emitting arrays **506** is arranged axially and equally spaced on a wall of the cylindrical display body **502**. The display body may be spherical, in which case each of the light emitting arrays would intersect the poles and be equally separated longitudinally on the outside of the spherical display body. Further, the display body **502** could be a roller body, in which case the light emitting arrays originate at the axis of rotation and are equally spaced radially on a planar surface of the roller display body.

[**0079**] The 360 degree display **500** uses far fewer LEDs than conventional LED displays and therefore could consume less power. Correction algorithms may be employed to assure color uniformity across the entire surface of the display **500** and to display up to 16.7 million colors, for example. The 360 degree display **500** provides a viewing angle of 360 degrees horizontal. In an embodiment, the light emitting arrays **506** rotate about the display body **502** at a rate of about 8000 RPMs.

[**0080**] 360 degree displays are available from various display manufacturers including DynaScan Technology Corporation and Paltronics, Inc. Typical resolutions include 864×480 pixels on three screens, 864×512 on three screens, 480×720 on two screens, and 360×300 on two screens. The 360 degree display may be divided up into several screens, so that different images can be displayed on different sections of the display.

[**0081**] Returning to **FIG. 4, a** 360 degree display **402** displays imagery consisting of a background image **410** and image elements **406***a,b* corresponding to a bonus game feature of a wagering game. A secondary display **404** of the gaming machine **400** displays the same imagery that is displayed on the 360 degree display **402**. A touchscreen overlays the secondary display **404** to enable the player to select objects displayed on the 360 degree display **402** by touching the corresponding object shown on the secondary display **404**. Thus, the background image **410** of the 360 degree display **402** corresponds to background image **412** on the secondary display **404**, and image elements **406***a,b* correspond to image elements **408***a,b* on the secondary display **404**. The imagery shown on the 360 degree display **402** may wrap all the way around the display **402**, or different imagery may be displayed on a section of the display **402** which is not viewed by the player facing the secondary display **404**.

[**0082**] In **FIG. 6***a*, a background image **606** and image elements **604** are displayed by a 360 degree display **600**. Either the background image **606** or the image elements **604** are made to appear as if they are moving in a direction **602** shown as an arrow for ease of illustration. Thus, the background image **606** or image elements **604** may appear to scroll across the viewer's field of vision. As the imagery is scrolled, new imagery appears in the direction of movement.

[**0083**] For example, the bonus game shown in **FIGS. 4 and 6***a* represents a desert scene depicting various images such as a sphinx, camels, and other items. The bonus game is triggered when a predetermined combination of reel symbols appear on a pay line during a basic game shown on the secondary display **404**. Note that while the basic game is being played, help or game play information may be displayed on the 360 degree display. During the bonus game, the desert scene imagery is displayed on the 360 degree display **402**. The player is instructed to snap a photo of various image elements such as image elements **406***a,b*, by touching the corresponding image element shown on the secondary display **404**, as the imagery scrolls by such as shown in **FIG. 6***a*. Depending upon the image element selected or "photographed," the player is awarded credits or other bonuses.

[**0084**] **FIG. 6***b* shows a multiplier feature of the game featured in **FIGS. 4 and 6***a*. A plurality of multiplier elements **624***a,b,c,d* are displayed on a 360 degree display **620** to appear as if they are spiraling upwards like the stripes on a barber pole in the direction indicated by arrows **622**. The multiplier elements **624** scroll past a box **626**, and, in an embodiment, the player must press a "Stop" button or touch a designated area on a secondary display to stop the scrolling. Whatever multiplier element **624***c*, if any, is present inside the box **626** when the player stops the scrolling represents the amount by which the player's award will be multiplied. In another embodiment, the scrolling stops when a predetermined event occurs on the secondary display **404**, and the player is awarded all of the multiplier values shown in the three boxes shown in **FIG. 6***b*.

[**0085**] **FIG. 7** illustrates a dual-player gaming machine **700** including a first player station **710** and a second player station **712** situated about a 360 degree display **702**. The first player station **710** and the second player station **712** may be networked together to enable a two-player wagering game, for example, or may be operable independently of one another, exploiting the 360 degree viewing angle of 360 degree displays. A basic game or a bonus game is displayed on the 360 degree display **702**. In another embodiment, a volumetric 3D display is employed instead of the 360 degree display **702**.

[**0086**] **FIG. 8** is a perspective view of a dual-player gaming machine **800** including a first player station **810** and a second player station **812** situated about a 360 degree display **802** mounted transversely to display a symbol-bearing reel of a wagering game which can be viewed by two players situated at their respective player stations **810**, **812**. The first player station **810** includes a secondary display **804** for displaying help or game information, a basic game, or a bonus game. The second player station **812** also includes a secondary display (not shown). The player stations **810**, **812** may be networked together to enable a two-player wagering game, or may be operable independently of one another. Because software controls what is displayed on the 360 degree display **802**, any number of reels can be shown, such as three or five.

[**0087**] **FIG. 9***a* extends the number of player stations from two as shown in **FIG. 7** to four. **FIG. 9***b* is a functional block diagram of a four-player gaming machine **900** including a 360 degree display **902** about which a first player station **910**, a second player station **912**, a third player station **914**, and a fourth player station **916** are situated. The 360 degree display **902** is divided into four screens, each player station viewing one screen or a quarter of the 360 degree display **902** and operable independently of the other player stations. In an embodiment, the player stations may include a secondary display (not shown). In an alternate embodiment, a volumetric 3D display is employed instead of the 360 degree display **902**. Both volumetric 3D displays and 360 degree displays have horizontal viewing angles of about 360 degrees, making them particularly suitable for multi-player wagering video games.