[0076] A liquid crystal panel and an EL (electroluminescence) panel can be used suitably as the above-mentioned panel-shaped display.

[0077] When, herein, it is assumed that the liquid crystal panel is used as the panel-shaped display, the hollow portion, which can expose the patterns of the variable display means, can be formed on the above-mentioned variable display means, namely, the liquid crystal panel arranged at the rotation reel side.

[0078] According to such configuration, since the patterns of the rotation reels can be seen through one sheet of liquid crystal panel from the player side, the patterns of the reels are continually displayed relatively clearly even when the images are displayed using two sheets of liquid crystal panel.

[0079] In this case, the hole shape and its size of the hollow portion can be suitably formed. For example, it may be formed as one large-sized rectangular shape hole so that all three rotation reels can be viewed as whole, it may also be formed as three strip-shaped holes so that each of the three rotation reels can be viewed, respectively, or since three patterns are usually visible by one rotation reel, it may be formed as nine holes having a relatively small rectangular shape so that each pattern can be viewed, individually.

[0080] Thus, according to the present invention, the patterns of the variable display means which are composed of the rotation reels and the performance images displayed on the front side display means which are composed of a double-panel-shaped display arranged in front of both rotation reels can be clearly displayed.

[0081] Hereafter, referring to drawings, the gaming machine in accordance with this preferred embodiment will be described more specifically.

[0082] **FIG. 1** is a perspective diagram illustrating an outward appearance of a gaming machine **1** of one embodiment in accordance with the present invention; similarly, **FIG. 2** is a front view of the gaming machine **1**.

[0083] The gaming machine **1** is the so-called "pachislo machine" equipped with three rotation reels which variably display patterns, although it is possible to play using game media, such as a coin, a medal, a token, or a card which stores information on the game value granted or having been granted to a player, hereinafter, a description is given for the case of using a medal.

[0084] A panel display section **5** which is composed of the liquid crystal display as the front side display means used as a principal part of the present invention is arranged in the front of a cabinet **2** which forms the whole gaming machine **1**.

[0085] Moreover, three rotation reels **3**L, **3**C and **3**R, on each perimeter plane of which the pattern sequence configured by a plurality of pattern types is drawn, are rotatably arranged in one lateral line inside the cabinet **2** and form the variable display means. The patterns of each reel can be observed through the display windows **4**L, **4**C, and **4**R which can be seen through said panel display section **5**. Each reel rotates at a fixed-speed (for example, 80 revolutions per minute).

[0086] Although the configuration of the panel display section **5** used as the principal part will be explained in full detail later, a display screen **5***a*, which is composed of the liquid crystal, and through which said rotation reels **3**L, **3**C, and **3**R can be seen, is arranged throughout the whole surface, when seen from the player side, elements that are described below appear in the external appearance.

[0087] That is, the lengthwise rectangular display windows **4**L, **4**C, and **4**R are visible in the central part of the display screen **5***a*, and a center line **8***a*, a top line **8***b*, and a bottom line **8***c* in the horizontal direction, and a cross down line **8***d* and a cross up line. **8***e* in the slant direction are visible as prize-winning lines in these display windows **4**L, **4**C, and **4**R. Among these prize-winning lines, one, three, or five lines are validated, respectively, by operating a 1-BET switch **11**, a 2-BET switch **12**, and a max-BET switch **13** which will be described later, or by loading the medal(s) into a medal slot **22**. Which prize-winning line is validated is indicated by lighting of the line, and lighting of BET lamps **9***a*, **9***b*, and **9***c*, which will be described as follows.

[0088] That is, the 1-BET lamp **9***a*, the 2-BET lamp **9***b*, the max-BET lamp **9***c*, and a game medal deposited number display section **19** are arranged in the left side of the display windows **4**L, **4**C, and **4**R. In order to play one game, the 1-BET lamp **9***c*, the 2-BET lamp **9***b*, and the max-BET lamp **9***c* are lit according to the number of medals bet for one game (hereinafter referred to as "BET number"). Here, in this embodiment, one game is terminated when all reels stop, or when the game media are disbursed if the game media are to be disbursed. The 1-BET lamp **9***a* is lit when the BET number is "1" and one prize-winning line is validated. The 2-BET lamp **9***b* is lit when the BET number is "2" and when three prize-winning lines are validated. The max-BET lamp **9***c* is lit when the BET number is "3" and all (5) prize-winning lines are validated. A game start display lamp **25** arranged under the BET lamps **9***c*, **9***b*, and **9***c* is also lit when at least one line is validated. Moreover, the game medal deposited number display section **19** displays the number of medals currently deposited.

[0089] A WIN lamp **17**, a disbursement display section **18**, and a game medal load lamp **24** are arranged in the right side of the display windows **4**L, **4**C, and **4**R. The WIN lamp **17** is lit with a predetermined probability when either the BB or the RB is achieved by the internal-win, and is also lit when the prize-winning of the BB or the RB is achieved. The disbursement display section **18** comprises a 7-segment LED, and displays the number of medals disbursed when the prize-winning is achieved. When loading of the game medal is made acceptable, the game medal load lamp **24** blinks.

[0090] A bonus operation frequency display section **20** is arranged in the upper right-side of the display screen **5***a*. The bonus operation frequency display section **20** displays the number of available RB games, available RB game prize-winning frequency and the like, which will be described later.

[0091] In the upper left-side location of the display screen **5***a*, a game stop indicator **31**, a re-game indicator **32**, an RB operation indicator **33**, and a BB operation indicator **34** are arranged in one lateral line. The game stop indicator **31** is lit when the time from previous rotation of a rotatable drum to the present rotation of the rotatable drum is less than a predetermined period of time (in this embodiment 4.1 seconds).When the re-game runs, the re-game indicator **32** is lit.