display colors in any pixel area. Certain TMOS display technology is described in U.S. Pat. No. 5,319,491.

[0070] Another company, Deep Video Imaging Ltd., produces display screens which have the capability of being translucent or transparent. The display screens sold by Deep Video Imaging Ltd. include 2 (TFT) LCD panels. One product sold by Deep Video Imaging Ltd. is a display device which includes a plurality of TFT LCD panels positioned within the display device. It should be appreciated that the gaming device of the present invention can employ any suitable display material or display screen which has the capacity to be transparent or translucent. For example, such a display screen can include holographic shutters or other suitable technology.

[0071] An example of another embodiment of the gaming device where the present invention is employed is illustrated in **FIGS. 8A and 8B**. Here, gaming device **100** includes a cabinet **12** which houses a display device **14**. Display device **14** displays an overall graphical representation or display **104** to a player. Graphical representation or display **104** includes a video reel image **106**, an informational or advertisement image **108**, a credit display **110** and a bet display **112**. The video reel image **106** includes a plurality of video or virtual reels **107**. The information image includes information regarding a coming attraction which is a slot tournament on July 8 to 10.

[0072] Though it is not apparent by viewing **FIG. 8A**, the display device **14** includes an exterior display screen and an interior display screen. The exterior display screen displays the video reel image **106**, credit display **110** and bet display **112** on its lower portion while all other portions of the exterior display screen are transparent or translucent. The interior display screen displays the advertisement **108** on its upper portion.

[0073] Gaming device **100** preferably has the controls, displays and features of a conventional slot or other gaming machine. It is constructed so that a player can operate it while standing or sitting, and gaming device **100** is preferably mounted on a console. However, it should be appreciated that gaming device **100** can be constructed as a pub-style table-top game (not shown) which a player can operate preferably while sitting. Gaming device **100** can incorporate any primary game such as slot, blackjack, poker and keno, any of their bonus triggering events and any of their bonus games. The symbols and indicia used on and in gaming device **100** are in electronic, virtual or video form.

[0074] As illustrated in **FIG. 8A**, gaming device **100** includes a currency acceptor such as a coin slot **114** and bill acceptor **116** where the player inserts money, coins or tokens. The player can place coins in the currency acceptor such as a coin slot **114** or paper money or ticket vouchers in the bill acceptor **116**. Other devices could be used for accepting payment such as readers or validators for credit cards or debit cards. When a player inserts money in gaming device **100**, a number of credits corresponding to the amount deposited is shown in a credit display **110**. After depositing the appropriate amount of money, a player can begin the game by pulling pull arm **118** or pushing play button **120**. Play button **120** can be any play activator used by the player which starts any game or sequence of events in the gaming device.

[0075] As shown in **FIG. 8A**, gaming device **100** also includes a bet button **124**. The player places a bet by pushing the bet one button **124**. The player can increase the bet by one credit each time the player pushes the bet one button **124**. When the player pushes the bet one button **124**, the number of credits shown in the credit display **110** decreases by one, and the number of credits shown in the bet display **112** increases by one. Although not shown, the gaming device can also include bet max, select line, bet per line and other conventional wager indicators.

[0076] A player may cash out between games and thereby receive a number of coins corresponding to the number of remaining credits by pushing a cash out button **126**. When the player cashes out, the player receives the coins in a coin payout tray **128**. The gaming device **100** may employ other payout mechanisms such as credit slips redeemable by a cashier or electronically recordable cards which keep track of the player's credits. Furthermore, gaming device **100** preferably includes speakers **130** for making sounds or playing music.

[0077] As illustrated in **FIG. 8B**, the general electronic configuration of gaming device **100** preferably includes: a processor **132**; a data storage device or memory device **134** for storing computer programs, code or other data; a display device; a sound card **136**; a plurality of speakers **130**; and one or more input devices **138**. The processor **132** is preferably a microprocessor or microcontroller-based platform which is capable of causing the display device **14** of the present invention to display images such as symbols, cards, images of people, characters, places, and objects which function in the gaming device. Data storage or memory device **134** can include any suitable software and/or hardware, including, without limitation, any tape or any disk, such as a CD-ROM, floppy disk, hard disk or any other optical or magnetic disk. The data storage or memory device **134** can include random access memory (RAM) **140** for storing event data or other data generated or used during a particular game. The data storage or memory device **134** can also include read only memory (ROM) **142** for storing program code which controls the gaming device **100** so that it plays a particular game in accordance with applicable game rules and pay tables.

[0078] As illustrated further in **FIG. 8B**, the player preferably uses the input devices **138**, such as pull arm **118**, play button **120**, the bet one button **112** and the cash out button **126** to input signals into gaming device **100**. As described above, in certain embodiments one or more of these functions could also be employed on a touch screen. In such embodiments, gaming device **100** includes a touch screen controller **16** which is connected to a video controller **146** and processor **132**. A player can make decisions and input signals into the gaming device **100** by touching the appropriate locations on the touch screen display. As further illustrated in **FIG. 8B**, the processor **132** is connected to currency acceptor such as the coin slot **114** or bill acceptor **116**. The processor **132** can be programmed to require a player to deposit a certain amount of money in order to start the game.

[0079] It should be appreciated that although a processor **132** and memory device **134** are preferable implementations of the present invention, the present invention can also be implemented using one or more application-specific integrated circuits (ASIC's) or other hard-wired devices, or using mechanical devices (collectively or alternatively