

applied to a game program by which a home gaming machine can suspectedly execute the same operation as in each of the above gaming machines. In this case, as the recording medium to record the game program, various recording media such as CD-ROM, FD (Flexible Disk), flash memory card and the like can be utilized. If the present invention is applied to any of the above gaming machines, the same effect as that of the embodiment can be obtained.

[0065] Further, the numerical keypad image may be displayed on the liquid crystal display panel **5d** every one game is terminated and when the player wants to change the bet number.

[0066] And the numerical keypad image may disappear when the touch panel **5k** corresponding to the periphery of the bet number display part **32** is touched.

[0067] Further, in a case that the numerical keypad image includes an enter key image instead of the clear key image shown in **FIG. 6**, the numerical keypad image may disappear at the timing that the player touches the touch panel **5k** corresponding to the enter key image.

What is claimed is:

1. A gaming machine comprising a game medium storing device for storing game media, wherein a game is conducted by betting at least one of the game media,

the gaming machine further comprising:

an input device for inputting a numerical value; and

a denomination recognition device for recognizing the numerical value input from the input device as an amount of the game media betted for one bet.

2. The gaming machine according to claim 1, further comprising:

a cabinet;

a liquid crystal display panel for displaying at least a numerical keypad image, the liquid crystal display panel being arranged at a front side of the cabinet; and

a transparent touch panel arranged at a front side of the liquid crystal display panel;

wherein the input device is constructed from the numerical keypad image displayed on the liquid crystal display panel and a predetermined area of the touch panel corresponding to the numerical keypad image.

3. The gaming machine according to claim 2, wherein a gaming image plane including a denomination display part is displayed on the liquid crystal display panel, and

wherein the numerical keypad image is displayed on the liquid crystal display panel when the touch panel corresponding to a periphery of the denomination display part is touched.

4. The gaming machine according to claim 3, wherein the numerical keypad image includes a plurality of numerical keys and a numerical value display part, and

wherein a numerical value input by touching the touch panel corresponding to the numerical keys is displayed in the numerical value display part.

5. The gaming machine according to claim 1, further comprising:

a cabinet;

a liquid crystal display panel for displaying at least a denomination selection panel image, the liquid crystal display panel being arranged at a front side of the cabinet; and

a transparent touch panel arranged at a front side of the liquid crystal display panel;

wherein the input device is constructed from the denomination selection panel image displayed on the liquid crystal display panel and a predetermined area of the touch panel corresponding to the denomination selection panel image.

6. The gaming machine according to claim 5, wherein a gaming image plane including a denomination display part is displayed on the liquid crystal display panel, and

wherein the denomination selection panel image is displayed on the liquid crystal display panel when the touch panel corresponding to a periphery of the denomination display part is touched.

7. The gaming machine according to claim 6, wherein the denomination selection panel image includes a plurality of sum display areas in each of which a predetermined sum is displayed, and

wherein the predetermined sum input by touching the touch panel corresponding to the sum display areas is displayed in the denomination display part.

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