

[0107] Thus, in this preferred embodiment, if the first liquid crystal panel **501** and the second liquid crystal panel **502** are stackingly arranged and the same image is displayed on the same location of both the liquid crystal panels **501** and **502**, respectively, the images are overlapped and can be displayed more clearly; on the other hand if different images are displayed on one liquid crystal panel, both images are displayed so as to be synthesized and an illusionary display will be obtained. That is, a character image, text information as well as the prize-winning line, lamps, and display sections described above can be displayed on the first liquid crystal panel **501**, and background images or the like can also be displayed on the second liquid crystal panel **502**. Then, while keeping the image on one liquid crystal panel **501** (**502**) as it is, the image on the other liquid crystal panel **502** (**501**) can be varied, thereby the various image displays including the illusionary display can be obtained.

[0108] Thus, by stacking two liquid crystal panels **501** and **502**, and displaying the images, a clearer display and occasionally greater various displays can be obtained, thereby making it possible to increase amusement of the game for the player, and also to display the information to be strongly impressive.

[0109] Moreover, if a range corresponding to the rotation reels **3L**, **3C**, and **3R** in the second liquid crystal panel **502** is made to be a see-through condition without displaying the image, since each pattern of the rotation reels **3L**, **3C**, and **3R** can fully be seen through the first liquid crystal panel **501** which is also made into a see-through condition, the variation of the rotation reels **3L**, **3C**, and **3R** can also be continually visually identified.

[0110] Moreover, as illustrated in **FIG. 38**, a hollow portion **3'**, which can expose the patterns of the rotation reels **3L**, **3C**, and **3R**, can be formed in the second liquid crystal panel **502** which is arranged on the side of the rotation reels **3L**, **3C**, and **3R**. Here, the shape of hollow portion **3'** is a large-sized rectangular shape where all three whole rotation reels **3L**, **3C**, and **3R** can be viewed as a whole simultaneously.

[0111] According to such configuration, since the patterns of the rotation reels **3L**, **3C**, and **3R** can be seen through the first liquid crystal panel **501** from the player side, the patterns of the rotation reels **3L**, **3C**, and **3R** are always displayed relatively clearly even when the images are displayed using two liquid crystal panels **501** and **502**.

[0112] Moreover, as illustrated in **FIG. 39**, the multilayer panel body **5'** may be formed using a reflecting plate **506** which is composed of an opaque member instead of the second liquid crystal panel **502**. Since the hollow portion **3'** is arranged in the central part of the reflecting plate **506** like the second liquid crystal panel **502** of **FIG. 38** so that the patterns of the rotation reels **3L**, **3C**, and **3R** can be visually identified, when the first liquid crystal panel **501** is controlled to be transparent, the patterns of the rotation reels **3L**, **3C**, and **3R** can be visually identified clearly, while in a non-see-through area except the hollow portion **3'**, the inside of the gaming machine including the rotation reels **3L**, **3C** and **3R** cannot be visually identified.

[0113] **FIG. 40** is a view illustrating an example of performance carried out when prize-winning occurs. On the reels **3L**, **3C**, and **3R**, the prize-winning of a bell can be

confirmed in the upward slant to the right through a transparent area **510**, and an electric shock image **515**, which is a prize-winning performance, is displayed along with the prize-winning line of the bell. In a non-transparent area **511**, a message **513**, which informs that the bell has won a prize, is displayed, and the image where witch characters **514** are generating the electric shock image **515** is displayed. Although the performance of both images in both display areas are controlled and displayed on the first liquid crystal panels **501**, since there is no interference of light from the inside of the gaming machine within the non-transparent area **511**, it is possible to display clearer images. Although the images become blurred within the transparent area **510** because of light from the inside of the gaming machine, it is possible to carry out a unique visual-sense performance since they are overlapped to the reel patterns.

[0114] As described above, the transparent area **510** where the game information, such as reel patterns, arranged in the inside of the gaming machine can be seen through the first liquid crystal panel **501**, and the non-transparent area **511** including an area where the second liquid crystal panel **502** is controlled not to be transparent or an area where the reflecting plate **506** is arranged, and where the information inside the gaming machine cannot be seen through, are arranged, whereby it becomes possible to control various performances, in which the feature of the display area is efficiently demonstrated according to the game situation, respectively.

[0115] The transparent area **510** and the non-transparent area **511** may not be configured to completely allow the passage of the light, or not to completely allow the passage of the light, respectively, and even the transparent area **510** may block the light slightly, or even the non-transparent area **511** may pass the light slightly, depending on the mode of performance control.

[0116] In addition, the hole shape and its size of the hollow portion **3'** can be suitably set up, for example, as illustrated in **FIG. 41**, it may be formed in relatively small nine rectangular shapes where each pattern of the rotation reels **3L**, **3C**, and **3R** can be viewed, respectively.

[0117] In the above-mentioned configuration, although it has been described using the first and the second liquid crystal panels **501** and **502** as the front side display means, the EL (electroluminescence) panel can also be used for both of them instead. In either case, when such an electronic display is used, thin and compact display means can be configured; moreover, moving images or the like can be displayed, thereby making the display of various kinds of information possible.

[0118] Here, the operation of three stop buttons **7L**, **7C**, and **7R** for stopping the rotation of three rotation reels **3L**, **3C** and **3R**, respectively, which rotate and stop by operating a start lever **6** is described.

[0119] In this embodiment, a stop operation which is performed while all reels **3L**, **3C**, and **3R** are rotating is called a "first stop operation," a stop operation performed thereafter is called a "second stop operation," and a stop operation performed after the "second stop operation" is called a "third stop operation." In addition, to operate the left stop button **7L** as the "first stop operation" is called a "forward push." To operate the central stop button **7C** as the