

**[0146]** Various mechanisms may be employed for moving the video display screen into and out of viewing position. The same is true of the reel presentation device. In some embodiments, the mechanism for moving includes a motor drive for moving the video display device into and out of the common line of sight. Similarly, the mechanism for moving may include a motor drive for moving the reels or reel display into and out of the common line of sight.

**[0147]** Various different drive mechanisms (either open or closed loop) may be employed for translating or otherwise moving movable displays. These drive mechanisms may include, but are not limited to, ballscrew and jacknut devices, belt and pulley devices, electromagnetic linear drive mechanisms, cam and follower devices, gear drives, leadscrews, etc. The drivers for such systems may include, for example, stepper motors, server motors, gear motors, pneumatic drivers, etc. Each of the different types of drivers may be implemented either with or without mechanical and electromechanical encoders and other feedback technologies, as desired.

**[0148]** Certain embodiments make use of a telescoping arm adapted to push or pull the reel presentation device. In at least one implementation, a presentation device may be pivotally attached to a telescoping arm via pivot mechanism to allow additional freedom in moving the device.

**[0149]** Certain embodiments make use of hinged or pivot mounted arms that engage the outer edges (left and right when in an upright orientation) of a reel presentation device. In some cases, such arms swing the device between viewing and non-viewing positions. In other cases, the display screen and/or the reel presentation device moves along a rail or other guide attached to the gaming machine (e.g., directly attached to the chassis or attached to a frame within the chassis). Other mechanisms will be readily apparent to those of skill in the art.

**[0150]** FIGS. 9A-9F depict examples of embodiments in which one or both of a video display screen and a reel type display are moved into and out of a viewing position. In these embodiments, the entire presentation device is moved into or out of viewing position depending on the circumstances. When a device is moved out of viewing position, it is typically hidden from view. However, in certain embodiments, the presentation device is moved to a different viewing position; e.g., from a primary viewing position to a secondary viewing position. An example of such an embodiment is depicted in FIG. 9E. In addition, viewable aspects of the reel presentation and display devices may be combined for viewing by the user. For example, when the display device is moved out of normal viewing position in front of the reel presentation device, it may still present an image to the user (which is combined with the direct view of the reels) via an optical transmission device. In this manner the user perceives a combined view of the reel presentation and video display. The optical transmission device may include one or more of a projector, a mirror, a beam splitter, and the like. An example of a beam splitter used with a reel presentation device is presented in U.S. Pat. No. 6,517,437 issued Feb. 11, 2003, which is incorporated herein by reference for all purposes.

**[0151]** In FIGS. 9A-9F, a gaming machine chassis 907 is depicted in simplified fashion as a box. In these simple examples, the chassis serves to define a display compartment for holding presentation devices in viewing and non-viewing positions. Chassis 907 also includes a window or opening 909 through which a user can view either of the presentation devices. Hence, the chassis 907 depicted in these figures may serve as part of an external cabinet visible to users. It should be understood that the chassis is typically adapted to house a plurality of gaming machine components (not just displays)

within or about the interior region. Note that FIGS. 9A, 9B, and 9E, each present two views, a side view on the left and a front view (from the perspective of a user during normal game play) on the right.

**[0152]** Note that in each of FIGS. 9A-9F, a reel presentation device 901 is intended to include any type of presentation device that displays spinning reels. This includes at least actual mechanically spinning reels, a flat video display (single or multi-layer) showing spinning reels, and curved video display (single or multi-layer). Video display device 905 (or 906 in FIG. 9E) is intended to include any type of substantially thin or flat display configured to present video content. LCDs, electroluminescent displays, electrochromic displays, light emitting diode displays (including OLEDs), plasma displays, field emission displays, digital micromirror devices (DMD), Light-Emitting Polymer (LEP) displays, CRT displays, and others are all contemplated as examples of the display 905. Further, the display may be framed and may exist in any shape consistent with the technology utilized the type of display being used. For example, an LCD may be cut into shapes such as circles, triangles, or any free-form shape desired.

**[0153]** The normal viewing position is along a line of sight such as that depicted in, e.g., FIG. 1B and FIG. 1C. In one phase of operation, as depicted in FIG. 9A, both a reel presentation device 901 and a video display screen 905 are provided on a common line of sight 903, with the display screen in front and visible to the user. One or both of device 901 and screen 905 will be visible through opening 909. If the video display screen is not transparent it will hide the reel device from view. When however the video screen is transparent, semi-transparent, or capable of being rendered temporarily transparent, the reel device will be visible or partially visible even when the video screen is positioned in front. Such arrangements have already been described in detail above. In the embodiment depicted in FIG. 9A, the reels will be obscured when the video display must be positioned in front.

**[0154]** When the video display screen is located out of the viewing position, it may be hidden from the player's view. In one embodiment, when the video display screen is in the non-viewing position, it is hidden from view in a region of the chassis and in the same plane of as when in the display position. This is depicted in FIG. 9B. In this embodiment, a video screen 905 simply slides upward into a slot or region in the display chamber. As shown in the right panel of FIG. 9B, the reel device 901 is then viewable through window 909.

**[0155]** In the embodiment of FIG. 9C, a video display screen 905' moves out of viewing position by a movement that includes pivoting to a position in which it is no longer in the plane it occupied when in the viewing position. Thus, for example, the video display screen may move to a position perpendicular to its display position and disposed above or below the reels or reel display. The pivoting motion may be accompanied by a translational motion, as appropriate, to effect positioning in a final non-viewing rest or home position. See FIG. 9C. Of course, the user's view will then be the same as that shown in the right panel (front view) of FIG. 9B.

**[0156]** Certain embodiments, such as the one depicted in FIG. 9D, employ a flexible video display screen 905". As such, the screen can move into and out of viewing position while bending. This may facilitate movement between viewing and non-viewing positions where the video screen moves out of the plane occupied during display and comes to rest above or below the reels. Less space for movement within the gaming machine chassis need be reserved for movement of the display screen in such embodiments. Note that when in the viewing position, the video screen is typically flat. In other