[0045] **FIG. 7B** is a perspective view of an exterior flat display screen, an interior flat display screen, and a cathod ray tube light source of another embodiment of the present invention.

[0046] **FIG. 8A** is a perspective view of the gaming device of one embodiment of the present invention, illustrating a display device which enables a player, by looking at and through the exterior display screen, to view a display which includes different images and information generated by the exterior display screen and the interior display screen.

[0047] **FIG. 8B** is a schematic block diagram of the electronic configuration of one embodiment of the gaming device of the present invention.

DETAILED DESCRIPTION OF THE INVENTION

[0048] Referring now to **FIGS. 1A and 8B**, the gaming device **10** of one embodiment of the present invention includes a cabinet or housing **12** which houses a display device **14**, touch screen **16** and a processor **132** connected to a memory device **134** and in communication with the display device and the touch screen. The processor controls the operation of gaming device **10** and, in particular, the game(s) provided by the gaming device, player inputs using the touch screen, other input devices and the display device **14**. It should be appreciated that the gaming device of the present invention can provide the display device without the touch screen **16**.

[0049] In one embodiment, the display device **14**, which, under the control of the processor, generates and displays three-dimensional images to a player, includes a plurality of display screens which each are adapted to generate images or parts of images. In one embodiment, the display device **14** includes at least one light source such as a back light which functions with the display screens to make the images viewable to the player. In the example illustrated in **FIG. 1**A, the display device **14** includes two display screens including a first, exterior or frontmost display screen **18***a* and a second, interior, backmost or underlying display screen **18***b*. The two display screens **18***a* and **18***b* are mounted and oriented within the cabinet **12** in such a manner that at least one straight line of sight **20** intersects both of the faces or display surfaces of the display screens **18***a* and **18***b*. Preferably, the screens are completely aligned as illustrated in **FIG. 1**A and provide a plurality of straight lines of sight which intersect both faces of the display screen. A back lighting source **19** is positioned behind and aligned with the screens **18***a* and **18***b*

[0050] The two display screens **18***a* and **18***b* are separated by a predetermined distance D which is the distance from the display surface of display screen **18***a* to display surface of display screen **18***b*. This distance can be any suitable predetermined distance desired by the gaming device manufacturer. It should be appreciated that in one embodiment, the display screens can be positioned adjacent to each other such that only the thickness of the display screens separates the display surfaces which provide three-dimensional image. In such case, the distance D depends on the thickness of the exterior display screen.

[0051] As discussed in more detail below, the exterior display screen **18***a* is translucent or transparent, or alternatively has the capacity to be translucent or transparent under the control of the processor. As discussed in more detail below, the interior display screen **18***b* can be any suitable device adapted to display the images. In one embodiment, the interior display screen is translucent or transparent, or has the capacity to be translucent or transparent. When the exterior display screen **18***a* is transparent or translucent, a player can see the images displayed on the exterior display screen **18***a* as well as the images displayed on the interior display screen (i.e., by looking through the transparent exterior display screen). Accordingly, the present invention can display co-acting or overlapping images to a player to enable a player to play a wagering game or provide other game functions or game related functions. In certain embodiments, the present invention also provides three dimensional images which comprise corresponding images on each display screen. The corresponding images on each display screen provide an image viewable to a player which has three actual dimensions based on the distance D between the display surfaces of the display screens. In the embodiment where the interior display screen **18***b* is transparent or translucent, the interior display screen preferably includes a light source such as a back light source **19**.

[0052] The display screens **18***a* and **18***b* are preferably positioned in different but parallel planes. However, it should be appreciated that the display screens **18***a* and **18***b* can be positioned in planes which are not parallel to one another. Also, the display screens **18***a* and **18***b* are preferably substantially flat, although it should be appreciated that the display screens **18***a* and **18***b* can have any suitable shape, such as concave and convex shapes and non-uniform shapes.

[0053] As illustrated in **FIGS. 1B, 1C** and 1D, the two display screens **18***a* and **18***b* co-act to display a three dimensional image on the display device **14** such as a reel **24** of a slot machine. In the example illustrated in **FIGS. 1B, 1C** and 1D, the interior display screen **18***b* displays the image of the reel **24** including the symbols and the exterior display screen **18***a* displays the symbols **24***b*. As a result, the gaming device **10** displays a three-dimensional image of the reel **24** to the player as illustrated in **FIG. 1D**. This representation or image is formed in three actual dimensions. The depth or z-dimension of image of the symbols is equal to or otherwise based on or derived from the distance D which separates display surfaces of the display screens **18***a* and **18***b*. This type of three-dimensional representation is relatively highly engaging and interesting to players because the image of the reel and specifically symbols on the reel is actually formed or generated in all three dimensions.

[0054] The depth which a player sees in the three-dimensional image or representation is the actual depth D. Although not shown, the gaming device may also cause a player to perceive a depth which is based upon or derived from the actual depth D. For example, the gaming device can multiply the depth D by a numerical factor to generate a perceived depth which is greater than or less than the actual depth D. It should be understood that the gaming device can include any suitable ratio of the magnitude of the depth perceived by a player to the magnitude of the actual distance or depth D. It is preferable, however, that this ratio be a fractional value equal to or greater than one. The dimensions of the x- and y-dimensions on each display screen can also be modified to change the apparent depth as seen by the player.