device. In another example, light tower **44** is positioned so that it is reachable by a patron to select an input. In another example, the artwork in the top glass **37** or belly glass **39** is selectable or changeable by an attendant through a proximity-sensitive input device. In an example, the art work in the top glass is selectable or changeable by touching a proximity-sensitive input device proximate the top glass. In an example, a contiguous sheet of glass covers the artwork in the top glass **37** and the video display **36**. In an example, a proximity-sensitive input device is configured under the top glass. In an example, the "5000 coins" jackpot or the "1500 coins" bonus game payoff is changeable through a proximity sensitive input device.

[**0032**] While the video displays **34** and **36** are shown stacked vertically in **FIG. 1D**, it will be appreciated that the displays are stackable side by side. In another example, more than two video displays are used.

[**0033**] Referring now to **FIG. 1E**, another example of a gaming machine **60** has three mechanical spinning reels **62**, **64**, **66**. In response to a wager, the reels **62**, **64**, **66** are rotated and stopped to randomly place symbols on the reels in visual association with a display area **68**. Payouts are awarded based on combinations and arrangements of the symbols appearing in the display area **68**. The gaming device may, for example, include five paylines in the form of three horizontal lines and two diagonal lines.

[**0034**] Referring again to **FIG. 1E**, the gaming machine **60** includes a proximity-sensitive input device **70** that is mounted in front of the reels **62**, **64**, **66**. In an example, five buttons **72**, **74**, **76**, **78**, **80** corresponding to five pay lines appear on the display area proximate the three mechanical reels. In an example, the buttons **72**, **74**, **76**, **78**, **80** correspond to selectable regions of the proximity-sensitive input device **70**. In an example, buttons **110**, **115**, **120**, **125**, **130**, **135**, **140** which appear in **FIG. 1B** also appear on the display area proximate the three mechanical reels. In an example, the location of the buttons is indicated by a marking on a layer of dielectric material that extends over the proximity-sensitive input device. In an example, the buttons are printed or etched on the layer of dielectric material. In another example, a marked film is overlaid on the layer of dielectric material. In an example, the gaming device **10** also includes optional electro-mechanical buttons **81**.

[**0035**] In an example, the gaming device **10** also includes an electronic display **82**. In an example, a bonus game is triggered by a start-bonus outcome in the wagering game and administered through the electronic display **82**. In an example, a second proximity-sensitive input device **84** extends over the electronic display.

[**0036**] In an example, the gaming device **60** also includes a video display (see **FIGS. 2A and 2B**) that provides a video image **86** in the display area **68**. In an example, the video image **86** appears to the patron to blend or interact with the reels **62**, **64**, **66**. In an example, the buttons **72**, **74**, **76**, **78**, **80** are part of the video image **86**. In an example, the video image **86** is interactive with the reels **62**, **64**, **66**. In an example, the video image also includes other buttons, such as the "collect,""help," and other buttons shown in **FIG. 1B**. In an example, options associated with the buttons are selectable through the proximity-sensitive input device.

[**0037**] **FIG. 2A** shows a partially cut-away side view of a portion of game machine **60** shown in **FIG. 1E**. The video image **86** is generated by a flat panel transmissive video display **88** positioned in front of reels **62**, **64**, **66**, which are visible through the display. In **FIG. 2A**, reels **64**, **66** are aligned behind reel **62** and thus are not visible in **FIG. 2A**. In an example, the transmissive display **88** is a transmissive liquid crystal display (LCD). In an example, the proximity-sensitive input device **70** is mounted between the display **88** and the reels **62**, **64**, **66**. In an example, the proximity-sensitive screen is mounted to a back surface **90** of the display **88**. In an example, the proximity-sensitive input device contains regions that correspond to buttons **72**, **74**, **76**, **78**, **80** denoted by the image on the display **88**. In an alternative example, the proximity-sensitive input device **70** is mounted to a front surface of the display **88**, and the display is positioned behind a plate of glass, as illustrated in **FIG. 9**.

[**0038**] **FIG. 2B** shows a partially cut-away side view of a portion of an alternate configuration of the game machine **60** shown in **FIG. 1E**, where the video image **86** is a virtual image. The virtual image is preferably generated by a projection arrangement including a video display **92** and a partially reflective mirror **94**. The video display **92** and the partially reflective mirror **94** are positioned to project the virtual image through a proximity-sensitive input device **70** and a transparent plate **87**. The video display **92** is preferably mounted below the reels **62**, **64**, **66**. Reels **64** and **66** are aligned behind reel **62** and are not visible in **FIG. 2B**. The mirror **94** is preferably mounted in front of the reels **62**, **64**, **66** and is oriented at approximately a forty-five degree angle relative to the video display **92** and the display area **68**. In an example, the display area **16** includes a layer of dielectric material, such as a glass cover or window. In an example, the proximity-sensitive input device **70** is coupled to an inside surface **91** of the transparent plate **87**. Alternatively, the proximity-sensitive input device **70** is integrated into the transparent plate **91**.

[**0039**] In the examples illustrated in **FIGS. 1A-1E** and **2A-2B**, the gaming machines are shown as "upright" versions in which a display is oriented generally vertical relative to the player. In an alternative configuration, the gaming machine is a "slant-top" version in which a display is slanted at about a thirty-degree angle toward the player.

[**0040**] **FIG. 3** shows a schematic representation of an exemplary gaming device. A game can be played through a CPU **305** that is coupled to a memory circuit **310** and data storage **315** such as a hard drive. A network interface **320** allows the gaming device to interact with a server (not shown in **FIG. 3**) to coordinate multiple devices, for example, in a progressive jackpot environment. An optional mechanical reel **350** presents game results to a patron. A display device **325** presents game choices or results to a patron. In an example, advertisements, entertainment, or videos are also presented on the display device. A proximity-sensitive input device **330** allows input from a game patron. In an example, the proximity-sensitive input device **330** includes a projected-capacitance sensor system. In an example, one or more addition other input device **337**, such as buttons, are also be provided and coupled to the CPU **305**. A payment mechanism **340** receives payment for game play through on or more of coins, bills, cash-value cards, or credit cards, network-based password systems. A payoff mechanism **345** pays a gaming patron in coins, bills, and/or a cash-value card. In one example, a balance is maintained on