thereof is 5 coins. In this case, the triple BAR **91** is stopped and displayed on the pay line L in each of the variable display portions **22** to **24**. And similarly, if the random number value sampled lies in a range of 36~58, the winning combination "2BAR-2BAR-2BAR" is won and the payout thereof is 3 coins. In this case, the double BAR **93** is stopped and displayed on the pay line L in each of the variable display portions **22** to **24**. Similarly, if the random number value samples lies in a range of 59~203, the winning combination "BAR-BAR-BAR" is won and the payout thereof is 2 coins. In this case, the single BAR **95** is stopped and displayed on the pay line L in each of the variable display portions **22** to **24**. Similarly, if the random number value samples lies in a range of 204~257, the winning combination "cherry-cherry-cherry" is won and the payout thereof is 1 coin In this case, the cherry **92** is stopped and displayed on the pay line L in each of the variable display portions **22** to **24**.

[0147] Here, if the random number value sampled lies in a range of 258~1270, the winning combinations is lost. In this case, the symbol combination other than the above mentioned combinations is stopped and displayed on the pay line L and the payout thereof is nothing.

[0148] And in the slot machine **1** of the embodiment, although the symbols stopped and displayed on the pay line L through the variable display portions **22** to **24** are determined every each of the reels **220** in the free game based on the random number values sampled by the random number sampling circuit **56** (see **FIG. 10**), all symbols stopped and displayed on the pay line L through the variable display portions **22** to **24** may be determined based on the random number values sampled by the random number sampling circuit **56**. To realize this, the lottery table shown in **FIG. 28** is utilized. **FIG. 28** is an explanatory view of a lottery table showing correspondence between winning combinations and payouts when the free game is conducted while utilizing three variable display portions and reels.

[0149] In **FIG. 28**, the random number value range lies in 0~127. And if the random number value sampled by the random number sampling circuit **56** lies in a range of 0~11, the winning combination "7-7-Tr" is won and the payout thereof is 300 coins. In this case, the seven symbol **191**, the seven symbol **191** and the triple symbol **192** are stopped and displayed on the pay line L. Similarly, if the random number value sampled lies in a range of 12~49, the winning combination "7-7-Do" is won and the payout thereof is 200 coins. In this case, the seven symbol **192**, the seven symbol **191** and the double symbol **193** are stopped and displayed on the pay line L. And similarly, if the random number value sampled lies in a range of 50~87, the winning combination "7-7-7" is won and the payout thereof is 100 coins. In this case, the seven symbol **191**, the seven symbol **191** and the seven symbol **191** are stopped and displayed on the pay line L.

[0150] Here, if the random number value sampled lies in a range of 88~127, the winning combination is lost. In this case, the symbol combination other than the above mentioned combinations is stopped and displayed on the pay line L. The payout is nothing.

[0151] And in the slot machine **1** of the embodiment, although the free game is conducted as the second game, the present invention is not limited to this. For example, the so-called second game may be done continuously to the base game.

[0152] And in the slot machine **1** of the embodiment, although the game utilizing the symbols is done in the base game and the free game (see **FIGS. 6 and 7**), the present invention is not limited to this. For example, the game utilizing cards such as poker may be conducted.

[0153] Further, in the lower liquid crystal display **4** of the slot machine **1** of the embodiment, as shown in **FIG. 3**, the variable display portion **22** (see **FIG. 1**) is constructed by superimposing the openings **35**A~**38**A so as to coincide with each other, and the variable display portion **23** (see **FIG. 1**) is constructed by superimposing the openings **35**B~**38**B so as to coincide with each other and the variable display portion **24** (see **FIG. 1**) is constructed by superimposing the openings **35**C~**38**C so as to coincide with each other, thereby the light transmitting areas to retain visibility of the variable display portions **22** to **24** are formed. And shapes of three light transmitting areas corresponding to the variable display portions **22** to **24** have rectangular shapes so as to coincide with the width of each reel **220**. The present invention is not limited to this. For example, the entire plane of the lower liquid crystal display **4** may be transparent.

[0154] And in the lower liquid crystal display **4** of the slot machine **1** of the embodiment, the symbol rows **41**~**43** shown in **FIG. 6** are scrolled, stopped and displayed on the variable display portions **22** to **24** which are made opaque in the base game, and the symbol rows shown in **FIG. 7** are scrolled, stopped and displayed through the variable display portions **22** to **24** which are made transparent in the free game. At this point of view, the symbol rows **41**~**43** shown in **FIG. 6** may be scrolled, stopped and displayed on the areas other than the variable display portions **22** to **24** in the base game.

[0155] Further, in the slot machine **1** of the embodiment, by controlling light transmittance of 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. At this point of view, the shutter mechanism may be arranged between the lower liquid crystal display **4** and the reels **220** and it may be 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, by utilizing such shutter mechanism.

[0156] And in the slot machine **1** of the embodiment, the lower liquid crystal display **4** is utilized for changing two states, in one of which the reels **220** can be seen and recognized and in another of which the reels **220** cannot be seen and recognized. The present invention is not limited to this. For example, the transparent EL and the like may be utilized instead of the lower liquid crystal display **4**.

What is claimed is:

1. A gaming machine comprising:

an effect display device for displaying an effect thereon;

a variable display device arranged behind the effect display device;