

## DETAILED DESCRIPTION

[0032] Exemplary applications of systems and methods according to the present invention are described in this section. These examples are being provided solely to add context and aid in the understanding of the invention. It will thus be apparent to one skilled in the art that the present invention may be practiced without some or all of these specific details. In other instances, well known process steps have not been described in detail in order to avoid unnecessarily obscuring the present invention. Other applications are possible, such that the following example should not be taken as definitive or limiting either in scope or setting. In the detailed description that follows, references are made to the accompanying drawings, which form a part of the description and in which are shown, by way of illustration, specific embodiments of the present invention. Although these embodiments are described in sufficient detail to enable one skilled in the art to practice the invention, it is understood that these examples are not limiting, such that other embodiments may be used and changes may be made without departing from the spirit and scope of the invention.

[0033] One advantage of the present invention is the introduction of inexpensive yet appealing and innovative visual displays in or about a gaming machine or gaming system. This is accomplished in part by presenting multiple visual images at or about a gaming machine from a single source at the gaming machine. Such a single source can be a reversible display device or an LCD cell or other similar core display component within the reversible display device, with this single source or reversible display device being adapted to display visual images at multiple distinct surfaces. Again, such visual images can be repeated or "static" images and/or video streams, and multiple visual displays can be provided without requiring a separate CRT, LCD, flat panel display, plasma display or other device for each such visual display.

[0034] Another advantage of the disclosed apparatuses, systems and methods is the ability to reduce the volume of and corresponding space and cooling requirements for one or more visual display devices within and about a gaming machine with respect to the display area of the display device. In particular, the space and cooling requirements for a given display or set of displays can be cut in half or more by using a single display device that is adapted to provide multiple visual images for multiple display screens or projections. Accordingly, another advantage that can be realized by the present invention is that a single display device can be made to display two entirely different games on different viewing screens, as well as different views of the same game on different viewing screens. Such a game or set of different games can be controlled by a single CPU or MGC, with this MGC and all other devices, screens and components belonging to a single gaming machine.

[0035] Yet another advantage of the present invention is the reduced cost that is associated with such a powerful combination of a reversible display device and the associated multiple visual image distribution systems and methods disclosed herein. In general, a typical reversible display device can be used to provide two displays for roughly the cost of one-and-one-half displays where conventional display devices are implemented. While the cost of a reversible display device is generally higher than that of a conventional

display device, and the cost of any additional optical devices and components that may be required must also be taken into account, these added costs can still only amount to approximately one-half of the cost of a separate added conventional display device, such that the use of the apparatuses and methods herein can prove to be extremely cost effective, particularly where two displays are desired.

[0036] Although the present invention is directed primarily to gaming machines and systems, it is worth noting that some of the apparatuses, systems and methods disclosed herein might be adaptable for use in other types of devices or environments, such that their use is not restricted exclusively to gaming machines and contexts. Such other adaptations may become readily apparent upon review of the inventive devices, systems and methods illustrated and discussed herein. The remainder of the detailed description herein first provides general discussions of gaming machines and of reversible display devices, such as a reversible LCD. Following that, specific embodiments of specialized gaming machines and optics configurations are provided, after which a specific variation of a multi-cell reversible display device is provided. Next, exemplary network and system configurations are given. Finally, one method of displaying multiple visual images from one source at a gaming machine is given.

## Gaming Machines

[0037] Referring first to **FIG. 1**, an exemplary gaming machine is illustrated in perspective view. Gaming machine **10** includes a top box **11** and a main cabinet **12**, which generally surrounds the machine interior (not shown) and is viewable by users. This top box and/or main cabinet can together or separately form an exterior housing adapted to contain a plurality of internal gaming machine components therein. Main cabinet **12** includes a main door **20** on the front of the gaming machine, which preferably opens to provide access to the gaming machine interior. Attached to the main door are typically one or more player-input switches or buttons **21**, one or more money or credit acceptors, such as a coin acceptor **22** and a bill or ticket validator **23**, a coin tray **24**, and a belly glass **25**. Viewable through main door **20** is a primary video display monitor **26** and one or more information panels **27**. The primary video display monitor **26** will typically be a cathode ray tube, high resolution flat-panel LCD, plasma/LED display or other conventional or other type of appropriate video monitor. Alternatively, a plurality of gaming reels can be used as a primary gaming machine display in place of display monitor **26**, with such gaming reels preferably being electronically controlled, as will be readily appreciated by one skilled in the art.

[0038] Top box **11**, which typically rests atop of the main cabinet **12**, may contain a ticket printer **28**, a key pad **29**, one or more additional displays **30**, a card reader **31**, one or more speakers **32**, a top glass **33**, one or more cameras **34**, and a secondary video display monitor **35**, which can similarly be a cathode ray tube, a high resolution flat-panel LCD, a plasma/LED display or any other conventional or other type of appropriate video monitor. Alternatively, secondary display monitor **35** might also be foregone in place of other displays, such as gaming reels or physical dioramas that might include other moving components, such as, for example, one or more movable dice, a spinning wheel or a rotating display. It will be understood that many makes,