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applied to the touch screen wherein a higher degree of pressure is required to activate a game element on the interior video display screen;

determining whether the input signal is associated with the game element; and

activating the game function when the input signal is associated with the interior video display screen and the game element.

58. A method of operating a gaming device configured to provide at least one wagering game, said method comprising:

causing an at least partially see-through exterior video display screen to display a video image of at least one payline;

causing an interior video display screen, spaced apart from the exterior video display screen and aligned with the exterior video display screen such that a plurality of lines of sight extend through the see-through part of the exterior video display screen and the interior video display screen, the interior video display screen being mounted a predetermined distance D behind the exterior video display screen in a housing, to display a three dimensional image of at least one reel of the wagering game in alignment with the video image of the at least one payline, said reel having a plurality of symbols thereon, such that the exterior video display screen and the interior video display screen simultaneously respectively display the video images of the at least one payline and the at least one reel to create a three dimensional representation of the at least one payline and the at least one reel through said lines of sight and having an actual height, an actual width and a depth,

wherein the depth of the three dimensional representation is at least partly an actual depth based on the predetermined distance D;

displaying a game element on the interior video display screen wherein a game function is associated with the game element;

receiving an input signal from a touch screen mounted to the exterior video display screen; determining whether the input signal is associated with the interior video display screen or the exterior display screen by sensing the degree of pressure applied to the touch screen wherein a higher degree of pressure is required to activate a game element on the interior video display screen; determining whether the input signal is associated with the game element; and

activating the game function when the input signal is associated with the interior video display screen and the game element.

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59. The method of claim 58, which includes causing the exterior video display screen to display a video image of a payable.

60. A method of operating a gaming device configured to provide at least one wagering game, said method comprising:

causing one of the interior video display screen and an at least partially see-through exterior video display screen to display information regarding a primary wagering game, the interior video display screen being spaced apart from the exterior video display screen and aligned with the exterior video display screen such that a plurality of lines of sight extend through said see-through part of the exterior video display screen and the interior video display screen, said interior video display screen being mounted a predetermined distance D behind the exterior video display screen in a housing;

causing the other of the interior video display screen and the exterior video display screen to display a three dimensional video image of at least one reel of the primary wagering game, said reel having a plurality of symbols thereon, such that the exterior video display screen and the interior video display screen simultaneously display the information regarding the primary wagering game and the video image of the at least one reel to create a three dimensional representation of the information regarding the primary wagering game and the video image of the at least one reel through said lines of sight and having an actual height, an actual width and a depth, wherein the depth of the three dimensional representation is at least partly an actual depth based on the predetermined distance D;

displaying a game element on the interior video display screen wherein a game function is associated with the game element;

receiving an input signal from a touch screen mounted to the exterior video display screen; determining whether the input signal is associated with the interior video display screen or the exterior display screen by detecting the degree of pressure applied to the touch screen wherein a higher degree of pressure is required to activate a game element on the interior video display screen;

determining whether the input signal is associated with the game element; and activating the game function when the input signal is associated with the interior video display screen and the game element.

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