

[0245] As described heretofore, according to the present invention, since the concealing unit to temporarily conceal the display of the variable display unit from the side of front display unit is set, objects can be displayed using either the front display unit or the variable display unit on a case-by-case basis so that the recognition of the objects by the player is increased drastically. In other words, if a certain position is concealed by activation of the concealing unit, the symbols of the variable display unit are not viewed and thus only the objects displayed on the front display unit can be viewed. On the other hand, when the concealing unit is not activated, the symbols of the variable display unit are viewed, and for example, the symbols of the variable display unit can be clearly displayed if no objects are displayed on the front display unit.

What is claimed is:

1. A gaming apparatus comprising:

- a variable display unit configured to variably display a plurality of symbols;
- a front side display unit located in front of the variable display unit and configured to enable viewing of the symbols displayed by the variable display unit;
- a concealing unit located between the variable display unit and the front side display unit and configured to temporarily conceal the display of the variable display unit;
- an internally winning prize determiner configured to determine an internally winning prize;

a stopping controller configured to stop the varying of display of the variable display unit based on a result of determination by the internally winning prize determiner; and wherein,

a prize is awarded if a stopped state displayed on the variable display unit, which is caused by the stopping controller, matches a prescribed stopped state.

2. A gaming apparatus according to claim 1, wherein the concealing unit comprises a shutter which can conceal an arbitrary position.

3. A gaming apparatus according to claim 1, wherein the concealing unit comprises a shutter which can conceal a prescribed position.

4. A gaming apparatus according to claim 2, wherein the shutter comprises a non-transparent sheet which is slidable.

5. A gaming apparatus according to claim 2, wherein the shutter comprises a panel configured by a liquid crystal display or a transparent electronic luminescent display.

6. A gaming apparatus according to claim 3, wherein the shutter comprises a non-transparent sheet which is slidable.

7. A gaming apparatus according to claim 3, wherein the shutter comprises a panel configured by a liquid crystal display or a transparent electronic luminescent display.

8. A gaming apparatus according to claim 1, further comprising a plurality of stoppers configured to stop the varying of display of the variable display unit.

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