[0012] **FIG. 2***a* is a perspective view of a gaming machine having a volumetric display displaying a basic game in accordance with an embodiment of the present invention;

[0013] **FIG. 2***b* is an exploded diagram of a volumetric display suitable for use in a gaming machine according to an embodiment of the present invention;

[0014] **FIG. 2***c* is an illustration of the volumetric display shown in **FIG. 2***a* displaying a plurality of reel symbols spinning in a horizontal direction;

[0015] **FIG. 2***d* is an illustration of a volumetric display displaying a plurality of reel symbols spinning in a vertical direction;

[0016] **FIG. 2***e* is an illustration of a volumetric display displaying a plurality of reel symbols spinning in random directions;

[0017] **FIG. 2***f* is an illustration of a volumetric display displaying a pay line and a plurality of reel symbols at rest;

[0018] **FIG. 3** is a perspective view of a gaming machine having a volumetric display displaying a bonus game in accordance with a specific embodiment of the present invention;

[0019] **FIG. 4** is a perspective view of a gaming machine having a 360 degree display displaying a bonus game in accordance with an embodiment of the present invention;

[0020] **FIG. 5** is a perspective view of the 360 degree display shown in **FIG. 4**;

[0021] **FIG. 6***a* is an illustration of a 360 degree display displaying image elements on to a bonus game moving in a horizontal direction;

[0022] **FIG. 6***b* is an illustration of a 360 degree display displaying a multiplier feature of a gaming machine according to an embodiment of the present invention;

[0023] **FIG. 7** is a perspective view of a two-player gaming machine with a 360 degree display according to an embodiment of the present invention; is **FIG. 8** is a perspective view of a two-player gaming machine with a 360 degree display mounted horizontally to simulate spinning reels in a basic game;

[0024] **FIG. 9***a* is a perspective view of a four-player gaming machine including a 360 degree display divided into quadrants and displaying a basic game according to an embodiment of the present invention;

[0025] **FIG. 9***b* is a diagram showing the positions of the four player stations shown in **FIG. 9***a* relative to the 360 degree display;

[0026] **FIG. 10** is a front view of a gaming machine with a persistence-of-vision (POV) display displaying a scrolling indicia feature;

[0027] **FIG. 11***a* is an illustration of part of the gaming machine shown in **FIG. 10** showing a POV wand at rest according to an embodiment of the present invention;

[0028] **FIG. 11***b* is an illustration showing the POV wand shown in **FIG. 11***a* in a cyclical motion;

[0029] **FIG. 11***c* is an illustration showing the POV wand of **FIG. 11***a* simulating an image by rapidly moving back and forth; **FIG. 12***a* is an illustration of part of the gaming machine shown in **FIG. 10** showing a POV hoop at rest according to an embodiment of the present invention;

[0030] **FIG. 12***b* is an illustration of the POV hoop shown in **FIG. 12***a* spinning about an axis;

[0031] **FIG. 12***c* is an illustration of the POV hoop shown in **FIG. 12***a* simulating an image by rapidly spinning about an axis;

[0032] **FIG. 13** is an exploded view of part of a multi-layer display which is used in a gaming machine according to the present invention;

[0033] **FIG. 14***a* is an exploded functional diagram of the primary components of a holographic display used in a gaming machine according to an embodiment of the present invention;

[0034] **FIG. 14***b* is an exploded functional diagram of the primary components of a holographic display used in a gaming machine in accordance with another embodiment of the present invention;

[0035] **FIG. 15** is a perspective view of a gaming machine having a holographic display displaying a bonus game to a player according to an embodiment of the present invention;

[0036] **FIG. 16***a* is a diagrammatic sketch of an autostereoscopic lenticular display having cylindrical lenslets used in a gaming machine according to an embodiment of the present invention;

[0037] **FIG. 16***b* is a diagrammatic sketch of an autostereoscopic lenticular display having spherical lenslets used in a gaming machine according to another embodiment of the present invention;

[0038] **FIG. 17***a* is a diagrammatic sketch of an autostereoscopic display employing light lines used in a gaming machine of the present invention; and

[0039] **FIG. 17***b* is a top view of part of the autostereoscopic display employing light lines shown in **FIG. 17***a*.

[0040] While the invention is susceptible to various modifications and alternative forms, specific embodiments have been shown by way of example in the drawings and will be described in detail herein. It should be understood, however, that the invention is not intended to be limited to the particular forms disclosed. Rather, the invention is to cover all modifications, equivalents, and alternatives falling within the spirit and scope of the invention as defined by the appended claims.

DESCRIPTION OF ILLUSTRATIVE EMBODIMENTS

[0041] The art of gaming machines and in particular video-based gaming machines continues to develop. The advent of display technologies which exploit a phenomenon known as "persistence of vision" and which are capable of displaying true 3D images or virtual 3D images brings exciting new possibilities to the art of gaming machines. The present invention is directed to incorporating these display technologies into a gaming machine to create a visually stunning environment which attracts frequent game play. These display technologies broadly fall into one of two categories.