

[0057] FIG. 29C is a flowchart showing a total bet medals update process;

[0058] FIG. 29D is a flowchart showing a total paid update process;

[0059] FIG. 30 is a flowchart showing a ceiling indicator indication process;

[0060] FIG. 31 is a flowchart showing a ceiling-AT start check process;

[0061] FIG. 32 is a flowchart showing a ceiling start-value selection process;

[0062] FIG. 33 is a flowchart showing a ceiling-AT execution process;

[0063] FIG. 34 is a flowchart showing a pushing order notification process;

[0064] FIG. 35 is a flowchart showing a ceiling-AT implementation sampling process;

[0065] FIG. 36 is a diagram explaining an arrangement of the panel display unit;

[0066] FIG. 37 is a diagram explaining a panel display unit; and

[0067] FIG. 38 is a diagram explaining an LCD panel.

DETAILED DESCRIPTION OF THE INVENTION

[0068] The gaming apparatus of present invention comprises a variable display unit configured to variably display a plurality of symbols, a front side display unit located in front of the variable display unit and configured to enable viewing of the symbols displayed by the variable display unit, a backlight, which is set in the front side display unit in order to light up the symbols displayed by the variable display unit, an internally winning prize determiner configured to determine an internally winning prize, a stopping controller configured to stop the varying of display of the variable display unit based on a result of determination by the internally winning prize determiner, and wherein a prize is awarded if a stopped state displayed on the variable display unit, which is caused by the stopping controller, matches a prescribed stopped state.

[0069] Therefore, not only the front side display unit but also the symbols displayed by the variable display unit are lit up, whereby both the symbols displayed by the variable display unit and the images for entertainment, etc. are clearly displayed. This means that not only the images for entertainment displayed by the front display unit but also the symbols displayed by the variable display unit are easily viewed by a player of the gaming apparatus so that the player can be entertained.

[0070] Further, in a case where the backlight is set between the front display unit and the variable display unit, the interior space of the gaming apparatus can be effectively utilized and the backlight can be installed in the gaming apparatus without enlarging a size of the gaming apparatus.

[0071] Moreover, in a case where a prescribed object is displayed using the front display unit on the periphery of an area where viewing of the symbols displayed by the variable display unit, indications using various lamps installed in the

face panel, which are adopted in the conventional gaming apparatus, can be performed by the front display unit. Thus, installation of the lamps is not required and the number of parts of the gaming apparatus can be decreased so as to reduce the manufacturing cost of the gaming apparatus.

[0072] Hereinafter, a gaming apparatus according to the embodiment will be described in detail with reference to associated drawings.

[0073] FIG. 2 is a perspective view showing an exterior of a gaming apparatus 1 according to an embodiment of the present invention, and FIG. 3 is a front side view of the gaming apparatus 1.

[0074] The gaming apparatus 1 comprises three spinning reels which variably display symbols, a so-called "pachi-slo machine". A game can be played using a token (coin or medal), or game media, e.g., a card, storing information regarding the value of the game which has been or is to be given to a player. Hereinafter, it is assumed that medals are utilized for playing the game.

[0075] A panel display unit 5, which comprises an LCD, is placed in the middle of a cabinet 2 that forms the gaming apparatus 1.

[0076] Further, three spinning reels 3L, 3C, 3R are placed in a line in the cabinet 2 and a symbol string formed by a plurality of the symbols are shown on the circumference of the respective reels. The spinning reels 3L, 3C, 3R configure the variable display unit in the embodiment. The symbols of the respective reels can be viewed through display windows 4L, 4C, 4R and the panel display unit 5. The respective reels spin at a constant speed (e.g., 80 rpm).

[0077] Although configuration of the panel display unit 5 will be described later, a display screen 5a, which is configured by an LCD and enables viewing of the spinning reels 3L, 3C, 3R, is placed entirely on the panel display unit 5. The display screen 5a configures the front side display unit in the embodiment and the following elements appear from a player point of view.

[0078] The oblong display windows 4L, 4C, 4R in the middle of the display screen 5a can be viewed by the player. Further, a centerline 8a, a top line 8b and a bottom line 8c, which are horizontally drawn, and a cross-down line 8d and a cross-up line 8e, which are diagonally drawn can also be viewed on the display windows 4L, 4C, 4R. One, three or five winning lines become active by either an operation of a 1-BET switch 11, a 2-BET switch 12, a MAX-BET switch 13 or insertion of medals to a medal insertion slot 22. The line being active can be identified by lighting of the line and a BET lamps 9a, 9b, 9c.

[0079] Specifically, the 1-BET lamp 9a, the 2-BET lamp 9b, the MAX-BET lamp 9c and a credited medal indicator 19 are placed at the left side of the display windows 4L, 4C, 4R. The 1-BET lamp 9a, the 2-BET lamp 9b and the MAX-BET lamp 9c light according to the number of bet medals (hereinafter referred to as "BET No.") for a single game. Here, in the embodiment, a single game is completed when all the reels have stopped spinning, or the game media is paid out if that is the case.

[0080] The 1-BET lamp 9a lights if the BET No. is one, and one winning line has become active. The 2-BET lamp 9b lights if the BET No. is two, and three winning lines have