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images thus have actual or physical dimensions (i.e., the images have a width, height and an actual depth because of the distance between the different images or parts of the image(s) on different display screens). The width and height are measured along the x-axis and y-axis on the viewing surfaces or faces of the display screens. The depth is measured along the z-axis which extends through multiple display screens along a line which is generally perpendicular to the facial planes of the display screens.

In one embodiment, the gaming device of the present invention includes a cabinet or other suitable housing which houses the display device, a touch screen sensor, and a processor connected to a memory device and adapted to control the operation of the gaming device, including player controls, input devices and the display device. The cabinet can include any suitable frame which supports the display device and the other conventional mechanical and electrical components of the gaming device.

As indicated above, the display device of one embodiment of the present invention, which is adapted to receive signals from the processor and to generate and display images to a player, includes a plurality of display screens which each generate certain images or portions of images. In one embodiment, the display device includes two display screens, including a first, frontmost or exterior display screen and a second, underlying or interior display screen. The two display screens are mounted, oriented and aligned within the cabinet in such a manner that at least one and preferably a plurality of lines of sight intersect both of the viewing surfaces or faces of the display screens.

In one embodiment, a predetermined distance "D" separates the display surfaces of the two display screens. It should be appreciated that the display screens can be positioned, mounted or stacked with a distance separating the display surfaces and no distance or space separating the display screens.

The display screens are preferably positioned in different planes which are parallel to one another. However, it should be appreciated that the display screens can be positioned in planes which are not parallel to one another, provided that at least one (and preferably a plurality) of lines of sight intersect the display surfaces of the plurality of the display screens. Also, the display screens are preferably substantially flat, although it should be appreciated that the display screens can have any suitable shape, such as concave and convex shapes and non-uniform shapes.

The two display screens co-act to display one or more three-dimensional images to the player each comprising a plurality of images and in particular at least one image on each screen. The display screens may also co-act to display a three dimensional image by separately displaying different parts of the whole image or the display screens. In this embodiment, the frontmost display screen displays one part, portion or section of the three-dimensional image and the underlying display screen displays another part, portion or section of the three-dimensional image. As a result, the gaming device displays a three-dimensional representation of the whole image to the player. This representation is formed in three physical or actual dimensions: an x-dimension and y-dimension on the exterior display screen and an x-dimension and y-dimension on the interior display screen. The representation of the depth or z-dimension of the image is at least partially dependent upon or based upon the distance D which separates the two display screens and the x-dimension and y-dimensions on each of the display screens. In a further embodiment, both of the display screens can display virtual three dimensional images, thereby providing a multi-dimen-

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sional image. It should be appreciated that other variations and combinations of variations of displaying images, parts of images, and multiple images are contemplated by the present invention.

The depth which a player sees in the three dimensional image or representation is the actual depth D. The gaming device of the present invention can also cause a player to perceive a depth which is based upon or derived from the actual depth D. For example, the gaming device processor can multiply the depth D by a factor to generate a perceived depth which is greater than or less than the actual depth D. In one such embodiment, the x-dimension and y-dimensions on one or all of the display screens can be modified to change the apparent depth of the image as seen by the player.

In another embodiment of the gaming device of the present invention, the display device includes a first, frontmost or exterior display screen, a second, central or intermediate display screen and a third, backmost or interior display screen. In this embodiment, each display screen can display one or more different images. The frontmost display screen and the intermediate display screen preferably have or provide transparent translucent portions. When a player views the display through the frontmost display screen, the player sees a displayed image which includes representations in three actual dimensions. The depth of the image depends in part upon which display screen is used to display the parts of the particular image and spacing of the screens.

As indicated above, it should be appreciated that the images generated on each display screen can also be virtual three dimensional images, as well as two-dimensional images. The gaming device can display such virtual three dimensional images on one or more of the display screens. The gaming device of the present invention can use these images to generate any suitable combination of virtual and actual three dimensional images. The gaming device of the present invention can also use both of these types of three dimensional representations to generate a single three-dimensional image.

In addition to the three dimensional function of the gaming device, the gaming device of the present invention can also use the display device to display different images on the different display screens which a player can simultaneously view by looking at and thus through at least the exterior display screen. In one example, the exterior display screen displays a video reel image on one portion of the frontmost display screen while the other portions of the exterior display screen are transparent. The interior display screen displays a payable image and a background image. When the frontmost display screen and the underlying display screen both display their images simultaneously, the player can simultaneously view the overall graphical representation or display of the reel image, payable image and background image.

In another example, the gaming device generates a game image on the exterior display screen and a flashing translucent image on the interior display screen. The game image could, for instance, be reels or one or more wheels, and the underlying flashing image could be a payline or a symbol or message which provides a player with helpful information such as a hint for playing the game. In operation, the player could play the game while periodically viewing the flashing image without having to change his or her line of sight or having to independently request such information. In a similar embodiment, a background such as a dealer could be displayed on the interior display screen and cards could be displayed on the exterior display screen. This provides the player with a three dimensional view of the card game.