be limited thereto, but the display device 30 need not be disposed on the front faces of the reels 26L, 26C and 26R. Moreover, no trouble arises even if the display device 30 does not have the function to display the relatively transparent images. In this case, the configuration is made such that the display device can be controlled to keep the state of the screen by displaying a predetermined image when an abnormality is detected.

[1880] Moreover, the effects, as described herein, are the mere enumeration of the most proper effects obtained from the invention, and the effects of the invention should not be limited thereto.

[1881] According to the invention, "the reel illuminating means has a function to illuminate the reels in case the