# GAMING MACHINE ADJUSTING THE VOLUME LEVEL OF BACKGROUND MUSIC

ABSTRACT OF THE INVENTION

Disclosed is a gaming machine. The gaming machine comprises a game that is operated by a betting of a player; background music information that is a sound signal that becomes a background music of the game; function music information that is a sound signal that becomes a function music representing an operating state of the game relating to an action of the player; a volume level changer capable of changing a volume level of the sound signal that becomes a background music of the game; a selection switch that is adapted to be operated from an outside and selects a volume level of the sound signal that becomes a background music of the game; a speaker that converts the sound signal into a sound wave and turns it up; and a game controller. The game controller is programmed to change, in the volume level changer, a volume level of the sound signal that becomes a background music of a game selected in the selection switch and to turn up a sound signal, from the speaker, including the sound signal that becomes a background music of the game having the volume level changed and the sound signal that becomes a function music.

**Figure 1**