

might receive a separate third visual image for display at the front surface **60** and a separate fourth visual image for display at the back surface **61**. If considered in this fashion, the first and third images are displayed together at the front surface **60**, and the second and fourth images are then displayed together at the back surface **61**.

[**0088**] Where any of these first through fourth images is to change from frame to frame, an update of that changing image may then need to be communicated to the reversible display device, or at least to the appropriate LCD cell. Of course, the same effect is true for the simpler reversible display device having only one cell or core display component. Alternatively, a reversible display device can be equipped with one or more memory or storage components, such that a plurality of visual images can be stored at the display device itself. Preferably, such a plurality of stored visual images includes an intended succession of frame-by-frame visual images, such that at least some portion of a streaming video or other changing visual display can be stored on the device, such as in a buffer or similar storage component.

[**0089**] As in the foregoing embodiments, display device **55** also does not need to be an LCD type device. Other suitable display devices may also be effective when used in a back-to-back cell or core display component arrangement, and it is specifically contemplated that such other display device types may be similarly adapted as such. Further, third, fourth, or even more cells or core display components can be added in similar fashion where more complex three dimensional display effects are desired. Of course, consideration for additional visual image feeds or communication lines should also preferably be made, and faster or more processors and/or buffers or other storage devices might also be desirable where more cells or other core display components are added, particularly where continuous visual image changing capabilities are desired for each.

#### Network and System Configurations

[**0090**] Turning now to **FIG. 9**, an exemplary network infrastructure for providing a gaming system having one or more alternative exemplary gaming machines according to one embodiment of the present invention is illustrated in block diagram format. Gaming system **400** comprises one or more specialized gaming machines, various communication items, and a number of host-side components and devices adapted for use within a gaming environment. As shown, one or more specialized gaming machines **100**, **200**, **300** adapted for use in gaming system **400** can be in a plurality of locations, such as in banks on a casino floor or standing alone at a smaller non-gaming establishment, as desired. Of course, other gaming devices such as gaming machine **10** may also be used in gaming system **400**, as well as other similar devices not described in added detail herein.

[**0091**] Common bus **401** can connect one or more gaming machines or devices to a number of networked devices on the gaming system **400**, such as, for example, a general-purpose server **410**, one or more special-purpose servers **420**, a sub-network of peripheral devices **430**, and/or a database **440**. Such a general-purpose server **410** may be already present within an establishment for one or more other purposes in lieu of or in addition to monitoring or administering some functionality of one or more specialized gaming machines, such as, for example, providing visual

image, video or other data to such gaming machines. Functions for such a general-purpose server can include general and game specific accounting functions, payroll functions, general Internet and e-mail capabilities, switchboard communications, and reservations and other hotel and restaurant operations, as well as other assorted general establishment record keeping and operations. In some cases, specific gaming related functions such as player tracking, downloadable gaming, remote game administration, visual image, video or other data transmission, or other types of functions may also be associated with or performed by such a general-purpose server. For example, such a server may contain various programs related to player tracking operations, player account administration, remote game play administration, remote game player verification, remote gaming administration, downloadable gaming administration, and/or visual image or video data storage, transfer and distribution, and may also be linked to one or more gaming machines adapted for the transfer of remote funds for game play within an establishment, in some cases forming a network that includes all or substantially all of the specially adapted gaming devices or machines within the establishment. Communications can then be exchanged from each adapted gaming machine to one or more related programs or modules on the general-purpose server.

[**0092**] In one embodiment, gaming system **400** contains one or more special-purpose servers that can be used for various functions relating to the provision of gaming machine administration and operation under the present system. Such special-purpose servers can include, for example, a player verification server, a general game server, a downloadable games server, a specialized accounting server, and/or a visual image or video distribution server, among others. Of course, these functions may all be combined onto a single server, such as specialized server **420**. Such additional special-purpose servers are desirable for a variety of reasons, such as, for example, to lessen the burden on an existing general-purpose server or to isolate or wall off some or all gaming machine administration and operations data and functions from the general-purpose server and thereby limit the possible modes of access to such operations and information.

[**0093**] Alternatively, gaming system **400** can be isolated from any other network at the establishment, such that a general-purpose server **410** is essentially impractical and unnecessary. Under either embodiment of an isolated or shared network, one or more of the special-purpose servers are preferably connected to sub-network **430**. Peripheral devices in this sub-network may include, for example, one or more video displays **431**, one or more user terminals **432**, one or more printers **433**, and one or more other digital input devices **434**, such as a card reader or other security identifier, among others. Similarly, under either embodiment of an isolated or shared network, at least the specialized server **420** or another similar component within a general-purpose server **410** also preferably includes a connection to a database or other suitable storage medium **440**.

[**0094**] Database **440** is preferably adapted to store many or all files containing pertinent data or information for gaming machines, system equipment, casino personnel, and/or players registered within a gaming system, among other potential items. Files, data and other information on database **440** can be stored for backup purposes, and are pref-