



US 20060058100A1

(19) **United States**

(12) **Patent Application Publication** (10) **Pub. No.: US 2006/0058100 A1**

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(43) **Pub. Date: Mar. 16, 2006**

(54) **WAGERING GAME WITH 3D RENDERING OF A MECHANICAL DEVICE**

(52) **U.S. Cl. .... 463/31**

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(57) **ABSTRACT**

A stand-alone or server-linked gaming terminal that displays on a plasma display in the top-box area a 3D-rendered mechanical device that is pre-rendered or rendered in real time using a 3D-graphics processor or the like. The 3D-rendered mechanical device depicts the game outcome or a bonus game displayed in the top box display. The images or animation representing the 3D-rendered mechanical device may be stored on a digital video recorder (DVR) within the gaming terminal or downloaded remotely from a storage device coupled to the gaming terminal. The DVR outputs the mechanical device images as analog video, and is capable of receiving analog video input, converting the analog video to a digital format such as MPEG, and storing the converted video on a storage media. Additional structural elements such as a frame may be arranged about the top-box display to add depth or dimensionality to the 3D-rendered images displayed thereon.

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(21) **Appl. No.: 10/940,866**

(22) **Filed: Sep. 14, 2004**

**Publication Classification**

(51) **Int. Cl. A63F 9/24 (2006.01)**

