

visual image or images to be redirected or manipulated are so altered as desired. The process then continues to step 526, where an initial set of visual images is communicated to the reversible display device. At this point, the gaming machine or device is presumably in working order and adapted to display multiple visual images at multiple surfaces through the use of a reversible display device provided within the gaming machine. The method is then continued to a way-point A 530, and is resumed at FIG. 11.

[0101] FIG. 11 depicts a subsequent portion of the overall method shown, with this second portion being repeated indefinitely so long as the gaming machine remains on or the display sequence is not otherwise discontinued, such as at final decision step 596. At the first decision step 532 of this repeatable looped portion of the method, an inquiry is made as to whether a first visual image is to be updated. This first visual image is noted as the visual image that resides within the first cell and is projected to or otherwise shown at the first display surface of the reversible display device. If this first visual image is to be updated, then the method diverts to process step 534, where a new first visual image is communicated to the display device. As noted above, the display device may actually have one or more memory or storage units, in which case such a step may not be practical or necessary upon every desired change of the visual image. Either way, the first visual image residing at the first cell is to be changed where the answer to decision step 532 is yes. After process step 534, or where the answer to the inquiry at decision step 532 is no, the method then continues to another decision step 536, where an inquiry is made as to whether multiple display cells are present in the reversible display device.

[0102] This multiple display cell inquiry is made several times in this process, notably at decision steps 536, 560, 570 and 590. At each such instance, an answer of yes results in a corresponding action taken with respect to the second cell, while an answer of no results in no diversion from the primary process for any second cell considerations. Similar diversionary paths can be implemented for a third cell, fourth cell, and so forth. If the answer is yes at step 536, then the process continues to a subsequent decision step 538, where an inquiry is made as to whether a third visual image is to be updated. This third visual image is noted as the visual image that resides within the second cell and is projected to or otherwise shown at the first display surface of the reversible display device. If the third visual image is to be updated, then this is accomplished at process step 540. Either way, the process then reverts to process step 550, which is also where the method continues in the event that multiple display cells are not present within the reversible display device at step 536.

[0103] At step 550, the half-cycling process begins, where any visual image that might be displayed at the second surface is discontinued, such that a visual image can be displayed at the first surface of the reversible display device. Accordingly, the second virtual curtain is closed at step 550, the second set of illumination components are deactivated at step 552, the first virtual curtain is opened at step 554, and the first set of illumination components are turned on or activated at step 556. Of course, an initial run through these process steps might encounter a situation where one or more of these process steps are not necessary, such as at for a starting power up condition where the second virtual curtain

and set of illumination components are already off or deactivated. One or more of steps 550 through 556 may not be needed in such cases.

[0104] At the following process step 558, the first visual image is then displayed at the first cell, which presumably results in the display of that first image at the first surface of the reversible display device. As noted above, further manipulation of this first visual image may then occur within or about the gaming machine before the end visual image is displayed or perceived at the gaming machine, as desired. The next step 560 involves an inquiry as to whether multiple cells are used, in which case the third visual image is displayed at the second cell at process step 562. Under either a single or double cell embodiment, the following decision step 564 involves an inquiry as to whether an appropriate first time interval has elapsed. This first time interval simply represents the period of the half-cycle where the first (and possibly third) visual image is to be displayed at the first surface. Where there are to be 60 full cycles per second (i.e., 120 half-cycles), for example, this period might be about $\frac{1}{120}$ of one second. Steps 558 through 564 are repeated as a loop until this time interval elapses, at which point the method continues to decision step 566.

[0105] At step 566, an inquiry is made as to whether a second visual image is to update. This second visual image is noted as the visual image that resides within the first cell and is projected to or otherwise shown at the second display surface of the reversible display device. Similar to the foregoing instances of the first and third visual images, if this second visual image is to be updated, then the method diverts to process step 568, where a new second visual image is communicated to the display device. After process step 568, or where the answer to the inquiry at decision step 566 is no, the method then continues to another decision step 570, where another inquiry is made as to whether multiple display cells are present. If the answer is yes at step 570, then the process continues to a subsequent decision step 572, where an inquiry is made as to whether a fourth visual image is to be updated. This fourth visual image is noted as the visual image that resides within the second cell and is projected to or otherwise shown at the second display surface of the reversible display device. If the fourth visual image is to be updated, then this is accomplished at process step 574. Either way, the process then reverts to process step 580, which is also where the method continues in the event that multiple display cells are not present within the reversible display device at step 570.

[0106] At process step 580, the second half-cycling process begins, where the visual image displayed at the first surface is discontinued, such that a visual image can be displayed at the second surface of the reversible display device. Accordingly, and similar to the first half-cycling process, the first virtual curtain is closed at process step 580, the first set of illumination components are deactivated at step 582, the second virtual curtain is opened at step 584, and the second set of illumination components are turned on or activated at step 586. At the following process step 588, the second visual image is then displayed at the first cell, which should result in the display of that second image at the second surface of the reversible display device. Again, further manipulation of this second visual image may then occur within or about the gaming machine before the end