

become active. The MAX-BET lamp **9c** lights if the BET No. is three, and all the winning lines (i.e., five lines) have become active. Further, a start acceptance lamp **25** lights if, at least, one winning line has become active. Moreover, the credited medal indicator **19** indicates the number of credited medals.

[0081] A WIN lamp **17**, a payouts indicator **18** and a medal acceptance lamp **24** are placed at the right side of the display windows **4L**, **4C**, **4R**. The WIN lamp **17** lights with a prescribed probability if the internally winning of BB or RB occurs. The WIN lamp **17** also lights if the player wins BB or RB. The payouts indicator **18** is configured by a seven-segment LED and indicates the number of medals to be paid out at winning the prize. The medal acceptance lamp **24** blinks when insertion of the medal can be accepted.

[0082] A bonus game counter **20** is placed at the upper right side of the display screen **5a**. The bonus game counter **20** indicates the number of RB games and the number of possible RB game winnings, etc., which will be described later.

[0083] A game-stop indicator **31**, a replay indicator **32**, an RB indicator **33** and a BB indicator **34** are placed in a line at the upper left side of the display screen **5a**. The game-stop indicator **31** lights if the elapsed time from the spinning of the reels last time is less than a prescribed time (4.1 seconds in the embodiment). The replay indicator **32** lights when a replay is allowed. The RB indicator **33** lights while RB is in progress and the BB indicator **34** lights while BB is in progress.

[0084] Further, in a case where the internally winning of the "bell prize" occurs during the "stopping operation assist-time (AT)", the "order of stopping reels" for achievement of the prize is also displayed on the display screen **5a**.

[0085] A base **10** is formed below the display windows **4L**, **4C**, **4R** and an indication unit **2a**, which displays information regarding the gaming apparatus **1**, is placed between the base **10** and the display windows **4L**, **4C**, **4R**.

[0086] Further, the medal insertion slot **22** is placed at the right side of the indication unit **2a**, and the 1-BET switch **11**, the 2-BET switch **12** and the MAX-BET switch **13** are placed at the lower left position of the indication unit **2a**. In addition, a control button **26**, an okay button **27** and a cancel button **28** are placed at the upper left position of the indication unit **2a**.

[0087] If the 1-BET switch **11** is pushed, one medal is bet from the credited medals. If the 2-BET switch **12** is pushed, two medals are bet from the credited medals. Similarly, if the MAX-BET switch **13** is pushed, the maximum allowed number of medals is bet. The prescribed winning lines are to be active by an operation of the BET switches as described above.

[0088] Moreover, switching of the image displayed on the display screen **5a** and input of information can be performed using the control button **26**, the okay button **27** and the cancel button **28**.

[0089] At the left side of the front face of the base **10**, a credited medal settlement switch **14** in order for the player to credit/pay out the medals is placed. Medals are paid out from a medal payout slot **15** and stored in a medal tray **16** by an operation of the credited medal settlement switch **14**.

A start lever **6**, which moves freely within prescribed angles and accepts an operation of the player, is mounted at the right side of the credited medal settlement switch **14** to start variably display the symbols of the reels in the display windows **4L**, **4C**, **4R** (i.e., to start a game).

[0090] At the left side of the front face of the base **10**, a door opening/forced game-over reset unit **29** is placed. The door opening/forced game-over reset unit **29** allows opening of the front door if a prescribed key is inserted and turned to the right, and resets the forced game-over if the prescribed key is inserted and turned to the left.

[0091] Speakers **21L**, **21R** are placed at the upper left and right side of the cabinet **2**. A payout table panel **23**, which indicates winning symbol combinations and the number of medal to be paid out, is placed between the speaker **21L** and **21R**. In the middle of the front face of the base **10** and the lower side of the indication unit **2a**, stop buttons **7L**, **7C**, **7R** to stop the spinning reels **3L**, **3C**, **3R** are placed.

[0092] As shown in FIG. 36, the panel display unit **5** is mounted to a front opening area **2b** from the rear side, and the portion disclosed from the cabinet **2** configures the display screen **5a**. Incidentally, the notations **2c**, **2c'** show upper and lower bosses and the notation **2d** shows a screw for mounting the panel.

[0093] As shown in FIG. 37, the panel display unit **5** is configured by a multiple layer panel **5'**, which is clamped by a frame **505** that has a rectangular shape.

[0094] The multiple layer panel **5'** is configured by multiple layers, such as a protection glass **500** and an LCD panel **501**, both of which substantially configure the front side display unit, a light guiding panel **503** having a prescribed thickness, which configures a part of a backlight structure, and a scattering panel **504**, which is formed by a plastic film attached to the light guiding panel **503**. Incidentally, a surface of the scattering panel **504** is processed so as to be uneven, in order for the beam to scatter. Further, a transparent acrylic panel may be used instead of the protection glass **500**.

[0095] Here, as shown in FIG. 38, the LCD panel **501** may have a hole **502**, which enables viewing of the symbols displayed on the spinning reels **3L**, **3C**, **3R**, additionally, no objects may be displayed on the area where viewing of the symbols of the spinning reels **3L**, **3C**, **3R** (the hole **502**) is enabled.

[0096] Further, the backlight is set between the front side display unit and the variable display unit in order to light up the symbols of the spinning reels **3L**, **3C**, **3R**. Specifically, a cold cathode fluorescent lamp (CCFL) **2e**, which functions as the backlight of the LCD panel **501** and lights up the symbols of the spinning reels **3L**, **3C**, **3R** is set below the multiple layer panel **5'** and between the multiple layer panel **5'** and the spinning reels **3L**, **3C**, **3R**.

[0097] More specifically, the CCFL **2e** is positioned at the bottom of the scattering panel **504**, and the frame **505** has a notch **505a** for the beam of the CCFL **2e** to pass through from the bottom of the scattering panel **504**. Thus, the beam of the CCFL **2e** can light up the whole area of the scattering panel **504** and can scatter towards the front side via the scattering panel **504**. The CCFL **2e** therefore functions as the backlight of the LCD panel **501**.