

include any suitable ratio of the magnitude of the depth perceived by a player to the magnitude of the actual distance or depth *D*. It is preferable, however, that this ratio be a fractional value equal to or greater than one. The dimensions of the *x*- and *y*-dimensions on each display screen can also be modified to change the apparent depth as seen by the player.

[0056] In FIGS. 1E, 1F and 1G, the display screens co-act to display a three dimensional image of the reel 25. In this example, the interior display screen 18*b* displays the upper and lower portions 25*a* and 25*b* which are not as close to the player, and the exterior display screen 18*a* displays the central portion 25*c* of the reel which would be closer to the player. As a result the gaming device displays a three-dimensional image of reel 25 to the player as illustrated in FIG. 1G. This image is formed in three actual dimensions wherein the front portion 25*c* of the reel is displayed closer on the frontmost screen closer to the player than the rear portions 25*a* and 25*b* which are displayed on the interior display screen which are further away from the player. The depth or *z*-dimension of the image of the reel 25 is equal to or otherwise based or derived from the distance *D* which separates the display surfaces of the display screens 18*a* and 18*b*.

[0057] In another embodiment of the gaming device of the present invention illustrated in FIGS. 2A and 2B, the display device includes an exterior or frontmost display screen 26, a middle or intermediate display screen 28 and an interior or backmost display screen 30. The frontmost display screen 26 displays a virtual three dimensional first reel image 32 on one portion of the first display screen 26. All other portions of the first display screen 26 are translucent or transparent. The second display screen 28 displays a virtual three dimensional second reel image 33 on one portion of the second display screen 28, while all other portions of the middle display screen 28 are translucent or transparent. The third display screen 30 displays a virtual three dimensional third reel image 34 and a background image 36 covering the entire portion of the backmost display screen. These three display screens 26, 28 and 30 simultaneously display each respective image to enable a player to see the overall virtual three dimensional image of all three reels in a three-dimensional format by looking through the first display screen 26 of the display device 14 as specifically illustrated in the FIG. 2B.

[0058] Although it is not readily apparent by viewing FIG. 2B, the overall graphical representation, image or display (whether still or animated) provides a relatively highly engaging three-dimensional representation because the three reel images are formed in different planes. Specifically, the representation of reel 32 being closer to the player than the reel 33 is based upon and determined by the actual distance between the first display screen 26 and the second display screen 28. Similarly, the representation of the reel 33 being closer to the player than the reel 34 is based upon and determined by the actual distance (not shown) which separates the second display screen 28 from the third display screen 30.

[0059] It should be understood that the reels images shown in FIGS. 1B to 1G, 2A and 2B are merely illustrative. In these illustrations, by simultaneously displaying different images (partially or wholly) on different display screens, the

overall image the gaming device generates is a three-dimensional representation formed in the three actual dimensions. It should also be appreciated from these illustrations that the images can be two-dimensional images combined to create three-dimensional images or conventional perceived-type or virtual three dimensional representations which are combined to create three dimensional images. In some instances, the gaming device can use both of these types of representations to generate a three-dimensional images.

[0060] In addition to displaying three dimensional representations, in other embodiments of gaming device, the display device can display different images or information on different display screens which a player can view by looking at and through the exterior screen. In one example illustrated in FIGS. 3A and 3B, the interior display screen 40*b* displays a video reel image 42*a* on one portion of the interior display screen. The exterior display screen 40*a* displays a paytable image 46 and paylines 44. When the exterior display screen 40*a* and the interior display screen 40*b* both display their images simultaneously, the player views the overall graphical representation or display through the frontmost display screen 40*a*, as illustrated in FIG. 3B. In this example, the paylines are actually in front of the reels and the paytable is in a place which is in front of the reels.

[0061] In another example illustrated in FIGS. 4A and 4B, the exterior display screen 40*a* displays a video reel image 52*a* on one portion of the exterior display screen 40*a* while the other portions of the exterior display screen are translucent or transparent. The interior display screen 40*b* displays another video reel image 52*b*. When the exterior display screen 40*a* and the interior display screen 40*b* both display such images simultaneously, the player views the overall graphical representation or display through the exterior display screen 40*a*, as illustrated in FIG. 4B. The reel image 42*a* is displayed closer to the player than the reel image 42*b*.

[0062] In another example illustrated in FIGS. 5A and 5B, the interior display screen 40*b* displays a video reel image 42*b* on one portion of the interior display screen. The exterior display screen 40*a* displays an advertisement image 54 and a payline image 55. When the frontmost display screen 40*a* and the underlying display screen 40*b* both display such images simultaneously, a player views the overall graphical representation or display through the exterior display screen 40*a*, as illustrated in FIG. 5B. In this example, the gaming device enables a player to simultaneously view the reel image 42*b* generated on the interior display screen 40*b* the payline image 55 generated on the exterior display screen 40*a* without having to change his or her line of sight.

[0063] In a further embodiment of the present invention as illustrated in FIGS. 6A, 6B and 6C, the exterior display screen 50*a* displays a plurality of cards 51 and the interior display screen 50*b* displays a person such as a dealer 52. The display screen 50*b* also displays a table 53. It should be appreciated that the background of the dealer image in one embodiment could include an image of a casino. When a player views the display device 14 through the front display screen 50*a*, the player sees the cards 51 on the table 53 which is in front of the dealer 52. This provides a three-dimensional overall image wherein the cards are closer to the player than the dealer and the table.