

[0205] If neither the internally winning of BB occurs nor it has occurred, it is checked whether or not the current difference reaches the value of the ceiling being set (ST123). Here, if the difference reaches the value of the ceiling, the table for the ceiling-AT quantity selection is set (ST124), and a random number is sampled (ST125). Then the sampled random number is added to the ceiling-AT quantity stock counter (ST126). In ST123, if the difference is smaller than the value of the ceiling, the process is returned to ST121.

[0206] FIG. 32 shows the ceiling start-value selection process of ST 113. The process is performed after BB is completed, and the number of medals for implementation of the next ceiling-AT is determined. In the process, a random number is sampled based on the table for ceiling start-value selection so as to select the value of 1200, 1500 or 1800 (ST127). The selected value is stored in the RAM until the new value of the ceiling is selected after the completion of BB. As described above, since the different value of the ceiling is selected in the process, the value of the ceiling varies whereby the player is not able to easily recognize when the next ceiling-AT is implemented.

[0207] FIG. 33 shows the ceiling-AT execution process of ST108. In the process, it is checked that the value of the notifications counter is "1" or more (ST201). If the value is "1" or more, a pushing order notification process is performed to notify the player of the order of pushing the stop buttons (ST204). If the value is less than "1", it is checked that the value of the ceiling-AT quantity stock counter is "1" or more (ST202). If the value of the ceiling-AT quantity stock counter is "1" or more, a ceiling-AT implementation sampling process is performed to determine the number of ceiling to be implemented (ST203).

[0208] It means that the ceiling-AT is in progress if the value of the notification counter is "1" or more. Further, it means that the ceiling-AT which is being stocked, i.e., the ceiling-AT to be implemented, exists if the value of the ceiling-AT quantity stock counter is "1" or more.

[0209] FIG. 34 shows the pushing order notification process of ST204. Firstly, "1" is subtracted from the number stored in a pushing order notification counter (ST205). Then, it is checked whether the internally winning prize is the "Bell prize" or not (ST206). If the internally winning prize is the "Bell prize", information, which makes the player win the "Bell prize", is notified based on the selected stopping control table number (ST207), and the process then returns to ST205.

[0210] FIG. 35 shows the ceiling-AT implementation sampling process of ST203. Firstly, a random number is sampled based on the table for a ceiling-AT implementation sampling (ST208). As the result, it is checked whether the ceiling-AT is implemented or not (ST209). If the implementation of the ceiling-AT is determined, "10" is added to the pushing order notification counter (ST210) and "1" is subtracted from the ceiling-AT quantity stock counter (ST211). The process then returns to ST208.

[0211] The invention has been described in detail by referring to the embodiments. It is obvious to those skilled in art that the invention is not restricted to the embodiments mentioned above. In the embodiment, although, the total number of paid medals and the total number of bet medals are cleared when the internally winning of BB occurs, BB is

in progress or BB is awarded, the timing to clear those numbers can be arbitrarily set and it is also possible that those numbers are not cleared.

[0212] Further, although the stopping operation assist-time (AT) is always implemented when the difference between consumed medals and paid medals reaches a prescribed value in the embodiment, a prescribe number of such relieving may be adopted (only once, for example) for the gaming apparatus 1.

[0213] Moreover, in the embodiment, the order of the operation of the stop buttons, which is required to win the prize, is notified in the AT, but an AT that notifies the internally winning prize can also be adopted. Further, in order to provide an advantageous situation for the player, BB or RB may also be adopted besides the AT, in which the player may earn plenty of the game token.

[0214] The present invention can be applied to the other gaming apparatus besides the pachislo gaming apparatus of the embodiment, e.g., a pachinko gaming apparatus and a slot machine for casinos. Normally, such slot machines are configured without a stop button and are featured so that the reels start spinning by activation of a start lever or a start button and stop automatically after a prescribed time elapsed. Further, in lieu of payout in coin or medal, it is possible that the slot machine is featured to store information regarding the equivalent value of a game into a ticket or a card.

[0215] As described heretofore, according to the present invention, 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.

What is claimed is:

1. A gaming apparatus comprising:

- 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.

2. A gaming apparatus according to claim 1, wherein the backlight is set between the front side display unit and the variable display unit.