

[0098] Further, the beam of the CCFL 2e also lights up the spinning reels 3L, 3C, 3R, which are positioned behind the multiple layer panel 5'. In FIG. 38, a notation 2f shows a reflecting cover which surrounds the CCFL 2e and has U-shaped cross-section. The reflecting cover is mounted to the lower boss 2c' together with the multiple layer panel 5'.

[0099] As described above, in the embodiment, since the backlight is set in the front display unit in order to light up the symbols displayed by the variable display unit, 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.

[0100] 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.

[0101] Moreover, in a case where a prescribed object, i.e., lamps (the 1-BET lamp 9a, the 2-BET lamp 9b, the MAX-BET lamp 9c and the WIN lamp 17) and indicators (the payouts indicator 18, the credited medal indicator 19 and the bonus game counter 20), are displayed using the front side display unit on the periphery of the variable display unit, indications using such lamps and indicators 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.

[0102] The gaming apparatus 1 is configured as heretofore described, and hereinafter, an operation to spin the spinning reels 3L, 3C, 3R using the start lever 6, and to stop spinning of the spinning reels 3L, 3C, 3R respectively using the three stop buttons 7L, 7C, 7R will be described.

[0103] In the embodiment, a stopping operation performed when all the spinning reels 3L, 3C, 3R are spinning is called a "first stopping operation", a stopping operation performed the following is called a "second stopping operation", and a stopping operation performed after the "second stopping operation" is called a "third stopping operation".

[0104] Further, pushing the left stop button 7L as the "first stopping operation" is called "regular-order pushing", pushing the center stop button 7C as the "first stopping operation" is called "center-start pushing", and pushing the right stop button 7R as the "first stopping operation" is called "reverse-order pushing".

[0105] Since the three stop buttons 7L, 7C, 7R are placed in the gaming apparatus 1, the order of the operation becomes six ways. The order of the operation is then classified as follows.

[0106] Here, the left stop button 7L is abbreviated as "L", the center stop button 7C is abbreviated as "C", and the right stop button 7R is abbreviated as "R". For descriptive purposes, the first stopping operation is indicated starting from the left. In other words, for example, if the left stop button

7L is pushed as the "first stopping operation", the center stop button is pushed as the "second stopping operation", and then the right stop button is pushed as the "third stopping operation", it is indicated as "L-C-R". As described, six ways of the stopping operation exist in the embodiment, such as "L-C-R", "L-R-C", "C-L-R", "C-R-L", "R-L-C" and "R-C-L".

[0107] FIG. 6 shows a symbol string, which is indicated on the spinning reels 3L, 3C, 3R, and which has 21 segments formed by a plurality of the symbols. A code number in a range of "00 to 20" is assigned to each symbol and is stored in a program ROM 42 as data table. The symbol string formed by a "RED7", "BLUE7", "BAR", "BELL", "PLUM", "REPLAY" and "CHERRY" is indicated on the respective spinning reels 3L, 3C, 3R. The spinning reels 3L, 3C, 3R spin as the symbol string moves to the direction indicated by the arrow in FIG. 6.

[0108] FIG. 7 shows prizes to be awarded and the number of medals to be paid out corresponding to the winning symbol combinations.

[0109] The game state is divided into three states, such as the "normal game state", the "normal game state in BB state", and the "RB game state".

[0110] Although there is a case where the normal game state is further divided based on either the internally winning of BB or RB occurs, prizes to be awarded by the internally winning are similar to the three states as shown in FIG. 7.

[0111] Incidentally, the type of prizes awarded by the internally winning is determined by a probability-sampling table (the probability sampling table will be described later). The probability sampling tables are provided for the respective game states. This means that the same type of prizes is awarded by the internally winning in the same game state.

[0112] As shown in FIG. 7, in the normal game state, if "RED7-RED7-RED7" or "BLUE7-BLUE7-BLUE7" lines up along the active line, BB is acquired together with payout of 15 medals, and then the game state starting from the next game becomes the BB state.

[0113] The "RB game state" occurs when "BAR-BAR-BAR" lines up along the active line during the "normal game state", or "REPLAY-REPLAY-REPLAY" lines up along the active line during the "normal game state in the BB state" (which is called "JAC IN"). At this point in time, 15 medals are paid out. The "RB game state" is a game state in which "REPLAY-REPLAY-REPLAY" easily lines up so as to win the prize that pays out 15 medals if one medal is bet. A maximum of 12 games are allowed in the RB game state (which is called "allowed RB games"). Further, winning the prize can be allowed up to 8 times during the RB game state (which is called "allowed RB game winnings"). This means that the RB game state is completed when the number of games reaches 12 times or the number of winning reaches 8 times. The game state is transferred to the normal game state as soon as the RB game state is completed.

[0114] The BB state completes when 30 games under the normal game state in BB state are complete, or the third RB is completed after transfer to the RB game state three times during the BB state. The game state is then transferred to the normal game state as soon as the BB state is completed.