

images such that the redirected visual image is not viewed directly from said reversible liquid crystal display device.

24. The method of claim 23, wherein said one or more optical devices include at least one lens, at least one mirror, or both.

25. The method of claim 23, wherein said one or more optical devices include a parabolic mirror adapted to redirect and enlarge said redirected visual image.

26. The method of claim 23, wherein said arranging step results in said first and second visual images being simultaneously viewable by the same viewer.

27. The method of claim 23, wherein said arranging step results in said first visual image and said second visual image being positioned as adjacent to one another.

28. The method of claim 23, wherein said arranging step results in said first visual image being viewable directly from said reversible liquid crystal display device at a first viewing position, while said second visual image is redirected by said one or more optical devices to create a virtual liquid crystal display device that is also viewable from said first viewing position.

29. The method of claim 28, wherein said arranging step results in said second visual image being enlarged by one or more lenses interposed between said liquid crystal display device and said first viewing position.

30. The method of claim 29, 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, and further including the step of:

coordinating the control of said adjacent first visual image and said second visual image such that at least one coherent image that spans at least a portion of both visual images is produced.

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

providing a second liquid crystal display cell within said liquid crystal display device and positioned adjacent to said first liquid crystal display cell;

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

displaying said third visual image during said 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.

32. The method of claim 31, wherein said first and third images are displayed simultaneously from said first surface of said liquid crystal display device, wherein said third image overlaps at least a portion of said first image to form a combination image, and wherein at least a portion of said combination image displayed from said first surface appears to be three dimensional.

33. The method of claim 31, further including the steps of:

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

displaying said fourth visual image during said 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.

34. 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 one visual image of a gaming event from a first surface to a first player at a first viewing position and another 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 a first liquid crystal display cell, a second 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,

wherein said first liquid crystal display cell is positioned adjacent to said

second liquid crystal display cell such that light passing through both said first liquid crystal display cell having a first visual image therein and said second liquid crystal display cell having a second visual image therein forms a combination image of said first and second visual images at said first surface of said liquid crystal display device.

35. The gaming system of claim 34, wherein said first and second visual images are displayed simultaneously from said first surface, wherein said first image overlaps at least a portion of said second image to form said combination image, and wherein at least a portion of said combination image appears to be three dimensional.

36. 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 display device located within or about said exterior housing and in communication with said master gaming controller, said reversible display device being adapted to display a plurality of visual images and including a plurality of display surfaces and a plurality of virtual curtains disposed about said plurality of display surfaces, wherein at least one of said plurality of virtual curtains is adapted to alternate between permitting and blocking the display of at least one of said plurality of visual images from one of said plurality of display surfaces; and

one or more optical devices located within or about said exterior housing and adapted to alter the display of at least one of said plurality of visual images.