

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

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;

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 and a case that the second game is executed.

2. The gaming machine according to claim 1, wherein the display controller controls the light transmittance of the effect display device and conducts the effect when the game controller changes display contents of the effect display device in the first game.

3. The gaming machine according to claim 1, wherein the effect display device is constructed from a liquid crystal display arranged in front of a cabinet, and

wherein the variable display device is constructed from a plurality of reels rotatably supported behind the liquid crystal display in the cabinet.

4. The gaming machine according to claim 3, wherein a plurality of variable display portions, each of which corresponds to each reel, are formed in the liquid crystal display.

5. The gaming machine according to claim 3, wherein the effect is a demonstration effect conducted on the liquid crystal display.

6. The gaming machine according to claim 5, wherein the display controller controls the liquid crystal display so as to become a transparent state and an opaque state when the demonstration effect is conducted.

7. The gaming machine according to claim 6, wherein when the liquid crystal display becomes the transparent state, each of the reels is seen and recognized and when the liquid crystal display becomes the opaque state, each of the reels is not seen and recognized.

8. The gaming machine according to claim 6, wherein the transparent state and the opaque state are repeated with a predetermined period.

9. The gaming machine according to claim 4, each of the variable display portions is made transparent by the display controller so that each of the reels is seen and recognized while the second game is executed.

10. The gaming machine according to claim 5, further comprising a memory for storing a plurality of effect patterns corresponding to the demonstration effect;

wherein the display controller selects one effect pattern among the effect patterns stored in the memory and controls the liquid crystal display so as to conduct the demonstration effect.

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