[0011] The display screens are preferably positioned in different planes which are parallel to one another. However, it should be appreciated that the display screens can be positioned in planes which are not parallel to one another, provided that at least one (and preferably a plurality) of lines of sight intersect the display surfaces of the plurality of the display screens. Also, the display screens are preferably substantially flat, although it should be appreciated that the display screens can have any suitable shape, such as concave and convex shapes and non-uniform shapes.

[0012] The two display screens co-act to display one or more three-dimensional images to the player each comprising a plurality of images and in particular at least one image on each screen. The display screens may also co-act to display a three dimensional image by separately displaying different parts of the whole image or the display screens. In this embodiment, the frontmost display screen displays one part, portion or section of the three-dimensional image and the underlying display screen displays another part, portion or section of the three-dimensional image. As a result, the gaming device displays a three-dimensional representation of the whole image to the player. This representation is formed in three physical or actual dimensions: an x-dimension and y-dimension on the exterior display screen and an x-dimension and y-dimension on the interior display screen. The representation of the depth or z-dimension of the image is at least partially dependent upon or based upon the distance D which separates the two display screens and the x-dimension and y-dimensions on each of the display screens. In a further embodiment, both of the display screens can display virtual three dimensional images, thereby providing a multi-dimensional image. It should be appreciated that other variations and combinations of variations of displaying images, parts of images, and multiple images are contemplated by the present invention.

[0013] The depth which a player sees in the three dimensional image or representation is the actual depth D. The gaming device of the present invention can also cause a player to perceive a depth which is based upon or derived from the actual depth D. For example, the gaming device processor can multiply the depth D by a factor to generate a perceived depth which is greater than or less than the actual depth D. In one such embodiment, the x-dimension and y-dimensions on one or all of the display screens can be modified to change the apparent depth of the image as seen by the player.

[0014] In another embodiment of the gaming device of the present invention, the display device includes a first, frontmost or exterior display screen, a second, central or intermediate display screen and a third, backmost or interior display screen. In this embodiment, each display screen can display one or more different images. The frontmost display screen and the intermediate display screen preferably have or provide transparent translucent portions. When a player views the display through the frontmost display screen, the player sees a displayed image which includes representations in three actual dimensions. The depth of the image depends in part upon which display screen is used to display the parts of the particular image and spacing of the screens.

[0015] As indicated above, it should be appreciated that the images generated on each display screen can also be virtual three dimensional images, as well as two-dimensional images. The gaming device can display such virtual three dimensional images on one or more of the display screens. The gaming device of the present invention can use these images to generate any suitable combination of virtual and actual three dimensional images. The gaming device of the present invention can also use both of these types of three dimensional representations to generate a single three-dimensional image.

[0016] In addition to the three dimensional function of the gaming device, the gaming device of the present invention can also use the display device to display different images on the different display screens which a player can simultaneously view by looking at and thus through at least the exterior display screen. In one example, the exterior display screen displays a video reel image on one portion of the frontmost display screen while the other portions of the exterior display screen are transparent. The interior display screen displays a paytable image and a background image. When the frontmost display screen and the underlying display screen both display their images simultaneously, the player can simultaneously view the overall graphical representation or display of the reel image, paytable image and background image.

[0017] In another example, the gaming device generates a game image on the exterior display screen and a flashing translucent image on the interior display screen. The game image could, for instance, be reels or one or more wheels, and the underlying flashing image could be a payline or a symbol or message which provides a player with helpful information such as a hint for playing the game. In operation, the player could play the game while periodically viewing the flashing image without having to change his or her line of sight or having to independently request such information. In a similar embodiment, a background such as a dealer could be displayed on the interior display screen and cards could be displayed on the exterior display screen. This provides the player with a three dimensional view of the card game.

[0018] In one embodiment of the gaming device, the display device includes a pressure sensitive touch screen. This touch screen detects or senses pressure and also varying degrees of pressure applied by a player to the touch screen. This pressure is generally applied by the player substantially along the z-axis. Using one or more programs stored within the memory device, the processor of the gaming device enables a player to activate game elements or functions in a conventional manner by providing pressure to that touch screen.

[0019] In one embodiment, the display screens are relatively flat and thin. For instance, in one embodiment, the display screen may each be an LCD panel with a light source (for backlighting) disposed behind the interior LCD panel. In another embodiment, the display device includes two display screens which are relatively flat and thin and backmost interior image or light source. For example, in such embodiment, the backmost image or light source may be a cathod ray tube (CRT) or other light source such as a plasma screen.

[0020] In one embodiment of the present invention, the exterior display screen is always or has the capacity to be completely or partially see-through such as being translucent or transparent at predetermined times. The interior underly-