hereinafter). Each reel is constructed so as to be able to rotate at a constant rotational speed (for example, 80 rotations/minute).

[0031] At a lower position of the panel display unit **2***a,* the liquid crystal display unit **2***b* and the fixed display unit **2***c,* a frontward projection portion **4** having a substantially horizontal plane is formed. At the left side of the frontward projection portion **4**, it is arranged a BET switch **5** for betting medals credited by button pressing operation. At the right side of the frontward projection portion **4**, a medal insertion slot **6** is formed. At the front left side of the frontward projection portion **4**, it is provided a c/p switch **7** for switching credit/payout of medals obtained in the game by the player based on button pressing operation. On the basis of switching by the c/p switch **7**, medals are paid out from a medal payout opening **8** and the paid medals are accumulated in a medal receiving tray **9**.

[0032] At the right side of the C/P switch **7**, a start lever **10** (game start instruction means operable by the player), which starts rotation of the reels when operated by the player and starts variable display of the symbols (starts the game) within each of the symbol display areas **21**L, **21**C, **21**R (see **FIG. 2**), is provided so as to be able to rotate within a predetermined angle. At the front center of the frontward projection portion **4** and the right side of the start lever **10**, three stop buttons **11**L **11**C, **11**R (game result leading means operable by the player), which is operated to stop rotation of the reels **3**L, **3**C, **3**R, respectively, are arranged. At the upper left and right sides of the cabinet **2**, speakers **12**L, **12**R are arranged. Between the speakers **12**L, **12**R, a payout table panel **13** which shows winning combinations of the symbols and the number of medals paid out as awards, is provided.

[0033] With reference to **FIG. 2**, the panel display unit **2***a,* the liquid crystal display unit **2***b* and the fixed display unit **2***c* will be explained.

[0034] The panel display unit **2***a* comprises a bonus game information display part **16**, BET lamps **17***a*-**17***c,* a payout display part **18** and a credit display part **19**. Here, the bonus display part **16** is constructed from 7-segment LEDs and displays the game information during the bonus game. The 1-BET lamp **17***a,* 2-BET lamp **17***b* and MAX-BET lamp **17***c* are turned on according to the medal number betted to conduct the game. The 1-BET lamp **17***a* is turned on when the betted medal number is "1". The 2-BET lamp **17***b* is turned on when the betted medal number is "2". And the MAX-BET lamp **17***c* is turned on when the betted medal number is "3". The payout display part **18** and the credit display part **19** are constructed from 7-segment LEDs respectively. The payout display part **18** displays the payout medal number when the winning is materialized. The credit display part **19** displays the medal number accumulated (credited).

[0035] The liquid crystal display unit **2***b* comprises the symbol display areas **21**L, **21**C, **21**R, window frame display areas **22**L, **22**C, **22**R and effect display area **23**. The display contents displayed on the liquid crystal display **2***b* are variably changed according to the variable symbol display mode of the reels **3**L, **3**C, **3**R, stop display mode of the symbols and operation of a liquid crystal display device **31** mentioned hereinafter.

[0036] The symbol display areas **21**L, **21**C, **21**R are provided corresponding to the reels **3**L, **3**C, **3**R, respectively, and display the symbols arranged on the outer periphery of the reels **3**L, **3**C, **3**R and various effects thereon. Here, in a case that the reels **3**L, **3**C, **3**R corresponding to the symbol display areas **21**L, **21**C, **21**R are rotating or the stop buttons **11**L, **11**C, **11**R corresponding to the symbol display areas **21**L, **21**C, **21**R are in a operable state for stop operation of the reels **3**L, **3**C, **3**R, each symbol display area **21**L, **21**C, **21**R is transparently displayed so as to be able to easily recognize the symbols arranged on the outer peripheries of the reels **3**L, **3**C, **3**R, and effect effected through still images or moving images by, for example, symbols, letters, figures, marks, characters is not displayed.

[0037] The window frame display areas **22**L, **22**C, **22**R are formed so as to enclose each symbol display area **21**L, **21**C, **21**R and represents the frames of the symbols arranged on the outer peripheries of the reels **3**L, **3**C, **3**R.

[0038] The effect display area **23** is formed in an area other than the symbol display areas **21**L, **21**C, **21**R and the window frame display areas **22**L, **22**C, **22**R in the liquid crystal display unit **2***b.* This effect display area **23** displays the image (representing so-called "WIN LAMP") conclusively indicating that bonus winning is realizable, the effect to increase interest for games and the information necessary for the player to beneficially advance the game.

[0039] The fixed display unit **2***c* is an area to display the images determined beforehand. Concretely, the fixed display unit **2***c* displays "a part of row houses" which is described on a display plate **33** mentioned hereinafter. By combining the image displayed on the fixed display unit **2***c* and the image displayed on the effect display area **23**, one still image or moving image can be displayed. In the embodiment, one complete image of the row houses can be displayed.

[0040] Further, with reference to **FIGS. 3 and 4**, LED lamps **29** arranged in the reels **3**L, **3**C, **3**R will be described. The LED lamps **29** function as illumination means for illuminate the symbols arranged on the outer peripheries of the reels **3**L, **3**C, **3**R and one of illumination means for illuminating the areas mainly corresponding to the symbol display areas **21**L, **21**C, **21**R within an area of a liquid crystal panel **34** (mentioned later). Thus, the LED lamps **29** function as common illumination means for commonly illuminating the above symbols and the areas. And the LED lamps **29** also function as rear illumination means for illuminating the first display means from the backside thereof.

[0041] As shown in **FIG. 3**, in the reels **3**L, **3**C, **3**R, there are arranged LED receiving circuit boards **24** which are positioned behind the symbols of three symbol lines (totally nine symbols), each symbol line appearing in each of symbol display areas **21**L, **21**C, **21**R when rotation of the reels **3**L, **3**C, **3**R stops. Each LED receiving circuit board **24** has three LED receiving portions in each of which a plurality of LED lamps **29** are provided. Hereinafter, among nine LED receiving portions, the LED receiving portion is serially represented by **Z1**, **Z2** and **Z3** from the left portion in the horizontal upper line, the LED receiving portion is serially represented by **Z4**, **Z5** and **Z6** from the left portion in the horizontal center line and the LED receiving portion is serially represented by **Z7**, **Z8** and **Z9** from the left portion in the bottom horizontal line. The LED lamp **29** illuminates the rear side of the reel sheet by white light, the reel sheet being attached to the reel **3**L, **3**C, **3**R along the outer