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thereon, the first video image being disconnected from the third video image on the interior video display screen, and

- (ii) the exterior video display screen to display a second video image of a second different portion of said reel having a second plurality of symbols thereon in alignment with said first portion and said third portion, such that the interior video display screen and the exterior video display screen simultaneously respectively display the first, third and second video images to create a three dimensional image of at least a section of the reel including the first portion, the second portion and the third portion, said section having an actual height, an actual width and a depth, wherein the depth of the three dimensional image is at least partly an actual depth based on the predetermined distance D.

10. The gaming device of claim 9, wherein the interior video display screen is aligned with the exterior video display screen such that a plurality of lines of sight extend through said see-through area of the exterior video display screen and the interior video display screen.

11. The gaming device of claim 10, wherein the depth of the three dimensional image is equal to the distance D.

12. The gaming device of claim 10, wherein the depth of the three dimensional image is also partly a perceived depth based on the height and width of each part of the video image on each video display screen.

13. The gaming device of claim 10, wherein the three dimensional image also includes a perceived depth based in part on the distance D.

14. The gaming device of claim 13, wherein the perceived depth is greater in magnitude than the distance D.

15. A gaming device comprising:

at least one wagering game;

at least one processor which controls said wagering game; a housing;

a display device controlled by the at least one processor and mounted in the housing, said display device including:

(a) an at least partially see-through exterior video display screen; and

(b) first and second interior video display screens aligned with the exterior video display screen such that at least one line of sight extends through said see-through part of the exterior video display screen and said first and second interior video display screens, said first and second interior video display screens each having a display surface mounted in spaced-apart relation to a display surface of the exterior video display screen, said first interior video display screen mounted a predetermined distance D1 behind the exterior video display screen in the housing, and said second interior video display screen mounted a predetermined distance D2 behind the exterior video display screen in the housing,

a touch screen configured to detect varying levels of pressure, the touch screen being mounted to the exterior video display screen and coupled to the processor configured to receive inputs from a player wherein the processor is configured to 1) provide an interaction with game elements displayed on the exterior video display screen or displayed on the first or second interior video display screen, 2) determine whether a game element displayable on the first or second interior video display screen is activated in response to the level of pressure applied to the touch screen by the player wherein a higher level of pressure is required to activate a game

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element on the first or second interior video display screen and 3) generate a game function when said game element is activated;

wherein the at least one processor is programmed to cause:

(i) said first interior video display screen to display a first video image of a first reel having a first plurality of symbols thereon,

(ii) said second interior video display screen to display a second video image of a second reel having a second plurality of symbols thereon, and

(iii) the exterior video display screen to display a third video image of a third reel having a third plurality of symbols thereon, such that the first interior video display screen, the second interior video display screen, and the exterior video display screen simultaneously display the first, second and third video images to create a three dimensional image of the first, second and third reels having an actual height, an actual width and a depth, wherein two of the first, second and third video images do not overlap, and wherein the depth of the three dimensional image is at least partly an actual depth based on at least one of the predetermined distances D1 and D2.

16. The gaming device of claim 15, wherein the first and second interior video display screens are aligned with the exterior video display screen to create a plurality of lines of sight extending through said see-through part of the exterior video display screen and the first and second interior video display screens.

17. The gaming device of claim 15, wherein the depth of at least part of the three dimensional image is equal to said at least one of the predetermined distances D1 and D2.

18. The gaming device of claim 15, wherein the depth of the three dimensional image is also partly a perceived depth based on the height and width of each part of the video image on each video display screen.

19. The gaming device of claim 15, wherein the three dimensional representation also includes a perceived depth based on the distances D1 and D2.

20. The gaming device of claim 19, wherein the perceived depth is greater in magnitude than the distances D1 and D2.

21. A gaming device comprising:

at least one wagering game;

at least one processor which controls the wagering game; a housing;

a display device controlled by the at least one processor and mounted in the housing, said display device including:

(a) a transparent first video display surface, and

(b) a second video display surface spaced apart a predetermined distance D behind and aligned with the first video display surface in the housing;

a touch screen configured to detect varying levels of pressure, the touch screen being mounted to the first video display surface and coupled to the processor to receive inputs from a player wherein the processor is configured to 1) provide an interaction with game elements displayed on the first video display surface or displayed on the second video display surface, 2) determine whether a game element displayable on the first video display surface or the second video display surface is activated in response to the level of pressure applied to the touch screen by the player wherein a higher level of pressure is required to activate a game element on the second video display surface and 3) generate a game function when said game element is activated; and

said at least one processor programmed to cause the first video display surface and the second video display surface to display a video image including at least three