

DETAILED DESCRIPTION OF THE
INVENTION

[0087] The invention will be described in connection with its embodiment with reference to the accompanying drawings. In this embodiment to be described, the invention is applied to a slot gaming machine, and a plurality of mechanical rotatable reels are used as variable display devices for variably displaying a plurality of kinds of discrimination information images necessary for a game. However, the invention should not be limited thereto but could be adopted in various gaming machines such as a pinball gaming machine, a medal gaming machine or a card gaming machine.

[0088] [Configuration of Gaming Machine]

[0089] A slot gaming machine **10** is schematically shown in **FIG. 1**.

[0090] A casing **12** enclosing the slot gaming machine **10** is constructed of a body portion **11** and a door **13**.

[0091] The casing **12** forming the entirety of the slot gaming machine **10** is provided on its front face with a rectangular display device **30**. This display device **30** is a liquid crystal display for displaying various images such as images for informing the game contents or effect images for pleasing the player.

[0092] Moreover, this display device **30** can display images of XGA type, 1,024 bits wide and 768 bits high, red data, green data and blue data of 8 bits, as will be detailed.

[0093] Moreover, this display device **30** can control the display images into images of relatively high transparency so that they can make reels **26L**, **26C** and **26R** (as referred to **FIG. 2**), as mounted on the back of the display device **30**, visible to the player.

[0094] Moreover, this display device **30** is provided with a touch panel **51** (as referred to **FIG. 6**) so that the player can perform various operations.

[0095] On the other hand, this display device **30** is provided on its back with rectangular display windows **14** (**14L**, **14C** and **14R**), as shown in **FIG. 2**. This display device **30** is provided on its peripheral edge with a later-described frame member **33** (as referred to **FIG. 4**), so that the reels **26L**, **26C** and **26R** may be exclusively viewed by the player from the display windows **14** in case the images are displayed with the display device **30** being in the state of relatively high transparency.

[0096] Inside of the casing **12**, there are turnably provided the three reels **26L**, **26C** and **26R**, on the individual outer peripheries of which a plurality of kinds of description information images are drawn. These reels **26L**, **26C** and **26R** can be viewed individually through the aforementioned display windows **14**.

[0097] Moreover, the reels **26L**, **26C** and **26R** are so turnably driven that the discrimination information images drawn on the outer peripheries of the reels **26L**, **26C** and **26R** may move downward through the display windows **14**. When the individual rotations of the reels **26L**, **26C** and **26R** stop, moreover, the discrimination information images drawn on the three outer peripheries are visible for each reel through the display windows **14**.

[0098] As shown in **FIG. 1**, moreover, a generally horizontal pedestal portion **28** is disposed below the display device **30**, and a medal insertion mouth **31** is formed on the right side of the upper face of the pedestal portion **28**.

[0099] On the left side on the upper face of the pedestal portion **28**, moreover, there are disposed: a 1-BET switch **20** for betting only one of medals inserted; a 2-BET switch **22** for betting only two of medals inserted; and a MAX-BET switch **24** for betting the inserted medals in the maximum number allowed for one play.

[0100] When the player operates the 1-BET switch **20**, as shown in **FIG. 2**, of the three visible discrimination information images of the individual three reels, only a winning line **L1** composed of a combination of three central discrimination information images is activated (that is, the combination of the discrimination information images active for the decision of the game result will be called the "activated line") for the decision of the game result.

[0101] When the 2-BET switch **22** is operated, on the other hand, there are activated the totally three winning lines: the aforementioned activated line; and such winning lines **L2A** and **L2B** of the three visible discrimination information images of the individual three reels as composed of a combination of the upper discrimination information images and a combination of the lower discrimination information images, respectively.

[0102] When the MAX-BET switch **24** is operated, moreover, if the medals inserted are three or more, there are activated all the five winning lines **L1**, **L2A**, **L2B**, **L3A** and **L3B**: the aforementioned activated lines; a winning line **L3A** composed of a combination of the upper discrimination information image on the reel **26L**, the central discrimination information image on the reel **26C** and the lower discrimination information image on the reel **26R**; and a winning line **L3B** composed of a combination of the lower discrimination information image on the reel **26L**, the central discrimination information image on the reel **C** and the upper discrimination information image on the reel **26R**.

[0103] In case the remainder of the inserted medals is two, however, only three **L1**, **L2A** and **L2B** of the five winning lines are activated. In case the remainder of the inserted medals is one, on the other hand, only one line **L1** of the five winning lines is activated. The winning lines thus activated are reported to the player by displaying the activations on the side of the display windows **14**.

[0104] By pushing one of these BET switches **20**, **22** and **24**, the aforementioned winning line is activated according to the BET switch pushed. The game starting state is established, when the aforementioned 1-BET switch **20**, 2-BET switch **22** or MAX-BET switch **24** is pushed by the player.

[0105] On the left side of the front face of the pedestal portion **28**, as shown in **FIG. 1**, there is disposed a tiltable start lever **32**. When this start lever **32** is tilted by the player, the rotations of the aforementioned three reels **26L**, **26C** and **26R** are started all at once. When these three reels **26L**, **26C** and **26R** are rotated, the discrimination information images drawn on the individual outer peripheries of the reels **26L**, **26C** and **26R** are displayed in motion in the display windows **14**. When the rotating speeds of the three reels **26L**, **26C** and