[0055] In **FIGS. 1E, 1F** and 1G, the display screens co-act to display a three dimensional image of the reel **25**. In this example, the interior display screen **18***b* displays the upper and lower portions **25***a* and **25***b* which are not as close to the player, and the exterior display screen **18***a* displays the central portion **25***c* of the reel which would be closer to the player. As a result the gaming device displays a three-dimensional image of reel **25** to the player as illustrated in **FIG. 1G**. This image is formed in three actual dimensions wherein the front portion **25***c* of the reel is displayed closer on the frontmost screen closer to the player then the rear portions **25***a* and **25***b* which are displayed on the interior display screen which are further away from the player. The depth or z-dimension of the image of the reel **25** is equal to or otherwise based or derived from the distance D which separates the display surfaces of the display screens **18***a* and **18***b*.

[0056] In another embodiment of the gaming device of the present invention illustrated in **FIGS. 2A and 2B**, the display device includes an exterior or frontmost display screen **26**, a middle or intermediate display screen **28** and an interior or backmost display screen **30**. The frontmost display screen **26** displays a virtual three dimensional first reel image **32** on one portion of the first display screen **26**. All other portions of the first display screen **26** are translucent or transparent. The second display screen **28** displays a virtual three dimensional second reel image **33** on one portion of the second display screen **28**, while all other portions of the middle display screen **18** are translucent or transparent. The third display screen **30** displays a virtual three dimensional third reel image **34** and a background image **36** covering the entire portion of the backmost display screen. These three display screens **26**, **28** and **30** simultaneously display each respective image to enable a player to see the overall virtual three dimensional image of all three reels in a three-dimensional format by looking through the first display screen **26** of the display device **14** as specifically illustrated in the **FIG. 2B**.

[0057] Although it is not readily apparent by viewing **FIG.** 2B, the overall graphical representation, image or display (whether still or animated) provides a relatively highly engaging three-dimensional representation because the three reel images are formed in different planes. Specifically, the representation of reel **32** being closer to the player than the reel **33** is based upon and determined by the actual distance between the first display screen **26** and the second display screen **28**. Similarly, the representation of the reel **33** being closer to the player than the reel **34** is based upon and determined by the actual distance (not shown) which separates the second display screen **28** from the third display screen **30**.

[0058] It should be understood that the reels images shown in **FIGS. 1B** to 1G, 2A and 2B are merely illustrative. In these illustrations, by simultaneously displaying different images (partially or wholly) on different display screens, the overall image the gaming device generates is a three-dimensional representation formed in the three actual dimensions. It should also be appreciated from these illustrations that the images can be two-dimensional images combined to create three-dimensional images or conventional perceived-type or virtual three dimensional representations which are combined to create three dimensional images. In some instances, the gaming device can use both of these types of representations to generate a three-dimensional images.

[0059] In addition to displaying three dimensional representations, in other embodiments of gaming device, the display device can display different images or information on different display screens which a player can view by looking at and through the exterior screen. In one example illustrated in **FIGS. 3A and 3B**, the interior display screen **40***b* displays a video reel image **42***a* on one portion of the interior display screen. The exterior display screen **40***a* displays a paytable image **46** and paylines **44**. When the exterior display screen **40***a* and the interior display screen **40***b* both display their images simultaneously, the player views the overall graphical representation or display through the frontmost display screen **40***a*, as illustrated in **FIG. 3B**. In this example, the paylines are actually in front of the reels and the paytable is in a place which is in front of the reels.

[0060] In another example illustrated in **FIGS. 4A and 4B**, the exterior display screen **40***a* displays a video reel image **52***a* on one portion of the exterior display screen **40***a* while the other portions of the exterior display screen are translucent or transparent. The interior display screen **40***b* displays another video reel image **52***b*. When the exterior display screen **40***a* and the interior display screen **40***b* both display such images simultaneously, the player views the overall graphical representation or display through the exterior display screen **40***a*, as illustrated in **FIG. 4B**. The reel image **42***a* is displayed closer to the player than the reel image **42***b*.

[0061] In another example illustrated in **FIGS. 5A and 5B**, the interior display screen **40***b* displays a video reel image **42***b* on one portion of the interior display screen. The exterior display screen **40***a* displays an advertisement image **54** and a payline image **55**. When the frontmost display screen **40***a* and the underlying display screen **40***b* both display such images simultaneously, a player views the overall graphical representation or display through the exterior display screen **40***a*, as illustrated in **FIG. 5B**. In this example, the gaming device enables a player to simultaneously view the reel image **42***b* generated on the interior display screen **40***b* the payline image **55** generated on the exterior display screen **40***a* without having to change his or her line of sight.

[0062] In a further embodiment of the present invention as illustrated in **FIGS. 6A, 6B** and 6C, the exterior display screen **50***a* displays a plurality of cards **51** and the interior display screen **50***b* displays a person such as a dealer **52**. The display screen **50***b* also displays a table **53**. It should be appreciated that the background of the dealer image in one embodiment could include an image of a casino. When a player views the display device **14** through the front display screen **50***a*, the player sees the cards **51** on the table **53** which is in front of the dealer **52**. This provides a three-dimensional overall image wherein the cards are closer to the player then the dealer and the table.

[0063] In a further embodiment of the present invention illustrated in **FIGS. 6D, 6E** and 6F, the gaming device includes a camera or other suitable player sensor **56** which senses the movement of the player and in particular the player's head. In this embodiment of the present invention, when the player is directly in front of the display device **14**,