determined to execute the shift effect (S62: YES) which is the effect display utilizing change of light transmittance of the lower liquid crystal display **4** on the cabinet **2**. Thereby, the effect conducted by controlling light transmittance of the lower liquid crystal display **4** on the cabinet **2** (see **FIGS. 22A and 22C**) is executed during the base game in which the lower liquid crystal display **4** on the cabinet **2** is utilized. Concretely, in order to be able to recognize the reels **220** in the cabinet **2**, the demonstration effect that the big tree near the house is struck by lightning is displayed and at that time, 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** in the cabinet **2** cannot be seen and recognized, according to blink of lightning. On the other hand except for a case that it is determined to execute the shift effect (S62: YES) which is the effect display utilizing change of light transmittance of the lower liquid crystal display **4** on the cabinet **2** or a case that the free game is executed by utilizing the reels **220** in the cabinet **2**, the lower liquid crystal display **4** conceals the reels **220** in the cabinet **2**. Therefore, while the base game is conducted by utilizing the lower liquid crystal display **4** on the cabinet **2**, the above mentioned effect is conducted by controlling light transmittance of the lower liquid crystal display **4** on the cabinet **2**. Thereby, device is done in the display mode that the reels **220** in the cabinet **2** can be seen. As a result, interest for the free games done by the reels **220** can be highly maintained and variegated effects can be done.

[**0134**] In particular, while the base game is conducted by utilizing the lower liquid crystal display **4** on the cabinet **2**, if the effect is done by controlling light transmittance of the lower liquid crystal display **4** on the cabinet **2** (for example, if light transmittance coefficient of the lower liquid crystal display **4** is remarkably changed between high and low values), the player can see and recognize the reels **220** in the cabinet **2**, the reels **220** having no relation with the base game. Thus, it can be raised expectation concerning with what is conducted thereafter.

[**0135**] Further, if it is determined by the CPU **50** to conduct the effect which is the effect display utilizing change of light transmittance of the lower liquid crystal display **4** on the cabinet **2** (S62: YES), it is executed the effect by controlling light transmittance of the lower liquid crystal display **4** on the cabinet **2**. Here, even while the base game is done by utilizing the lower liquid crystal display **4** on the cabinet **2**, such effect is not necessarily conducted. Therefore, if such effect is done by controlling light transmittance of the lower liquid crystal display **4**, it can be highly raised expectation concerning with what is conducted thereafter.

[**0136**] And while the base game is done by utilizing the lower liquid crystal display **4** on the cabinet **2**, the shift effect (see **FIG. 21**), which is executed by controlling light transmittance of the lower liquid crystal display **4**, is conducted when the symbols are scrolled and variable displayed on each of the variable display portions **22** to **24** (see **FIG. 26**). Thereby, since the shift effect is done while the base game is progressed by utilizing the lower liquid crystal display **4**, it can be raised expectation concerning with what is conducted thereafter, by displaying a close relation with the game result of the base game (which means that the symbols are stopped and displayed on the pay line L on each of the variable display portions **22** to **24**) utilizing the lower liquid crystal display **4**.

[**0137**] Here, the present invention is not limited to the above embodiment and various modifications can be done within the scope of the present invention.

[**0138**] For example, in the slot machine **1** of the embodiment, in the above mentioned effect process, the demonstration effect that the big tree near the house is struck by lightning or lightning goes away is displayed on the lower liquid crystal display **4** (S63 in **FIG. 26**) and 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** in the cabinet **2** cannot be seen and recognized, according to blink of lightning, thereby visible state and invisible state of the reels **220** in the cabinet **2** are repeated. However, it is conceivable that the lower liquid crystal display **4** is gradually made transparent and is gradually changed in the visible state that the reels **220** in the cabinet **2** can be seen and recognized therethrough. And the lower liquid crystal display **4** is gradually made opaque and is gradually changed in the invisible state that the reels **220** in the cabinet **2** can not be seen and recognized.

[**0139**] And as for the timing of the shift effect process done in the slot machine **1** of the embodiment, another sample can be explained with reference to **FIG. 26**. **FIG. 26** is a flowchart showing a rotation process program in order to clarify the timing that the shift effect process is done. In the flowchart of **FIG. 26**, the rotation process in S52 of **FIG. 18** done in the free game is described in detail. That is to say, in the free game process of **FIG. 18**, after the free game process in S51 is executed, procedure shifts to S61 in the rotation process program shown in **FIG. 26** and the variable display portions **22** to **24** are made transparent, thereby it is realized the state that three reels **220** can be seen and recognized and three reels **220** are automatically started to rotate. Thereafter, in S62, it is determined whether the shift effect is executed or not. At that ire, if it is determined that the shift effect is executed (S62: YES), procedure shifts to S63. And after the shift effect is executed, procedure returns to the free game shown in **FIG. 18** and the stop control process is done in S53. On the other hand, if it is determined that the shift effect is not executed (S62: NO), procedure directly returns to the free game shown in **FIG. 18** and the stop control process is done in S53.

[**0140**] 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