

easy observation of the first display means) of it may also be varied. Further, an identical light transparent property may be given to all over the transparent display unit, or a plurality of steps of light transparent properties may be given. More specifically, a high light transparent property (a high degree of ease in the observation of the first display means) may be given to nearly the center of the transparent display unit and, as it goes away from the center, lower light transparent properties (lower degrees of ease in the observation of the first display means) may be given. Even in this case, various effect displays can be realized.

[0180] Such an arrangement is also possible as to change the light transparent property of the transparent display unit in a time series manner. In this case, deeper effects can be added to the game.

[0181] It is also possible to change the light transparent property of the transparent display unit depending on the winning combination selected by the winning combination determination means, the winning combination hit but not won yet, a random number lottery or the like. 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.

[0182] The variable display of the transparent display unit may be linked with the shielded display of the display shielding unit. For example, when the transparent properties of the transparent display unit is low (the first display means is less visible), the display shielding unit may be arranged to shield the first display means; and when transparent properties of the transparent display unit is high (the first display means is more visible), the display shielding unit may be arranged to shield the first display means. In any case, it is only required that the display of the first or second display means becomes more visible to the player, or the display shielding unit be driven according to the game progress.

[0183] Although embodiments of the invention have been explained, they are given merely as a concrete example and the invention is not limited particularly to them. That is, the invention is characterized in that the display shielding unit can be controllably switched to either of the state wherein the display of the first display means is shielded or the state wherein the display of the first display means is transparently displayed. The specific structure of each means including the game result display means and the first to third display means may be suitably modified.

[0184] The gaming machine in accordance with the invention comprises a game result display means for performing a predetermined display about the game result, a game value providing means for providing a game value advantageous to a player when the predetermined game result is displayed on the game result display means, and a display control means for performing display control over the game result display means. The game result display means has a first display means, a second display means disposed on the player side of the first display means when the gaming machine is viewed from its front side, a third display means disposed on the player side of the first display means when the gaming machine is viewed from its front side, a transparent display unit capable of transparently displaying the display of the first display means on the second display means and a display shielding unit for shielding the display

of the first display means from the third display means. Since the display shielding unit can be controllably switched to either the state wherein the display of the first display means is shielded or the state wherein the display of the first display means is transparently displayed, the display of the first display means and the display of the second display means are allowed to be clearly visible to a player, the state being highly preferable. Further, when it is desired to cause the player to strongly recognize either the display of the first display means or the display of the second display means, an effect display or the like to be recognized strongly by the player can be made clearly visible in some cases, the state being highly suitable.

[0185] In the gaming machine in accordance with the invention, since the display shielding unit in the third display means is provided at a position corresponding to the transparent display unit in the second display means, the display of the first display means and the display of the second display means can be made reliably visible to the player, the state being highly suitable. When the display shielding unit is provided only at the position corresponding to the transparent display unit, the surface area of the display shielding unit can sometimes be decreased, resulting in expectation of various advantage such as cost reduction, or reduction of load of the control system by decreasing time period necessary for switching control. Of course, though it is suitable that the display shielding unit is provided only at the position exactly corresponding to the transparent display unit when the gaming machine is viewed from its front side, the display shielding unit may be provided only at the position approximately corresponding to the transparent display unit when the gaming machine is viewed from its front side, upon the condition that aforementioned advantages are obtained even if there exists some gaps due to design restrictions.

[0186] Similarly, the display shielding unit also can suitably have exactly the same size as the transparent display unit as mentioned above. However, even when the sizes are somewhat different due to design restrictions, the display shielding unit may have approximately the same size as the transparent display unit, upon the condition that aforementioned advantages are obtained.

[0187] In the gaming machine of the invention, in addition, the transparent display unit in the second display means and the display shielding unit in the third display means are provided respectively by a plural number. Thus, when the location which can prompt the player to focus on is provided by a plural number, various effect displays can be realized and can prompt the player to do some action (to turn his eyes and so on), which may increase his interest in it. In this connection, the word "plural" means that a plurality of display shielding units may be provided for the single third display means or a plurality of separated display shielding units may form the third display means.

[0188] In the gaming machine of the invention, further, the second display means and the third display means are integrally provided. Thus, when the exchanging work is required as upon fault generation, the exchange can be conducted in the form of a unit and therefore the maintenance may be highly improved. Of course, the similar work can be simplified even upon assembly in some cases. Furthermore, the integral arrangement may produce a cost advantage, which is highly desirable.