

9. The gaming machine of claim 8, wherein said redirecting and enlarging of said second visual image results in said first visual image and said second visual image being positioned as adjacent to one another.

10. The gaming machine of claim 9, wherein control of said adjacent first visual image and said second visual image is coordinated to create at least one coherent image that spans at least a portion of both visual images.

11. A gaming system adapted for accepting wagers, playing games based on the wagers and granting payouts based on the results of the games, comprising:

a plurality of input and output devices adapted to accept wagers, play games and grant payouts based on the results of the games;

a master gaming controller in communication with one or more of said plurality of input and output devices, said master gaming controller adapted to control one or more aspects of said games; and

a reversible liquid crystal display device in communication with said master gaming controller and configured to display a first visual image of a gaming event from a first surface to a first player at a first viewing position and a second visual image of a gaming event from a second surface opposite said first surface to a second player at a second viewing position separate from said first viewing position, 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.

12. The gaming system of claim 11, wherein said first visual image of a gaming event and said second visual image of a gaming event depict two separate and unrelated gaming events being played simultaneously by different players.

13. The gaming system of claim 12, wherein said two separate and unrelated gaming events being played simultaneously by different players are both controlled by said master gaming controller.

14. The gaming system of claim 11, wherein said first visual image of a gaming event and said second visual image of a gaming event depict the same gaming event.

15. The gaming system of claim 14, wherein said first visual image and said second visual image depict different visual representations of said gaming event.

16. The gaming system of claim 11, further including:

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 reversible liquid crystal display device.

17. The gaming system of claim 16, wherein said one or more optical devices include at least one lens, at least one mirror, or both.

18. The gaming system of claim 16, wherein at least one of said first and second visual images is enlarged by one or more lenses interposed between said liquid crystal display device and its respective viewing position.

19. A method of displaying visual images at 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, the method comprising:

providing a gaming machine having 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, and a reversible liquid crystal display device in communication with said master gaming controller, located within or about said exterior housing and configured to display one visual image from a first surface and another visual image from a second surface opposite said first surface, said liquid crystal display device having a first liquid crystal display cell, a plurality of illumination components and first and second virtual curtains;

communicating a first visual image to said first liquid crystal display cell;

communicating a second visual image to said first liquid crystal display cell;

opening said first virtual curtain, such that light from said first liquid crystal display cell can substantially pass therethrough;

closing said second virtual curtain, such that light from said first liquid crystal display cell cannot substantially pass therethrough;

displaying said first visual image for a first time interval from said first surface of said liquid crystal display device while said first virtual curtain is open and said second virtual curtain is closed;

closing said first virtual curtain, such that light from said liquid crystal display cell cannot substantially pass therethrough;

opening said second virtual curtain, such that light from said liquid crystal display cell can substantially pass therethrough; and

displaying said second visual image for a second time interval from said second surface of said liquid crystal display device while said first virtual curtain is closed and said second virtual curtain is open.

20. The method of claim 19, wherein said first visual image and said second visual image depict the same gaming event.

21. The method of claim 20, wherein said first visual image and said second visual image depict different visual representations of said gaming event.

22. The method of claim 19, wherein said first visual image and said second visual image depict two separate and unrelated gaming events being played simultaneously by different players.

23. The method of claim 22, wherein said two separate and unrelated gaming events being played simultaneously by different players are both controlled by said master gaming controller.

23. The method of claim 19, further including the steps of:

providing one or more optical devices within said gaming machine; and

arranging at least one of said one or more optical devices to redirect at least one of said first and second visual