GAMING MACHINE

CROSS-REFERENCE TO THE RELATED APPLICATION (S)

[0001] This application is based upon and claims a priority from the prior Japanese Patent Application No. 2003-306489 filed on Aug. 29, 2003, the entire contents of which are incorporated herein by reference. This application is related to co-pending US patent application entitled to "GAMING MACHINE", which is based upon and claims a priority from the prior Japanese Patent Application No. 2003-306000, which was filed on Aug. 29, 2003 and the inventor of which is Masatsugu KOBAYASHI.

BACKGROUND OF THE INVENTION

[0002] 1. Field of the Invention

[0003] The present invention relates to a gaming machine which has an effect display device and a variable display device arranged behind the effect display device.

[0004] 2. Description of Related Art

[0005] The conventional gaming machine, for example, a slot machine, is constructed so that medals and the like are paid out corresponding to a predetermined symbol combination when symbols variably displayed are stopped and displayed on a pay line with the predetermined symbol combination. Here, in many cases, the symbols, which are variably displayed, are formed on an outer periphery of a reel rotatably supported in the gaming machine, as shown, for example, in Japanese Unexamined Publication No. 2001-347042. And recently, there are many cases that the symbols are projected on a display plane of a liquid crystal display device adopted in a so-called video slot machine.

[0006] Considering the above situation, it will be conceivable a gaming machine that both the liquid crystal display and the reels are provided in the same gaming machine. Thereby, a player can continuously enjoy different games by shifting the game done on the liquid crystal display device to the game done on the reels or the game done on the reels to the game done on the liquid crystal display device.

[0007] However, in a case that both the liquid crystal display device and the reels are arranged in the gaming machine in a state that the player can always see those, the player can easily infer contents and progress of the game, therefore interest for games is reduced.

SUMMARY OF THE INVENTION

[0008] The present invention has been done to dissolve the above problems and has an object to provide a gaming machine in which a first game utilizing an effect display device such as a liquid crystal display device and a second game utilizing a variable display device such as reels are executed, and interest for the second game done on the variable display device can be highly maintained by contriving a display mode that the variable display device arranged behind the liquid crystal display device is able to be recognized.

[0009] According to one aspect of the present invention, it is provided a gaming machine comprising:

[0010] an effect display device for displaying an effect thereon;

[0011] a variable display device arranged behind the effect display device;

[0012] a game controller for executing a first game utilizing the effect display device and a second game utilizing the variable display device;

[0013] 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;

[0014] wherein the display controller executes the effect while the first game is executed by controlling the light transmittance of the effect display device when the game controller determines to conduct the effect by utilizing the display controller and conceals the variable display device except for a case that the game controller determines to conduct the effect by utilizing the display controller or a case that the second game is executed.

[0015] According to the gaming machine, the display controller executes the effect while the first game is executed by controlling the light transmittance of the effect display device when the game controller determines to conduct the effect by utilizing the display controller and conceals the variable display device except for a case that the game controller determines to conduct the effect by utilizing the display controller or a case that the second game is executed. Therefore, interest for the second game can be highly raised and variegated effect can be done.

[0016] The above and further objects and novel features of the invention will more fully appear from the following detailed description when the same is read in connection with the accompanying drawings. It is to be expressly understood, however, that the drawings are for purpose of illustration only and not intended as a definition of the limits of the invention.

BRIEF DESCRIPTION OF THE DRAWINGS

[0017] The accompanying drawings, which are incorporated in and constitute a part of this specification illustrate embodiments of the invention and, together with the description, serve to explain the objects, advantages and principles of the invention.

[0018] In the drawings,

[0019] **FIG. 1** is a perspective view showing a slot machine,

[0020] **FIG. 2** is a longitudinal sectional view of a lower liquid crystal display and a reel,

[0021] **FIG. 3** is an exploded perspective view of the lower liquid crystal display,

[0022] **FIG. 4** is a block diagram schematically showing a control system of the slot machine,

[0023] **FIG. 5** is a block diagram schematically showing a liquid crystal drive circuit of the lower liquid crystal display,