

What is claimed is:

1. A gaming machine comprising:

an effect display device for displaying a first effect thereon;

a variable display device arranged behind the effect display device;

a game controller for executing a first game utilizing the effect display device and a second game utilizing the variable display device; and

a display controller for controlling light transmittance of the effect display device so that the variable display device is seen and recognized through the effect display device;

wherein the display controller controls the light transmittance of the effect display device so as to conceal the variable display device by the effect display device except for a case that the second game is executed and so as to conduct the first effect on the effect display device when the first game shifts to the second game.

2. The gaming machine according to claim 1, wherein the effect display device is constructed from a liquid crystal display arranged in a cabinet, and

wherein the variable display device is constructed from a plurality of reels rotatably supported behind the liquid crystal display in the cabinet.

3. The gaming machine according to claim 2, wherein a plurality of variable display portions each of which corresponds to each reel are formed in the liquid crystal display.

4. The gaming machine according to claim 2, wherein the first effect is a demonstration effect conducted on the liquid crystal display.

5. The gaming machine according to claim 4, wherein the display controller controls the liquid crystal display so as to become a transparent state and an opaque state when the demonstration effect is conducted.

6. The gaming machine according to claim 5, wherein when the liquid crystal display becomes the transparent state, each of the reels is seen and recognized and when the liquid crystal display becomes the opaque state, each of the reels is not seen and recognized.

7. The gaming machine according to claim 5, wherein the transparent state and the opaque state are repeated with a predetermined period.

8. The gaming machine according to claim 3, wherein each of the variable display portions is made transparent by

the display controller so that each of the reels is seen and recognized while the second game is executed.

9. The gaming machine according to claim 2, wherein the display controller controls the liquid crystal display so as to conceal the reels right before the second game is finished and so as to execute a second effect by controlling the light transmittance of the liquid crystal display.

10. The gaming machine according to claim 9, wherein the second effect is a demonstration effect conducted on the liquid crystal display.

11. The gaming machine according to claim 10, wherein the display controller controls the liquid crystal display so as to become a transparent state and an opaque state when the demonstration effect is conducted.

12. The gaming machine according to claim 11, wherein when the liquid crystal display becomes the transparent state, each of the reels is seen and recognized and when the liquid crystal display becomes the opaque state, each of the reels is not seen and recognized.

13. The gaming machine according to claim 11, wherein the transparent state and the opaque state are repeated with a predetermined period.

14. The gaming machine according to claim 4, further comprising a memory for storing a plurality of effect patterns corresponding to the demonstration effect;

wherein the display controller selects one effect pattern among the effect patterns stored in the memory and controls the liquid crystal display so as to conduct the demonstration effect.

15. The gaming machine according to claim 14, wherein the plural effect patterns are stored in the memory corresponding to a number of times of the second games executed by the game controller.

16. The gaming machine according to claim 10, further comprising a memory for storing a plurality of effect patterns corresponding to the demonstration effect;

wherein the display controller selects one effect pattern among the effect patterns stored in the memory and controls the liquid crystal display so as to conduct the demonstration effect.

17. The gaming machine according to claim 16, wherein the plural effect patterns are stored in the memory corresponding to a number of times of the second games executed by the game controller.

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