[0064] In a further embodiment of the present invention illustrated in **FIGS. 6D, 6E** and **6F**, the gaming device includes a camera or other suitable player sensor **56** which senses the movement of the player and in particular the player's head. In this embodiment of the present invention, when the player is directly in front of the display device **14**, the gaming device displays the reel **24***a* and the symbols **27** on the reel **24***a*, but not the sides of the reel. Thus, the player sees the front of the reel **24** a. As illustrated in **FIG. 6E**, if the player or player's head moves to the left, the camera or other sensor **56** detects this movement and causes the image of the reel to change such that the player appears to see the left side of the reel **24***a*. To accomplish this, the exterior display screen **18***a* displays the front portion of the reel and the interior display screen **18***b* displays the left rear portion of the reel. If as illustrated in **FIG. 6F**, the player moves to the right, the camera **56** senses this movement and causes the image of the reel to change such that the player sees the right side of the reel **24***a*. To accomplish this, the exterior display screen **18***a* displays the front portion of the reel and the interior display screen **18***b* displays the right rear portion of the reel. The present invention may thus be adapted to provide three-dimensional images which change based on the player movement to provide a more realistic three-dimensional image to the player.

[0065] These examples illustrate the capability of the gaming device of the present invention to enable a player to view different types of information and different types of images by looking at and through the exterior display screen. In certain of the illustrated examples, the images displayed on the different display screens are positioned such that the images do not overlap (that is, the images are not superimposed). In certain other illustrated embodiments the images overlap. It should also be appreciated that the images displayed on the display screen can fade-in fade out or pulsate to create additional affects. In certain embodiments, a player can view different images and different types of information in a single line of sight. It should be appreciated that the present invention specifically contemplates different combinations of different images and co-acting images on the plurality of display screens. The present invention contemplates different game functional images on each display screen or parts of game functional images on the display screens. The following table shows example image combinations of alternative embodiments of the present invention.

Exterior Display Screen	Interior Display Screen
Reels Including Symbols	Reels Including Symbols
Reels Inctuding Symbols	Paytable For Symbols
Paytable for Symbols	Reels Including Symbols
Reels Including Symbols	Information Regarding Primary Game or Other Information Including Textual, Graphic or other Information
Primary or Base Game	Secondary or Bonus Game(s)
Secondary or Bonus Game	Primary or Base Game
Secondary or Bonus Game	Information Regarding Secondary or Bonus Game such as Instructions, Hints and Directions
1st Part of Primary Game	2nd Part of Primary Game
1st Part of Secondary Game	2nd Part of Secondary Game
Video Cards	Video Cards
Image	Image Enhancement

-continued

Exterior Display Screen	Interior Display Screen
First Primary Game	Second Primary Game
First Secondary Game	Second Secondary Game

[0066] One embodiment of the gaming device of the present invention, includes a pressure sensitive touch screen **16** such as a conventional touch screen. These touch screens preferably include suitable resistance and capacitance electronics necessary to detect pressure. Electrical connections between the touch screen and the gaming device processor enable the processor to detect a player pressing on an area of the display screen and how hard a player is pushing on a particular area of the display screen. In an alternative embodiment, the display screen include the electronics suitable for detecting and sensing varying degrees of z-axis pressure from a player. Executing one or more programs stored within the memory device, the processor enables a player to activate the exterior display screen by providing a pressure to the touch screen. It should also be appreciated that in alternative embodiments, the player can also activate intermediate or interim display screens by applying higher levels of pressure to the touch screen. This functionality enables a player to reach one or more underlying display screens by providing varying levels of pressure to the touch screen. This type of touch screen is commercially available from EL Touch Systems.

[0067] In one embodiment of the present invention, the display device includes a plurality of relatively flat display screens. As illustrated in **FIG. 7A**, one embodiment of the display device **64** includes two display screens **66***a* and **66***b* intersectable by at least one straight line of sight **60***b*. The exterior and the interior display screen **66***a* and **66***b* are or have the capacity to be completely transparent or translucent. This embodiment includes a light source **68**. As illustrated in **FIG. 7B**, display device **76** includes two display screens **72***a*, **72***b* and a cathod ray tube **72***c* which are all intersectable by at least one straight line of sight **74***b*.

[0068] In one embodiment, the display screens are relatively flat and thin, preferably three-sixteenths of an inch (0.476 cms) in thickness. In one embodiment, the relatively flat and thin display screens, having transparent or translucent capacities, are liquid crystal diodes (LCDs). It should be appreciated that the display screen can be any suitable display screens such as lead lanthanum include titanate (PLZT) panel technology or any other suitable technology which involves a matrix of selectively operable light modulating structures, commonly known as pixels or picture elements.

[0069] Various companies have developed relatively flat display screens which have the capacity to be transparent or translucent. One such company is Tralas Technologies, Inc., which sells display screens which employ time multiplex optical shutter (TMOS) technology. This TMOS display technology involves: (a) selectively controlled pixels which shutter light out of a light guidance substrate by violating the light guidance conditions of the substrate; and (b) a system for repeatedly causing such violation in a time multiplex fashion. The display screens which embody TMOS technology are inherently transparent and they can be switched to