

symbol display means when seen from a front side of the gaming machine, and wherein the backup restoration notifying control means controls the backup restoration notifying means so that the backup restoration notifying means notifies the information concerning with games in areas (for example, the symbol display areas 21L, 21C, 21R mentioned later) corresponding to the symbol display parts.

[0013] In the gaming machine of the present invention, the backup restoration notifying control means may control the backup restoration notifying means so that the backup restoration notifying means notifies information concerning with a winning combination other than the winning combination indicated by the information of the internal winning combination.

[0014] According to the present invention, the gaming machine comprises: game control means for conducting control concerning with a game; backup means capable of storing information concerning with a game substantially at the same time as the gaming machine is powered off; backup restoration means for restoring the gaming machine in a state that the game control means is able to conduct control concerning with games based on the information stored in the backup means when the gaming machine is powered on again; backup restoration notifying means which operates based on operation of the backup restoration means; and backup restoration notifying control means for controlling the backup restoration notifying means based on the information concerning with games. Thereby, interest for games can be raised.

BRIEF DESCRIPTION OF THE DRAWINGS

[0015] FIG. 1 is a perspective view of a slot machine according to the embodiment,

[0016] FIG. 2 is an explanatory view showing a panel display part and a liquid crystal display part.

[0017] FIG. 3 is an explanatory view showing an external appearance of a reel mechanism in which lamps are arranged within each reel.

[0018] FIG. 4 is a perspective view showing a reel and a circuit board for receiving LEDs therein arranged in the reel.

[0019] FIG. 5 is a perspective view roughly showing a construction of the liquid crystal display device.

[0020] FIG. 6 is an exploded perspective view showing a part of the liquid crystal display device.

[0021] FIG. 7 is an explanatory view for explaining function of the LED lamps and fluorescent lamps.

[0022] FIG. 8 is a block diagram showing an electrical circuit in the embodiment.

[0023] FIG. 9 is a block diagram showing a construction of a sub-control circuit.

[0024] FIG. 10 is a block diagram including function materializing means (operation part).

[0025] FIG. 11 is a view showing display examples of the liquid crystal display unit.

[0026] FIG. 12 is a view showing display examples of the liquid crystal display unit.

DETAILED DESCRIPTION OF THE INVENTION

[0027] FIG. 1 is a perspective view showing an outlined shape of a gaming machine 1 according to one embodiment of the present invention. Here, the gaming machine 1 is a so-called Japanese pachislot machine. Though, in the gaming machine 1, a player plays games by using game media such as coins, medals or tokens, or a card in which information of game value given to the player is stored, it will be described hereinafter the gaming machine 1 in which medals are used.

[0028] Presently, the Japanese pachislot machine in the main current has a plural kinds of winning modes. In particular, when a predetermined winning combination mode is reached, the player can obtain a more beneficial gaming state than a normal gaming state for a predetermined period without finishing the game by only one payout of medals. As such winning combination, there exist one winning combination mode in which the game relatively giving large benefit to the player can be done in predetermined times (this winning combination is called "BIG BONUS" and abbreviated as "BB" hereinafter) and another winning combination in which the game relatively giving small benefit to the player in predetermined times (this winning combination is called "REGULAR BONUS" and abbreviated "RB" hereinafter).

[0029] And in the Japanese pachislot machine in the main current, in order to materialize the winning combination that medals or coins are paid out when a predetermined symbol combination stands side by side along pay lines made activated (abbreviated as "activated line" hereinafter), it is required to internally win the winning combination (abbreviated as "internal winning" hereinafter) by the internal lottery treatment (abbreviated as "internal lottery" hereinafter) and to conduct stop operation of the symbols by the player at the timing that the symbol combination indicating the winning combination internally won (abbreviated as "internal winning combination" hereinafter) can stop along the activated lines. That is to say, even if the winning combination is internally won, the winning according to the internal winning combination cannot be realized when the stop operation by the player is out of the timing. Namely, in the present Japanese pachislot machine in the main current, it is required technique to conduct stop operation of the symbols at good timing. This technique is called "observation push", thus it is highly appreciated the technical intervention in the present Japanese pachislot machine.

[0030] At the front surface of a cabinet 2 entirely forming the gaming machine 1, a panel display unit 2a, a liquid crystal display unit 2b and a fixed display unit 2c, which have substantially vertical planes, are formed. As for the panel display unit 2a, the liquid crystal display unit 2b and the fixed display unit 2c, they will be described with reference to FIG. 2, hereinafter. In the cabinet 2 (at the rear side of the liquid crystal display unit 2b), three reels 3L, 3C, 3R (the first display means comprising the game result display means), on each outer periphery of which symbol line comprising a plural kinds of symbols is described, are rotatably arranged along a horizontal line. The reels 3L, 3C, 3R form the variable display means. Symbols on each reel (rotational drum type display device) can be seen through symbol display areas 21L, 21C, 21R (shown in FIG. 2