

ing display screen can have this same capacity, or it can be permanently non-transparent or opaque. When the frontmost display screen is transparent or translucent, a player can see the images displayed on the frontmost display screen as well as the images located behind the frontmost display screen and particularly the images displayed by the underlying display screen. In one embodiment, if the underlying display screen is also transparent or translucent, the underlying display screen preferably includes a background image or layer which prevents a player from seeing through the underlying display screen into the interior of the cabinet of the gaming device.

[0021] In another embodiment of the present invention, a biometric sensor such as a camera or other suitable device is employed to detect the position of head player. When the player's head moves (i.e., moves left, right, up or down) the images on the interior and exterior display screen shift to provide a visual impression to the player that the player can look around the object or images on the display device and provides an overall better sense of reality.

[0022] It is therefore an advantage of the present invention to provide a gaming device having a three-dimensional display device.

[0023] Another advantage of the present invention is to provide a gaming device having a display device which includes multiple display screens, wherein the exterior display screen is completely or partially transparent or translucent.

[0024] Another advantage of the present invention is to provide a gaming device which displays images in three actual dimensions.

[0025] Other objects, features and advantages of the invention will be apparent from the following detailed disclosure, taken in conjunction with the accompanying sheets of drawings, wherein like numerals refer to like parts, elements, components, steps and processes.

BRIEF DESCRIPTION OF THE DRAWINGS

[0026] **FIG. 1A** is a perspective view of one embodiment of the gaming device of the present invention, illustrating a touch screen, an exterior display screen, an interior display screen and a light source.

[0027] **FIGS. 1B and 1C** are front views of interior and exterior display screens of one embodiment of the gaming device of the present invention, wherein the interior display screen of **FIG. 1B** displays a reel with symbols and the exterior display screen displays the symbols of the reel.

[0028] **FIG. 1D** is a front view of the two display screens of **FIGS. 1B and 1C** which display the reel with the symbols in three dimensions.

[0029] **FIGS. 1E and 1F** are front views of the interior and exterior display screens of one embodiment of the gaming device, wherein the back part of one image of a reel is illustrated in **FIG. 1E** and the front part of the image is illustrated in **FIG. 1F**.

[0030] **FIG. 1G** is a front view of the three-dimensional image of the reel displayed on the two display screens of **FIGS. 1E and 1F**.

[0031] **FIG. 2A** is an exploded front view of separate three dimensional reel images displayed by an exterior display screen (left side), an intermediate display screen (middle) and an interior display screen (right side) of one embodiment of the present invention.

[0032] **FIG. 2B** is a front view of the three dimensional reel images and display screens of **FIG. 2A** which a player sees when looking at and through the exterior display screen of **FIG. 2A**.

[0033] **FIG. 3A** is an exploded front view of a reel image on the interior display screen (left side) and a payable image and payline image on the exterior display screen (right side).

[0034] **FIG. 3B** is a perspective view of the reel, payable and payline images on the display screens of **FIG. 3A** which a player sees when looking at and through the exterior display screen of **FIG. 3A**.

[0035] **FIG. 4A** is an exploded front view of a primary set of reels on the exterior display screen (left side) and a secondary set of reels on the interior display screen (right side) of one embodiment of the present invention.

[0036] **FIG. 4B** is a perspective view of the sets of reels of **FIG. 4A** which a player sees when looking at and through the exterior display screen of **FIG. 4A**.

[0037] **FIG. 5A** is a front view of example advertisement and payline on the exterior display screen (left side) and a set of reels on the interior display screen (right side) of one embodiment of the present invention.

[0038] **FIG. 5B** is a perspective view of the reel, advertisement and payline of **FIG. 5A** which a player sees when looking at and through the exterior display screen of **FIG. 5A**.

[0039] **FIG. 6A** and **FIG. 6B** are front plan views of the interior and exterior display screens of one embodiment of the gaming device, wherein the interior display screen displays of an image of a dealer and the exterior display screen displays an image of two cards.

[0040] **FIG. 6C** is a front plan view of the dealer image and the card image displayed on the two display screens of **FIGS. 6A and 6B**.

[0041] **FIG. 6D** is a front plan view of a reel displayed on the display screens of the display device of one embodiment of the present invention and a player viewing the reel.

[0042] **FIG. 6E** is an exploded front plan views of the images displayed by an exterior display screen (left side) an intermediate display screen (middle) and an interior display screen (right side) of one embodiment showing the reel of **FIG. 6D** displayed to the player if the player moves to the player's left.

[0043] **FIG. 6F** is an exploded front plan views of the images displayed by an exterior display screen (left side) an intermediate display screen (middle) and an interior display screen (right side) of one embodiment showing the reel of **6D** displayed to the player if the player moves to the player's right.

[0044] **FIG. 7A** is an exploded perspective view of an exterior flat display screen, an interior flat display screen and a light source of one embodiment of the present invention.