

visual image is displayed or perceived at the gaming machine, as detailed through many possible techniques above.

[0107] The next decision step 590 involves another inquiry as to whether multiple cells are used, in which case the fourth visual image is displayed at the second cell at process step 592. Under either a single or double cell embodiment, the following decision step 594 involves another inquiry as to whether an appropriate time interval has elapsed. This second time interval can be the same or about the same length as the first time interval, or it may be different as desired by a given maker or operator. This second time interval represents the period of the half-cycle where the second (and possibly fourth) visual image is to be displayed at the second surface. In one embodiment, for example, this period might also be about $\frac{1}{120}$ of one second. Steps 588 through 594 are then repeated as a loop until this second time interval elapses, at which point the method continues to final decision step 596. As noted above, this decision step inquires as to whether the display sequence or process is to continue. If not, the method ends at end step 599. If the display sequence is to continue, however, then the method goes to process step 598, where coordination of the first and second visual images can take place. Such a coordination step might also include some consideration of the third and fourth visual images, as appropriate.

[0108] This coordination step can involve synchronization of multiple images, which may be particularly appropriate where the end first and second visual image displays are ultimately side-by-side or otherwise adjacent and intended to display one or more coherent images, for example, as noted above. In addition, the coordination step might involve two different or identical views of the same game as shown to two different players or viewers. In such instances, it is preferable that the visual images shown on multiple displays be coordinated such that they make sense and do not present game situations or outcomes that are incongruent or problematic with respect to each other. In other examples, such as where coherent images that span multiple screens or displays are used, frame-to-frame coordination can be particularly important, such that disjointed or otherwise incoherent images are not created. In such instances, such coordination can preferably be accounted for by the MGC and/or one or more other specialized processors that are specifically adapted for distributing the various visual images in the first place. A wide variety of commercially available and proprietary software programs and hardware components can perform these and other coordinating functions in a variety of ways, and it is specifically contemplated that any and all such software and hardware elements can be used in implementing and operating the methods and devices of the present invention.

[0109] After this final connecting coordination step 598, the method then reverts to waypoint A 530, whereupon the entire display process is repeated. Of course, it will be readily appreciated that in the event of a machine shutdown or other ending of a display sequence and the overall process at step 596 and 599, that the method may be resumed at waypoint A 530 rather than at start step 500 back at FIG. 10. In other words, it may not be necessary or desirable to completely recreate an already existing reversible display

device, gaming machine, gaming device or other component before practicing the invention again by resuming the process at step 530.

[0110] Although the foregoing invention has been described in detail by way of illustration and example for purposes of clarity and understanding, it will be recognized that the above described invention may be embodied in numerous other specific variations and embodiments without departing from the spirit or essential characteristics of the invention. Certain changes and modifications may be practiced, and it is understood that the invention is not to be limited by the foregoing details, but rather is to be defined by the scope of the appended claims.

What is claimed is:

1. A gaming machine adapted for accepting a wager, playing a game based on the wager and granting a payout based on the result of the game, comprising:

an exterior housing arranged to contain a plurality of internal gaming machine components therein;

a master gaming controller in communication with at least one of said plurality of internal gaming machine components and adapted to control one or more aspects of said game;

a reversible liquid crystal display device in communication with said master gaming controller, located within or about said exterior housing and configured to display a first visual image from a first surface and a second visual image from a second surface opposite said first surface, said display device having at least one liquid crystal display cell, a plurality of illumination components and a plurality of virtual curtains adapted to alternate between reflecting light into said liquid crystal display cell and permitting light from said liquid crystal display cell to pass therethrough; and

one or more optical devices adapted to redirect at least one of said first and second visual images such that the redirected visual image is not viewed directly from said liquid crystal display cell.

2. The gaming machine of claim 1, wherein said one or more optical devices include at least one lens.

3. The gaming machine of claim 1, wherein said one or more optical devices include at least one mirror.

4. The gaming machine of claim 3, wherein said at least one mirror includes a parabolic mirror adapted to redirect and enlarge said redirected visual image.

5. The gaming machine of claim 1, wherein said first visual image and said second visual image are simultaneously viewable by the same viewer.

6. The gaming machine of claim 5, wherein said first visual image and said second visual image are positioned as adjacent to one another.

7. The gaming machine of claim 1, wherein said first visual image is viewable directly from said reversible liquid crystal display device at a first viewing position, while said second visual image is redirected by one or more mirrors to create a virtual liquid crystal display device that is also viewable from said first viewing position.

8. The gaming machine of claim 7, wherein said second visual image is enlarged by one or more lenses interposed between said liquid crystal display device and said first viewing position.