

words, the screen itself is flat or relatively flat when displaying video content. With a flexible video display screen embodiment, however, the screen may occupy a curved, bent or warped configuration when in the viewing position. Examples of flexible display screens include various active and passive matrix designs formed on flexible substrates and employing both a flexible display front plane (containing light emitting or modulating pixels) and a flexible back plane (containing the pixel control circuitry). OLED and electroluminescent displays can be formed on flexible substrates. Other display types such as liquid crystal displays (LCDs) and electrophoretic displays and rotating element displays can also be made on flexible substrates.

[0157] In certain embodiments, a video display screen **906** moves between a principal viewing position and a secondary viewing position (rather than between a viewing position and a non-viewing position). See the design depicted in FIG. 9E. As shown there, a principal viewing position is located in front of the reels or reel display **901** as described herein. In the secondary viewing position, video display screen **906** is still visible to the user/player, this time through a window or opening **911** located above opening **909**. However, it is now positioned in a secondary position and the user can, in some embodiments, simultaneously view both the reels (or reel display) and the video display. The two game presentation components (the reels and the video display) are now located in different lines of sight. In some embodiments, the video display screen depicts pay tables or other ancillary information associated with the reel game.

[0158] Typically, in embodiments where the video screen moves into and out of position, a transparent screen **910** (e.g., a glass window) is provided in front of the reel presentation device (and/or in front of the secondary viewing position) so that direct access to the reel device or other part of the gaming machine interior is blocked after the video display is moved away. Screen **910** may include pay lines or other information to facilitate presentation of the game to the user. In some cases, screen **910** may itself be some form of transparent video display device.

[0159] Yet another embodiment is depicted in FIG. 9F. As shown there, a reel presentation device **901'** is configured to move into and out of viewing position. In the depicted embodiment, the reel device moves to an upper corner of the display compartment so that it is clearly out of the player's line of sight. Of course, in other embodiments, the movement of the reel device need not be so pronounced. Combining movement with a change in back lighting and/or transparency or other optical effects of video screen **905** can create the same effect—i.e., the reel device is no longer visible or no longer contributes significantly to the player's viewing experience. Embodiments such as those of FIG. 9F, where the reel presentation device moves, may be particularly advantageous when used with transparent or semitransparent video display screens.

[0160] As mentioned, in the embodiments described here, the one or more reels or the reel display may be mechanically rotatable reels. Alternatively, the reels or the reel display may be a curved surface of a digital or video display device. In certain embodiments, the reels or the reel display include an organic light emitting diode (OLED) device for displaying the symbols. For example, the reels may comprise an OLED device on a mechanical reel. Or a reel display may comprise an OLED for displaying video images of spinning reels on a curved or flat screen. An electroluminescent display for displaying reel symbols may be used in place of or together with an OLED display in reels or a reel display. In some cases, a projection-type display device is configured to cast an image

of reel symbols onto the reels or the reel display. The display device is typically provided within the gaming machine chassis.

[0161] In certain embodiments, the video reel display and/or video display device are configured to cooperate in displaying three-dimensional visual output that has an actual three-dimensional depth along the common line of sight. See e.g., US Published Patent application no. 20060103951 filed Mar. 17, 2003, which is incorporated herein by reference for all purposes. In certain embodiments, the one or more reels or the reel display comprises a multilayer display. In some cases, the video display device comprises a non-transparent liquid crystal display. Another feature that may be included in apparatus is a touch screen proximately located along the common line of sight and positioned to allow a player to select game options by touching regions on the video display device along the common line of sight.

[0162] The gaming machines of FIGS. 9A-9F typically include some form of processor configured to execute instructions from memory that permit game play on the gaming machine. The instructions also indicated how, when, and where the individual presentation devices move. Separate display positioning logic and/or drivers may be dedicated for this purpose. For example, the architecture presented in FIG. 7 may include one or more display positioning drivers.

[0163] In some embodiments, the gaming machine also includes game presentation logic for execution on the processor to present video information on the video display device pertinent to said game play on the gaming machine. The game presentation logic may also determine whether the video display device or the reels should be active at any given time for presenting game information. Typically, the game presentation logic includes instructions for controlling display of symbols on the reels or reel display.

[0164] As with all embodiments described herein, the gaming machines depicted in the embodiments of FIGS. 9A-9F may be incorporated into a network of gaming machines in communication with one or more servers providing administrative functions such security, accounting, and/or game configuration. In certain aspects game presentation and/or game outcome logic may be downloaded from an external server to one or gaming machines as depicted in FIGS. 9A-9F.

[0165] In accordance with the embodiments presented in FIGS. 9A-9F, the invention may involve a sequence of operations for presenting a particular game on a gaming machine. Frequently, the sequence is initiated by determining that an aspect of a game is to be displayed on either (i) one or more reels or a reel display mounted to or within a cabinet of gaming machine and/or (ii) a video display device positioned in front of and along a common line of sight with respect to the reels or reel display. For example, a user may select a slot reel game. Thereafter, the gaming machine, acting under control of process logic, moves either the video display device or the reel presentation device, or both into and/or out of position along the common line of sight depending upon which one is identified to display the aspect of the game. The machine can then execute instructions that permit game play, as appropriate, on the gaming machine. To implement these operations, the gaming machine may employ on board or external game presentation logic which typically executes on the gaming machine.

[0166] In certain embodiments, determining that an aspect of a game is to be displayed involves determining which of two different types of game is to be displayed. Based on this, the gaming machine determines whether to move (i) the video display device or (ii) the reels presentation device. For example, when a slot game type is selected, the reel presen-