

(opaque glass, opaque resin, etc.). In addition, the third display means may be provided in front of or on the front side of the second display means. In this case, it goes without saying that a reflection type liquid crystal display device is required to be employed as the second display means.

**[0168]** An opaque region for blocking the visible observation of the display means provided on the back side of the second display means when viewed from the front side of the gaming machine may be provided in the second display means, a display window may be provided around a region including the transparent display unit and the opaque region, or the display window may be provided inside of the contour of the transparent display unit.

**[0169]** The display window is sufficient to indicate a notification thereon, meaning that, when player's eye is directed to the inside of the display window, the player can see the display of the display means provided in the back side of the second display means in some cases. At least a part or whole of the display window may be provided to the transparent display unit, and the light transparent property of at least a part or whole of the display window provided to the transparent display unit may be arranged for variable display (temporarily, at least a part or whole of the display window provided to the transparent display unit will be referred to as a specific display window). The specific display window may be designed to be capable of giving a variable display such as magnification, reduction or shape change.

**[0170]** Further, such an arrangement may be employed that the display of a plurality of variable display forms are controlled; one or more of variable display forms are selected from the plurality of variable display forms according to the winning combination selected by the winning combination deciding means, the winning combination hit but not won yet, the number of the winning combinations not won yet, or random number lottery; and the specific display window is variably displayed based on the selected variable display form. In this case, the player can visibly observe the first display means by various specific display windows themselves or through the specific display windows. In this way, various effect displays can be realized, which leads to improved game playability. With respect to the variable display of the specific display window, even the light transparent property (a degree of easy-to-see of the first display means) may be varied.

**[0171]** Further, an identical light transparent property may be given to the entire specific display window, or a plurality of steps of light transparent properties may be given thereto. More in detail, the specific display window is arranged to have a high light transparent property (enabling easy observation of the first display means) nearly in the center thereof and, as it goes away from the center, the specific display window is arranged to have lower light transparent properties (enabling hard observation of the first display means). In such a case also, various effect displays can be realized.

**[0172]** The light transparent property of the specific display window may be varied in a time series manner. In this case, the varying rate of the light transparent property may also be varied. As a result, deeper effects can be added to the game.

**[0173]** The light transparent property of the specific display window may be varied depending on the winning

combination selected by the winning combination determination means, the winning combination hit but not won yet, or a random number lottery. Further, nearly at the same time the location and size of it may be varied. With it, the player can expect generation of an interest state and can observe the variable display of the specific display window, thus enhancing both the effect and playability.

**[0174]** The display window may be changeably arranged so that the display can be performed around the transparent display unit changed as associated with a change in the size, magnification, reduction, movement, number or contour shape of the transparent display unit. Such an arrangement allows the play to expect that he could visibly observe the first display region through the transparent display unit when his eyes are directed toward the display window. Thereby various effect displays can be realized. Further, this can be also utilized for guiding player's eyes also to contribute to an enhancement in the game performance.

**[0175]** The display window may be allowed not to display around the transparent display unit in some cases. A specific example of the case is when the above is utilized for a so-called assist game, in which the first display means may be controlled so that, the winning combination determination means determines an internal winning combination on the basis of a plurality of stop switches, a plurality of display windows corresponding in number to the stop switches, and the output of the game start command means, and that the internal winning combination is won when the operational sequence of stop buttons previously set by the control means of the gaming machine prior to the operation by a player coincides with the player's operational sequence of the stop buttons; and the display forms of the plurality of display windows may be varied in an order corresponding to the operational sequence of the plural stop buttons previously determined by the control means of the gaming machine.

**[0176]** In this case, when the player operates the stop switches corresponding to the display windows changed in the display form, the internal winning combination can be obtained inevitably or with a high probability, thus leading to contribution to the easily understandable game and enhanced game performance.

**[0177]** The transparent display unit is sufficient so long as the first display means can be visibly seen via the region. The transparent display unit may be arranged to be capable of variably displaying the magnification, reduction, shape change, etc.

**[0178]** Such an arrangement is also possible that a plurality of variable display forms are arranged to be controllably displayed; one or more of the plurality of variable display forms are selected from the plurality of variable display forms according to the winning combination determined by the winning combination determination means or the winning combination hit but not won yet, the number of winning combinations not won yet, or a random number lottery, and that the transparent display unit is variably displayed based on the selected variable display form. In this case, the player can visibly observe various transparent display units themselves or the first display means via the transparent display units. In this way, various effect displays can be realized and the game performance can be correspondingly enhanced.

**[0179]** With regard to the variable display of the transparent display unit, the light transparent property (a degree of