periphery thereof The reel sheet is made translucent, thus light emitted from the LED lamp **29** permeates to the front plane of the reel sheet.

[**0042**] As shown in **FIG. 4**, the reel **3**L is constructed from a cylindrical frame construction in which two circular frames **25** and **26** with the same shapes are connected by a plurality of connecting members **27** while separating with a distance (corresponding to the reel width) therebetween, and transmitting members **28** for transmitting driving force of a stepping motor **53**L (see **FIG. 8**) arranged in the center position of the frame construction to the circular frames **25** and **26**. Here, the reel sheet attached to the outer periphery of the reel **3**L is omitted.

[**0043**] The LED receiving circuit board **24** arranged within the reel **3**L has three LED receiving portions Z**1**, Z**4** and Z**7**, each receiving a plurality of LED lamps **29**. The LED receiving circuit board **24** is arranged so that the LED receiving portions Z**1**, Z**4**, Z**7** position at rear sides of the symbols (totally three symbols), respectively, the symbols being seen through the symbol display area **21**L by the player. Here, though the reels **3**C and **3**R are not shown, both reels have the same construction and the LED receiving circuit board **24** is arranged within each reel.

[**0044**] Next, with reference to **FIGS. 5 and 6**, a transmission type liquid crystal display device **31** (corresponding to the second display means constructing the game result display means) will be described. **FIG. 5** is a perspective view (seeing from the rear side of the cabinet **2**) showing outline construction of the liquid crystal display device **31**. **FIG. 6** is an exploded perspective view showing a partial construction of the liquid crystal display device **31**.

[**0045**] The liquid crystal display device **31** is constructed from a protect glass **32**, a display plate **33**, a liquid crystal panel **34**, a light guide plate **35**, a reflection film **36**, fluorescent lamps **37***a*, **37***b*, **38***a*, **38***b* functioning as so-called white light sources (capable of emitting light including light having all wavelengths with a predetermined ratio so that specific colors are inconspicuous to eyes of persons), lamp holders **39***a*~**39***h* and a flexible circuit board (not shown) comprising a table carrier package (TCP) mounting an IC for driving the liquid crystal panel, the TCP being connected to a terminal portion of the liquid crystal panel **34**. The liquid crystal display device **31** is arranged at a more front side than the display areas of the reels **3**L, **3**C, **3**R (more front side than the display planes thereof) so as to spread over the reels **3**L, **3**C, **3**R. And the reels **3**L, **3**C, **3**R and the liquid crystal display device **31** are independently arranged (with a predetermined distance therebetween).

[**0046**] The protect glass **32** and the display plate **33** are made of light transmittable material. The protect glass **32** is provided with an object to protect the liquid crystal panel **34**. At the areas corresponding to the panel display unit **2***a* of the display plate **33** and the fixed display unit **2***c*, images are described. Here, various display parts positioned at the rear side of the area in the display plate **33** corresponding to the panel display unit **2***a* and electric circuits for operating the BET lamps **17***a* **17***c* are omitted to show.

[**0047**] The liquid crystal panel **34** is formed by filling liquid crystal material in clearance formed between the transparent plate such as a glass plate on which thin film transistor layer is formed and the transparent plate facing thereto. The display mode of the liquid crystal panel **34** is set to normally white. Here, "normally white" means a construction that the liquid crystal panel **34** becomes in a white display state (light can advance toward the display plane, that is, light transmitted can be seen from outside) when the liquid crystal panel **34** is not driven. By utilizing the liquid crystal panel **34** constructed to have the normally white mode, the symbols (variable display and stop display of the symbol display parts) arranged on the reels **3**L, **3**C, **3**R can be seen and recognized through the symbol display areas **21**L, **21**C, **21**R even if it occurs a trouble that the liquid crystal panel cannot be driven. Thereby, the player can continue the game. That is to say, if the above trouble occurs, it can be conducted the game based on the basic function such as the variable display and the stop display of the reels **3**L, **3**C, **3**R.

[**0048**] The light guide plate **35** is arranged at the rear side of the liquid crystal panel **34** in order to lead the light emitted from the luminescent lamps **37***a*, **37***b* to the liquid crystal panel **34** (to illuminate the liquid crystal panel). For example, the light guide plate **35** is constructed from the light transmittable member with thickness of about 2 cm (having light transmitting ability) made of acrylic resin.

[**0049**] As the reflection film **36**, for example, it is used the member that silver deposition layer is formed on white polyester film or aluminium thin film. The reflection film **36** reflects light led to the light guide plate **35** toward the front side thereof. This reflection film **36** is constructed from a reflection area **36**A and non-reflection areas (non-transmittable areas) **36**BL, **36**BC, **36**BR. The non-reflection areas **36**BL, **36**BC, **36**BR are formed as the light transmittable areas which are made of transparent material and transmit the light led thereto without reflecting, and are arranged at each front position of symbols (totally three symbols) displayed when rotation of the reels **3**L, **3**C, **3**R is stopped. In this case, areas corresponding to the reel sheet function as the light transmittable areas. Concretely, sizes and positions of the non-reflection areas **36**BL, **36**BC, **36**BR coincide with those of the symbol display areas **21**L, **21**C, **21**R. The reflection area **36**A reflects the light led thereto and functions as one of the illumination means for the area mainly corresponding to the window frame display areas **22**L, **22**C, **22**R and the effect display area **23** within the area on liquid crystal panel **34**. According to the above construction, since the player can see and recognize variable display and stop display of the symbols in the symbol display areas through the light transmittable areas in reflection means, the player can enjoy the game based on the display mode in the symbol display areas and the liquid crystal display device.

[**0050**] The fluorescent lamps **37***a* and **37***b* are arranged along the upper edge and the lower edge of the light guide plate **35** and both ends of the fluorescent lamp **37***a*, **37***b* are supported by lamp holders **39**. The fluorescent lamps **37***a* and **37***b* function as illumination means for the area mainly corresponding to the window frame display areas **22**L, **22**C, **22**R and the effect display area **23** within the area on the liquid crystal panel **34**. Namely, the fluorescent lamps **37***a* and **37***b* emit light led to the light guide plate **35** (the lamps separately lead light to the light guide plate **35**).

[**0051**] And the fluorescent lamps **38***a* and **38***b* are arranged so as to face toward the reels **3**L, **3**C, **3**R at the upper and lower positions on the rear side of the reflection