

as Attorney Docket No. SHO-0039, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0040, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0041, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0042, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0043, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0044, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0045, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0046, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0047, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0048, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0049, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0050, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0051, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0052, "MOTOR STOP CONTROL DEVICE" referred to as Attorney Docket No. 0053, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0054, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0055, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0056, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0057, respectively, all the applications being filed on Oct. 31, 2003, herewith. The co-pending applications including specifications, drawings and claims are expressly incorporated herein by reference in their entirety.

What is claimed is:

1. A gaming machine comprising:

game result display means for displaying a game result thereon; and

beneficial state generating means for generating a beneficial state for a player when a predetermined game result is displayed on the game result display means;

wherein the game result display means includes first display means and second display means arranged at a more front side than a display area of the first display means when seen from a front side of the gaming machine,

wherein the first display means includes a plurality of symbol display parts capable of variably displaying one or more of the symbols and conducting stop display thereof, and

wherein the second display means has symbol display areas through which the symbols displayed on the first display means are transmittably displayed and window frame display areas are formed around the symbol display areas in the second display means.

2. The gaming machine according to claim 1, wherein display mode of the window frame display area is changed.

3. The gaming machine according to claim 2, wherein a light transmittance rate of the symbol display area in the second display means is changed when the display mode of the window frame display area is changed.

4. The gaming machine according to claim 2, wherein the display mode of the window frame display area is changed substantially at the same time that the stop display of the symbol is conducted.

5. The gaming machine according to claim 2, further comprising:

internal winning combination determination means for determining an internal winning combination;

wherein the display mode of the window frame display area is changed when the internal winning combination determination means determines a predetermined combination as the internal winning combination.

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