

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

said controller being programmed to cause said light valve display unit to change between said substantially transparent state, said semi-opaque state, and said substantially opaque state.

16. A slot machine as defined in claim 15, wherein said light valve is a suspended particle light valve, a liquid crystal light valve, or an electrochromic light valve.

17. A slot machine as defined in claim 15, said controller being programmed to initiate a bonus game, and said con-

troller being programmed to cause said light valve to change between said substantially transparent state, said semi-opaque state, and said substantially opaque state during said bonus game.

18. A gaming system comprising a plurality of slot machines as defined in claim 15, said slot machines being interconnected to form a network of slot machines.

19. A gaming system as defined in claim 18, wherein said slot machines are interconnected via the Internet.

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