[0039] In some embodiments, the server **50** is programmed to download software data associated with a single wagering game to more than one piece of gaming equipment. For example, graphics or video data associated with a single wagering game may be downloaded to the gaming terminal **10***a* and audio and instruction data associated with the same game may be downloaded to the peripheral **11**. In an embodiment, the peripheral **11** includes signage that may include a controller (not shown) and a memory device (not shown) for storing data, such as any combination of audio, video, graphics, and instruction data. The signage may include a display (such as the secondary display **27** according to the present invention) that displays graphics or video data or an audio system that plays audio data. In another embodiment, the peripheral **11** includes a gaming terminal having a controller. In such an embodiment, the peripheral **11** (gaming terminal) would be triggered when players at the networked gaming terminals **10***a,b,n* achieves a particular outcome. Graphics, audio, and instruction data associated with the triggered presentation would be downloaded to the peripheral **11** while (though not necessarily concurrently) different graphics data (for example) are downloaded to the players' gaming terminals **10***a,b,n*.

[0040] The controller of the peripheral **11** is programmed to make decisions about which portions of data associated with a wagering game are disseminated to various pieces of gaming equipment. The data may include audio, video, graphics, or instruction data. Instruction data may include, for example, audio instructions (such as an instruction to play a particular audio file on a specific piece of gaming equipment), video instructions (such as an instruction to play a particular video file on a specific piece of gaming equipment), and game instructions (such as instructions governing game play).

[0041] **FIG. 4** depicts a functional block diagram of a system incorporating a digital video recorder **60** according to a specific embodiment of the present invention. The digital video recorder **60** is controlled by a central processing unit (CPU) via a communications interface **68**. The CPU may reside in the gaming terminal **10** or in a server or host computer remote from the gaming terminal **10** on a network **40**. In alternate embodiments, the digital video recorder **60** may be disposed in the top box area of the gaming terminal **10** or may reside within the peripheral **11** to display graphics or an animation on the signage. The digital video recorder **60** includes a storage device **62**, the communications interface **68**, and a video out connector **70**. The storage device **62** stores at least one 3D-rendered image of a mechanical device for display on the secondary display **27**, which is located in the top box area of the gaming terminal **10**. By "3D-rendered" as used herein, it is meant that a 3D object is rendered as a 2D image. The communications interface **68** may utilize a conventional RS-232 protocol to enable communications between the digital video recorder **60** and the CPU. Alternately, the communications interface **68** may utilize a wireless communications protocol such as that defined by the IEEE 802.11 or Bluetooth standards. In a specific embodiment, the at least one 3D-rendered image of a mechanical device is rendered using RenderWare®, a 3D graphics toolkit commercially available from Criterion Software. In other embodiments, any other suitable 3D-rendering software may be used to render the at least one 3D-rendered image of a mechanical device.

[0042] The 3D-rendered image of a mechanical device stored on the storage device **62** is encoded by the digital video recorder **60** into a video signal that is transmitted over video cable **64** to the secondary display **27** located in the top box area of the gaming terminal **10**. In some embodiments, the video out connector **70** is a composite, analog component or an S-Video connector, and the video signal is encoded according to the NTSC or PAL standards. Thus, the output of the digital video recorder **60** can be directly connected to and viewed on, for example, a television or computer monitor without any intervening decoder. In the case of motion implementations, the storage device **62** stores multiple sequences of images (an animation), which when displayed rapidly (24 or 30 frames-per-second, for example), create the perception of motion. In this manner, all or portions of the mechanical device may be animated to move as an actual mechanical device would in the physical world and/or may be animated using one or more special effects. For example, the mechanical device may be animated to appear to morph from one device to another. Other effects that may be employed include motion blur, frame-blending, and fading, or the device may be made to disappear and reappear. In a specific embodiment, a sequence of images may be animated according to the motion JPEG standard. It should be understood that the present invention is not limited to the particular image or motion standard utilized.

[0043] The digital video recorder **60** optionally includes a video input **66** that receives a video signal, which is decoded by the digital video recorder **60** and stored on the storage device **62**. In this manner, live video or video sequences that have been pre-rendered and pre-animated may be recorded directly as video onto the digital video recorder **60** for playback as video on the secondary display **27**. Accordingly, the time-consuming rendering or animation work can be performed offsite without having to take the gaming terminal **10** offline. When the graphics or animations have been completed offsite, they are converted to a video format and downloaded onto the digital video recorder **60** via the video input **66** for playback on the secondary display **27**. An advantage to converting the 3D-rendered mechanical device into a video format is that the image or images created by the rendering can be easily displayed directly on a display device such as a television screen without the need for any special hardware or software.

[0044] In a specific embodiment, the communications interface **68** of the digital video recorder **60** utilizes RS-232 control (Sony/Odetics Protocol) to interface with the gaming terminal **10**. The communications interface **68** receives commands from the gaming terminal **10** or the server **50** to display the 3D-rendered image of a mechanical device on the secondary display **27** via the video out connector **70**.

[0045] **FIG. 5** is a block diagram depicting a number N of pre-rendered 3D game sequences **80**, **82**, **84** stored as video on the storage device **62**. The pre-rendered 3D game sequences may represent one or more video images of a mechanical device associated with a different bonus round of a wagering game. For example, in one embodiment, the wagering game may be presented to the player in a multi-game aspect, wherein the player selects a primary game and one of various bonus rounds, each having a different associated game sequence **80**, **82**, or **84**. If the player selects a primary game having a bonus round associated with game