

reels 220 can be seen therethrough when the free game is executed by utilizing the reels 220 in the cabinet 2. Further, when game condition shifts to the free game done by utilizing the reels 220 in the cabinet 2 from the base game done by utilizing the lower liquid crystal display 4 on the cabinet 2, the shift effect process is conducted (S151 in FIG. 23). In the shift effect process, the effect is conducted by controlling light transmittance of the lower liquid crystal display 4 on the cabinet 2 (see FIG. 22A). Concretely, in order to be able to recognize the reels 220 in the cabinet 2, the demonstration effect that the big tree near the house is struck by lightning is displayed and at that time, in the lower liquid crystal display 4, it is reciprocally repeated the state that the reels 220 in the cabinet 2 can be seen and recognized and the state that the reels 220 in the cabinet 2 cannot be seen and recognized, according to blink of lightning. Therefore, the effect is executed by controlling light transmittance of the lower liquid crystal display 4 on the cabinet 2 right before the rotation process (S52 in FIG. 23) in the free game by utilizing the reels 220 in the cabinet 2 is first done. Thereby, device is done in the display mode that the reels 220 in the cabinet 2 can be seen. As a result, interest for the free games done by the reels 220 can be highly maintained and variegated effects can be done.

[0131] And the free game done by utilizing the reels 220 in the cabinet 2 is executed (see FIGS. 8 and 9) based on the lottery result in the lottery process (S12 in FIG. 14), which is always executed when the base game is conducted by utilizing the lower liquid crystal display 4 on the cabinet 2. In this case, since the free game is not necessarily executed by utilizing the reels 220 in the cabinet 2 (S14 in FIG. 14) after the base game is executed by utilizing the lower liquid crystal display 4 on the cabinet 2, the effect executed by controlling light transmittance of the lower liquid crystal display 4 on the cabinet 2 (see FIG. 22A) concludes to indicate the notice that the free game utilizing the reels 220 in the cabinet 2 is certainly executed. Thereby, expectation for the free game done by the reels 220 in the cabinet 2 can be raised. Here, in order to make the lower liquid crystal display 4 transparent so that the reels 220 in the cabinet 2 can be seen and recognized therethrough, the effect done by controlling light transmittance of the lower liquid crystal display 4 corresponds to the demonstration effect that the big tree near the house is struck by lightning and it is reciprocally repeated the state that the reels 220 in the cabinet 2 can be seen and recognized and the state that the reels 220 in the cabinet 2 cannot be seen and recognized, according to blink of lightning.

[0132] Here, the present invention is not limited to the above embodiment and various modifications can be done within the scope of the present invention.

[0133] For example, in the slot machine 1 of the embodiment, the demonstration effect that the big tree near the house is struck by lightning is displayed on the lower liquid crystal display 4 (S151 in FIG. 23) in the shift effect process in S151 in FIG. 23 and it is reciprocally repeated the state that the reels 220 in the cabinet 2 can be seen and recognized and the state that the reels 220 in the cabinet 2 cannot be seen and recognized, according to blink of lightning, thereby visible state and invisible state of the reels 220 in the cabinet 2 are repeated. However, it is conceivable that the lower liquid crystal display 4 is gradually made transparent and is gradually changed in the visible state that the reels 220 in the

cabinet 2 can be seen and recognized therethrough. And the lower liquid crystal display 4 is gradually made opaque and is gradually changed in the invisible state that the reels 220 in the cabinet 2 can not be seen and recognized.

[0134] And in the slot machine 1 of the embodiment, although the base game is executed by utilizing the lower liquid crystal display 4 on the cabinet 2 and the free game is executed by utilizing the reels 220 in the cabinet 2, it may be conceivable that the free game is conducted by utilizing the lower liquid crystal display 4 on the cabinet 2 and the base game is conducted by utilizing the reels 220 in the cabinet 2. At that time, the CPU 50 controls the lower liquid crystal display 4 on the cabinet 2, the lower liquid crystal display 4 being arranged in front of the reels 220 in the cabinet 2 so that the reels 220 in the cabinet 2 can be seen and recognized through the openings 35A-35C of the diffusion sheet 35 and the openings 36A-36C of the light guiding plate 36, except a case that the free game is executed by utilizing the lower liquid crystal display 4 on the cabinet 2. And if the free game is executed by utilizing the reels 220 in the cabinet 2, the CPU 50 controls the lower liquid crystal display 4 so as to conceal the reels 220 in the cabinet 2. Further, on the other hand, when the base game utilizing the reels 220 in the cabinet 2 shifts to the free game utilizing the lower liquid crystal display 4 on the cabinet 2, the shift effect process is conducted (S151 in FIG. 23). In the shift effect process, the effect is conducted by controlling light transmittance of the lower liquid crystal display 4 on the cabinet 2 (see FIG. 22A). Concretely, in order to be able to recognize the reels 220 in the cabinet 2, the demonstration effect that the big tree near the house is struck by lightning is displayed and at that time, in the lower liquid crystal display 4, it is reciprocally repeated the state that the reels 220 in the cabinet 2 can be seen and recognized and the state that the reels 220 in the cabinet 2 cannot be seen and recognized, according to blink of lightning. Therefore, the effect is executed by controlling light transmittance of the lower liquid crystal display 4 on the cabinet 2 right before the rotation process (S52 in FIG. 23) in the free game by utilizing the reels 220 in the cabinet 2 is first done.

[0135] In the slot machine of the embodiment, although the symbols to be stopped on the pay line L are determined every each of the variable display portions 22 to 24 (see FIG. 8) in the base game based on the random number values sampled by the random number sampling circuit 56, all symbols to be stopped on the pay line L in each of the variable display portions 22 to 24 may be determined on the basis of the random number values sampled by the random number sampling circuit 56. To realize this, the lottery table shown in FIG. 24 is utilized. FIG. 24 is an explanatory view of a lottery table showing correspondence between winning combinations and payouts when the base game is conducted while utilizing three variable display portions.

[0136] In FIG. 24, the random number value range utilized in the lottery table lies in 0-1270. If the random number value sampled by the random number sampling circuit 56 lies in a range of 0-9, the joker is won, thereby the trigger of the free game is obtained. In this case, the trigger symbol 97 is stopped and displayed on the pay line L in the variable display portion 23, thereby game condition can be shifted to the free game.

[0137] And if the random number value sampled by the random number sampling circuit 56 lies in a range of 10-32,