or device is necessary to display or otherwise present the redirected visual image from the backside of reversible display device **250**. Accordingly, the optical devices and items that are used to port and eventually display this visual image are preferably relatively inexpensive and produce little or no heat in comparison with a conventional display monitor or device. As such, other visual image redirection and manipulation techniques using these and other optical devices may also be used to show the second surface or backside image from the reversible display device, and such alternative techniques and devices are similarly contemplated for use in the present invention.

[**0082**] In yet another embodiment, a reversible display device can be used in conjunction with a gaming machine or system where no redirection or significant manipulation of any visual image is accomplished. **FIGS. 7A and 7B** illustrate in perspective and partial cutaway side cross-sectional views yet another exemplary specialized gaming machine according to this other embodiment. Specialized gaming machine **300** is designed such that two players can be playing at opposite sides of the gaming machine. Of course, such a gaming machine can also be designed such that three, four or even more players can also be playing simultaneously at the gaming machine, if desired. This gaming machine **300** is similar in many regards to each of the foregoing gaming machines, in that it does contain various displays, one or more identical or similar speakers **332**, an internal MGC, and various other inputs, a coin tray, a ticket printer and various other assorted gaming machine peripherals and devices. The displays are somewhat different than any of the foregoing gaming machines, however, with at least one display being prominent at the top of the gaming machine at both front and back sides of the gaming machine.

[**0083**] At a front or first side of the gaming machine **300** where a first player or viewer might be located, a first primary or top box display **390** provides a first visual image to the first player or viewer. In addition, at a back or second side where a second player or viewer might be located, a second primary or top box display **391** provides a second visual image to the second player or viewer. As noted above, these different displays **390**, **391** can be coordinated to show the same exact visual image to both players or viewers, or to show different views of the same game, or to show visual images that are to different games or are otherwise completely unrelated. As one example, specialized gaming machine **300** can be configured to play a game of virtual poker, whereby the first player and second player can play against each other, and where each player can only see the down cards attributed to his or her own hand.

[**0084**] As should be apparent from at least the partial cutaway cross-sectional view of **FIG. 7B**, the actual display device used in specialized gaming machine **300** can be any of the reversible display device examples disclosed herein, as well as any other reversible display device that is suitably adapted to display visual images from both a front and a back side. Such a reversible display device can substantially fill the top box or upper portion of the gaming machine **300**, as shown, or can be housed in a manner such that other components might also co-exist within the outer housing of the gaming machine top box or upper portion. For example, communication or power wires for a top light or other top box component might be housed to the sides of the reversible display device. In any event, the visual images that are displayed can effectively be shown directly from the surfaces of the reversible display device itself, although security or safety items such as a panel of display glass or plastic may be imposed atop the actual display surfaces and/or at the gaming machine housing.

Multi-Cell Reversible Display Device

[**0085**] Turning next to **FIGS. 8A and 8B**, an alternative and more sophisticated reversible LCD device having two LCD cells is illustrated in two different views. Similar to **FIGS. 2A and 2B**, **FIG. 8A** illustrates this reversible double-celled LCD device **55** in exploded and partially cutaway perspective view, while **FIG. 8B** shows this same device in widened side cross-sectional view. As in the foregoing example of reversible LCD device **50** above, it will be understood that these two illustrations are similarly not to scale, and are only being presented to show the general relative positions and relationships of various device components. As in the above example, reversible double-celled LCD device **55** is also adapted to display two different visual images to two different and opposing surfaces. In fact, many of the components of device **55** can be identical or substantially similar to those of device **50** in the above example, as can be readily appreciated.

[**0086**] One significant difference in device **55**, however, is that this device has an added LCD cell **53** that is positioned adjacent to the first LCD cell **52**. Under such an arrangement, configurations of visual images or light filter arrangements can be made in both of the LCD cells to create a combined projected visual image that appears to have added depth and/or other three-dimensional characteristics. For example, as shown in **FIG. 8A**, the first LCD cell **52** depicts a poker hand, while the second LCD cell contains a background "wallpaper" style image of paper money. As it passes through "cleared" virtual curtain **80**, the combined visual image can then be seen as a primary poker hand image atop a background of paper money. This same combined visual image will then be projected to or otherwise displayed at front surface **60**, such as at screen **90**. Of course, it will be readily appreciated that any kind of image can be shown in second LCD cell **53**, and that such an image does not necessarily need to be wallpaper, background or even secondary to the visual image depicted in the first LCD cell **52**. Rather, such a visual image can be coordinated with that which is shown in the other LCD cell, such that an eye-catching combination image with added depth, relative motion, and other three-dimensional effects can be perceived.

[**0087**] The operation of this double-celled reversible display device **55** can be quite similar to that of device **50** above, where illumination components and virtual curtains are activated in a coordinated altering fashion to create visual images back and forth at front and back surfaces **60** and **61**. A notable difference in the operation of this double-celled device, however, is that it may become necessary to input visual image displays to both cells at each cycle or half-cycle, such as where it is desired that the visual image in each cell should change at each cycle or half-cycle. Thus, where a single LCD cell **52** might receive a first visual image for display at the front or first surface **60**, and then a second visual image for display at the second or back surface **61** upon a half-cycling or first toggling of each illumination component and virtual curtain, the second LCD cell **53**