[0128] Here, in S62 of **FIG. 26**, determination whether the shift effect is executed or not is done based on the lottery result in S131 of the notice lottery process in the lottery process shown in **FIG. 25**. **FIG. 25** is a flowchart of the lottery process. Here, as for the flowchart of the lottery process, although such flowchart has been already described with reference to **FIG. 16**, the flowchart of **FIG. 25** is represented by adding the notice lottery process to the flowchart in **FIG. 16**, in order to clarify the timing at which the notice lottery process is conducted. That is to say, as shown in **FIG. 25**, in the lottery process, after the symbol determination process in S31 and the winning combination determination process in S32, procedure shifts to S131 and the notice lottery process is conducted. In the notice lottery process in S131, it is determined whether the shift effect process is done or not based on the random number value sampled by the random number sampling circuit **56**. And if it is determined that shift effect process is done, on-sate of a flag is stored in the RAM **52**, and on the other hand, if it is determined that the shift effect process is not done, off-state of the flag stored in the RAM **52** is maintained as it is. Therefore, determination whether the shift effect is done or not in S62 of **FIG. 26** is done based on whether the flag stored in the RAM **52** is on-state or off-state. Here, when the start acceptance process in S11 in the main process program shown in **FIG. 14** is done, the flag stored in the RAM **52** is always initialized.

[0129] Next, contents of the shift effect process will described. As mentioned, in order that the shift effect process is done, the rotation process in the base game has to be executed. Concretely, in the base game done on the lower liquid crystal display **4**, the symbols are scrolled and variably displayed on the variable display portions **22** to **24**. And as shown in **FIG. 22A**, the demonstration effect that the big tree near the house is struck by lightning is displayed on the lower liquid crystal display **4**. At that time, effective sounds are output according to blink of lightning and the lower liquid crystal display **4** is controlled so as to become transparent or opaque. Thereby, 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** cannot be seen and recognized. This repetition May be periodically done with a predetermined interval (for example, every 2 seconds) and May be randomly done by utilizing the random number values. The contents of the demonstration effect are stored in the image ROM **82**. Thereafter, as shown in **FIG. 22B**, each of the variable display portions **22** to **24** is made transparent and each of the reels **220** in the cabinet **2** becomes to be able to be seen and recognized through the variable display portions **22** to **24**. And as shown in **FIG. 22C**, the demonstration effect that the lightning goes away from the big tree near the house is displayed on the lower liquid crystal display **4**. At that time, effective sounds are output according to blink of lightning and the lower liquid crystal display **4** is controlled so as to become transparent or opaque. Thereby, 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** cannot be seen and recognized. This repetition May be periodically done with a predetermined interval (for example, every 2 seconds) and May be randomly done by utilizing the random number values. The contents of the demonstration effect are stored in the image ROM **82**. Thereafter, as shown in **FIG. 22D**, each of the variable display portions **22** to **24** is made transparent and each of the reels **220** in the cabinet **2** becomes to be able to be seen and recognized through the variable display portions **22** to **24**.

[0130] Further, procedure returns to the base game shown in **FIG. 17** and when the stop control process is done in S42, the symbols variable displayed on each of the variable display portions **22** to **24** are automatically stopped. For example, as shown in **FIG. 20**, the symbols are stopped on the pay line L in the variable display portions **22** to **24**.

[0131] Here, although the above mentioned shift effect process is done in a case that procedure progresses to the shift effect process in S63 after the rotation start process in the base game is conducted (S61), the shift effect process may be done before the rotation start process is executed in the base game (S61). In this case, for example, as shown in **FIG. 20**, the shift effect process shown in **FIGS. 22A** to 22D is conducted in the state that the symbols on the variable display portions **22** to **24** are stopped and displayed on the pay line L. Thereafter, as shown in **FIG. 21**, the symbols are scrolled and variably displayed on each of the variable display portions **22** to **24**.

[0132] And as for the demonstration effect of the shift effect process, a plurality of patterns for the demonstration effect may be stored in the image ROM **82**. At that time, for example, as shown in **FIG. 19**, three patterns for the demonstration effect may be stored in the image ROM **82** and the demonstration effect may be determined by conducting the lottery using the random number values. That is to say, in **FIG. 19**, the range of the random number values utilized in the lottery table is set in a range of 0~63. And if the random number value sampled by the random number sampling circuit **56** lies in a range of 0~2, the shift effect process according to the demonstration effect is executed on the basis of the effect pattern **1**. And if the random number value sampled by the random number sampling circuit **56** lies in a range of 3~15, the shift effect process according to the demonstration effect is executed on the basis of the effect pattern **2**. And if the random number value sampled by the random number sampling circuit **56** lies in a range of 16~63, the shift effect process according to the demonstration effect is executed on the basis of the effect pattern **3**. Here, as for the timing at which the random number value is sampled by the random number sampling circuit **56**, it is desirable that the random number value is sampled right before procedure shifts to the start acceptance process in **FIG. 15** or in the notice lottery process in S131 shown in **FIG. 25**.

[0133] As mentioned in detail, in the slot machine **1** of the embodiment, the base game is executed by controlling the lower liquid crystal display **4** on the cabinet **2** through the CPU **50** (S13 in **FIG. 14**) and the free game is executed by controlling the reels **220** in the cabinet **2** (S15 in **FIG. 14**). Thus, the slot machine **1** is the gaming machine that 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**. Further, the lower liquid crystal display **4** on the cabinet **2** arranged in front of the reels **220** in the cabinet **2** when seen from the front side of the slot machine **1** is controlled by the CPU **50** so that the shift effect process is conducted (S63 in **FIG. 26**) through the openings **35**A~**35**C of the diffusion sheet **35** and the openings **36**A **36**C of the light guiding plate **36** if it is