

sight and positioned to allow a player to select options presented on the video display device along the common line of sight.

**45.** A method of displaying information pertaining to game play in a game of chance in a gaming machine having a video display device and one or more reels or a reel display positioned along a common line of sight such that a user, while positioned for playing a game on the gaming machine, can view both video display device and the reels or reel display along the common line of sight, the method comprising:

- (a) determining which of multiple available game types, including at least one slot game, to present on the video display device; and
- (b) presenting video display data for the game types determined in (a) to be played on the gaming machine.

**46.** The method of claim **45**, further comprising moving at least one of the video display device and the reels or the reel display into and out of position along the common line of sight.

**47.** The method of claim **45**, wherein the one or more reels or the reel display comprises mechanically rotatable reels.

**48.** The method of claim **45**, wherein the one or more reels or the reel display comprises a video reel display.

**49.** The method of claim **48**, further comprising presenting data to the video reel display and the video display device to cause display of a three-dimensional visual output that has an actual three-dimensional depth along the common line of sight.

**50.** The method of claim **45**, wherein the multiple available game types comprise, in addition to the slot game, at least one of a video card game, baccarat, video pachinko, a lottery, keno, and a bingo game.

**51.** The method of claim **45**, further comprising controlling display of symbols on the reels or the reel display.

**52.** The method of claim **45**, further comprising processing information provided from a touch screen proximately located along the common line of sight and positioned to allow a player to select options presented on the video display device.

**53.** A system comprising one or more gaming machines on a network, wherein at least one of the gaming machines comprises:

- (a) a processor configured to execute instructions from memory that permit game play on the gaming machine;

- (b) one or more reels or a reel display mounted to or within said external cabinet;

- (c) a video display device positioned in front of and along a common line of sight with respect to the reels or reel display such that a user, while positioned for playing a game on the gaming machine, can view both video display device and the reels or reel display along the common line of sight; and

- (d) game presentation logic for (i) determining which of multiple available game types to present on the video display device, and (ii) presenting video display data for the game types determined in (i) to be played on the gaming machine.

**54.** The system of claim **53**, further comprising a server on the network, which server provides information for executing game plays on at least one of the gaming machines.

**55.** The system of claim **53**, further comprising a server on the network, which server provides downloadable games for execution on at least one of the one or more gaming machines.

**56.** The system of claim **53**, comprising at least two gaming machines on the network, wherein the at least two gaming machines share said multiple available game types.

**57.** The system of claim **53**, wherein the game presentation logic of the gaming machine further comprises logic for presenting game information in 3-dimensional images on the video display device in conjunction with the reel display.

**58.** The system of claim **53**, wherein the one or more reels or the reel display comprises mechanically rotatable reels.

**59.** The system of claim **53**, wherein the one or more reels or the reel display comprises a video reel display.

**60.** The system of claim **59**, wherein the video reel display and the 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.

**61.** The system of claim **53**, wherein the video display device comprises a liquid crystal display.

**62.** The gaming machine of claim **53**, wherein the game play comprises playing a slot game.

**63.** The gaming machine of claim **53**, wherein the reels or the reel display comprises an OLED device for displaying the symbols.

**64.** The gaming machine of claim **53**, further comprising a projection-type display device configured to cast an image of reel symbols onto the reels or the reel display.

\* \* \* \* \*