

window in front of the reels through which the reels are viewed by a player, the method comprising:

detecting a touch position by the player on the window to make a selection; and

performing a function associated with the touch position.

36. The method of claim 35 wherein the window is controlled to display choices to be made by the player regarding the game, the method further comprising the player touching one of the displayed choices on the touch screen.

37. The method of claim 35 wherein the player touches an area on the touch screen in front of a reel to designate the reel or a symbol on the reel.

38. A gaming device comprising:

a main display for displaying a game to a player; and
a display panel forming part of a housing for the main display, at least a portion of the display panel being a programmable electronic display.

39. The device of claim 38 wherein the electronic display is an organic light emitting diode (OLED) display.

40. The device of claim 38 wherein the electronic display changes depending on the status of the game.

41. The device of claim 38 wherein the display panel displays a logo of the game.

42. The device of claim 38 wherein the display panel retains its display image even when power has been turned off at the gaming machine.

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