

ated on the front video display device **90** at block **276**. During the attraction sequence, if a person makes any input to the gaming machine as determined at block **278**, the attraction sequence terminates and control returns to block **252** to determine whether or not a game has been initiated.

**[0137]** The display routine **250** may also determine whether a player has won during a game routine at block **280**. The win determination may include any nonzero payout determination as determined during a game routine. In one example, the win determination relates to a predetermined payout amount such as a jackpot. If the player has won, as determined at block **280**, the routine deactivates the light valve **93**, causing the light valve to become transparent and allowing the player to view the rear display device **92**. At block **284**, the routine generates graphics on the rear display device **92** and/or the front video display device **90** corresponding to a value payout display to indicating that the player has won. If provided with video slot machine reels, the video reels of the rear display device **92** may be illuminated and de-illuminated to appear flashing (similar to old mechanical reels). Player information may be generated on the front video display device **90** at block **286**, including updated graphical information accounting for the payout amount.

**[0138]** Although the display routine **250** has been described as including various combinations of generating images on the display units **90**, **92** and activating/deactivating the light valve **93**, based on the occurrence of a game routine, a bonus routine, an attraction sequence, or a winning game, those of ordinary skill in the art will recognize that additional criteria may cause such combinations to be initiated. For example, some game routines may be executed to include a game display on the rear display device **92**, whereas other game routines may be executed to include a game display on the front display device **90**. In one example, the rear display device **92** outputs a video slots game routine that resembles a mechanical slots game, whereas the front display device **90** outputs a video game routine such as video poker, video blackjack, video slots, video keno, video bingo, or any other video game routine. When a video game routine is to be performed, which may result from a player selection of such a game routine, the light valve **93** is activated, thereby causing the light valve **93** to become opaque to obscure the view of the rear display device **92**. Other combinations that provide specific game routines to be displayed on each display device **90**, **92** may also be employed.

**[0139]** Additionally, various combinations and permutations of generating images on the display units **90**, **92** and activating/deactivating the light valve **93** may be performed for the above occurrences or other criteria. Those of ordinary skill in the art will also recognize that each criteria (e.g., game, bonus game, attraction, win, etc.) may be embodied in its own routine or incorporated into other routines such as the main operating routines **200**, **230**.

**[0140]** As mentioned above, game output may also include downloading instructions for one or more games to the gaming machine. The present invention also relates to a method of reconfiguring a gaming machine that includes reconfiguring the display system to use a different number of display devices and/or a different game. For example, a network connection on the gaming machine may download software for a game output on a front screen and download software for a game output on a back screen. The downloaded games may include any game/game, game/bonus, game/pay configuration, front/back combination as described above. The down-

loaded instructions may also specify how the games will be displayed in a common line of sight.

**[0141]** In additional embodiments, two or more “game presentation devices” (conventional flat video displays as well as rotatable reels, curved stationary displays, cylindrical stationary displays, etc.) are provided in a gaming machine such that at least one of them can be moved into and out of a viewing position within a gaming machine display compartment. The display compartment is a portion of a gaming machine sized to accommodate game presentation devices and permitting at least one of them to be moved into and out of position for user viewing. It should be understood that game presentation devices include various types of “mechanical” or “non-video” game presentation devices that are not necessarily slot reels.

**[0142]** Viewing position refers to the position of a presentation device where a user/player normally views a game presentation on a gaming machine. As discussed above, some embodiments of the invention employ video displays and/or reel displays on a common line of sight such that both can be viewed simultaneously by the user. In certain of the embodiments now described, when two or more presentation devices are aligned along a common line of sight, only the first one is visible to players. This may be the case, when the front device (the one closest to the user along the line of sight) is opaque or semi-transparent. Of course, this need not be the case, as the front device can be transparent but also movable. Or the front device can be transparent and the rear device can be movable into and out of viewing position.

**[0143]** Regardless, it will frequently be the case that the two game presentation devices (the slot reels and the video screen) are dedicated to presenting different aspects of the gaming machine experience. As examples, the two game presentation devices can present (1) different types of games (e.g., slot game versus video poker or primary game versus bonus game) and/or (2) different features within a single game (different graphics associated with different levels of bets and/or different themes associated with different win amounts). In certain embodiments, the player selects one of two or more games or game presentations he or she desires. The gaming machine then determines whether to present a video display or a reel presentation device, as these devices may be associated with only one or more games or game presentations. Based on the determination, the machine may move the video display or reel presentation device as necessary to effect the player's selection.

**[0144]** As is apparent from the above discussion of FIGS. **6A** and **6B**, many gaming machines have internal compartments within a chassis. In the embodiments now described, one or more internal compartments serve as the display compartments which hold the display devices in viewing position and/or store them in non-viewing position.

**[0145]** Moving a game presentation device into and out of viewing position can be accomplished by translation, rotation or pivot, as well as swinging on an arm. The movement may constitute a slight mechanical movement which slightly perturbs the position of the device as well as complete displacements in which the entire device is moved out of viewing position and stored at an appropriate location within a display compartment. A telescoping arrangement may also be employed to move one or both presentation devices. Slight mechanical movement may allow for backlighting of an LCD display screen for example.