randomly and displayed on the display unit **70** at a block **630**. The player may select more than one bingo card, and there may be a maximum number of bingo cards that a player may select. After play is to commence as determined at block **632**, at block **634** a bingo number may be randomly generated by the controller **100** or a central computer such as one of the network computers **22**, **32**. At block **636**, the bingo number may be displayed on the display unit **70** and the display units **70** of any other gaming units **20** involved in the bingo game.

[**0097**] At block **638**, the controller **100** (or a central computer) may determine whether any player has won the bingo game. If no player has won, another bingo number may be randomly selected at block **634**. If any player has bingo as determined at block **638**, the routine may determine at block **640** whether the player playing that gaming unit **20** was the winner. If so, at block **642** a payout for the player may be determined. The payout may depend on the number of random numbers that were drawn before there was a winner, the total number of winners (if there was more than one player), and the amount of money that was wagered on the game. At block **644**, the player's cumulative value or number of credits may be updated by subtracting the bet made by the player and adding, if the bingo game was won, the payout value determined at block **642**. The cumulative value or number of credits may also be displayed in the display area **616** (**FIG. 15**).

Revealing a Hidden Visual Element

[**0098**] During performance of the main operating routine **200** or the alternative main operating routine **300** as described above, the controller **100** may initiate a hidden element reveal sequence utilizing the secondary display **73** and the light valve **71**. For example, the controller **100** may initiate the hidden element reveal sequence during the bonus round played at the block **496** of **FIG. 12**.

[**0099**] **FIG. 17** is a flowchart of a main hidden element reveal operating routine **700** that may be stored in the memory of the controller **100** to initiate the hidden element reveal sequence. Referring to **FIG. 17**, the main routine **700** may begin operation at a block **702** during which the controller I**100** may determine whether the hidden element should be revealed. If the controller **100** determines that the hidden element should not be revealed, the routine **700** may be terminated. If, however, the controller **100** determines that the hidden element should be revealed, at a block **704**, the controller **100** may cause the secondary display **73** to display the desired indicia. For example, if the desired indicia is AWARD #3, the controller **100** may instruct the motor **134** to rotate the belt **138** to the correct location. It will be appreciated, that the secondary display **73** may be appropriately instructed to display the correct indicia as may be required by the physical display. For instance, if the secondary display **73** is an electronic display, such as a CRT video display, the controller **100** may instruct the secondary display to produce an appropriate electronic indicia. Furthermore, as mentioned above the indicia display by the secondary display **73** may be any image, such as, for example, bonus prizes, bonus credit, or the like.

[**0100**] Once the correct indicia is displayed on the secondary display **73**, at a block **706**, the controller **100** may instruct the light valve **71** to change from opaque to transparent (see FIGS. **2B-2D**), thereby revealing the secondary display element to the player. The controller **100** may delay for a predetermined time, or delay until the player performs some action, before changing the light valve from transparent to opaque at a block **708**. The secondary display **73** may thereby be hidden from the player.

[**0101**] It will be understood that although the main hidden element reveal operating routine **700** is described in relation to bonus rounds, the routine **700** may be performed at any time before, during, and after gameplay. Furthermore, it will be understood that the steps involved in revealing and concealing the hidden element may be performed in any order. For example, to offer a different visual stimulation and game excitement, the main hidden element reveal operating routine **700** may perform the step of revealing the secondary display **73** before the display actually displays the correct indicia, thereby providing a level of excitement to the player as the award indicia is revealed.

What is claimed is:

1. A gaming apparatus, comprising:

a value input device;

a first display unit that is capable of generating video images;

a second display unit capable of displaying gaming indicia;

a light valve operatively mounted over said second display unit, said light valve being capable of changing between a substantially opaque configuration wherein said second display unit is substantially hidden from the view of a gaming player and a substantially transparent configuration wherein said second display unit is revealed to the view of said gaming player; and

a controller operatively coupled to said first display unit, said value input device, said second display unit, and said light valve, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to allow a person to make a wager,

said controller being programmed to cause a video image representing a game to be generated on said first display unit, said video image representing one of the following games: video poker, video blackjack, video slots, video keno or video bingo,

said video image comprising an image of at least five playing cards if said game comprises video poker,

said video image comprising an image of a plurality of simulated slot machine reels if said game comprises video slots,

said video image comprising an image of a plurality of playing cards if said game comprises video blackjack,

said video image comprising an image of a plurality of keno numbers if said game comprises video keno,

said video image comprising an image of a bingo grid if said game comprises video bingo,

said controller being programmed to determine a value payout associated with an outcome of said game,