

8. The gaming device of claim 4, wherein the three dimensional image includes an actual width, an actual height and a perceived depth.

9. The gaming device of claim 8, wherein the perceived depth is greater in magnitude than the predetermined distance D.

10. The gaming device of claim 1, wherein the exterior display screen is selected from the group consisting of: a transparent display screen; a translucent display screen; a display screen having a transparent state; and a display screen having a translucent state.

11. The gaming device of claim 1, wherein the image or parts of the image displayed on the each display screen is selected from the group consisting of: primary games, secondary games, components of primary games, components of secondary games, information regarding primary games, and information regarding secondary games.

12. A gaming device comprising:

at least one wagering game;

a processor which controls said wagering game;

a housing; and

a display device controlled by the processor and mounted in the housing, said display device including an exterior display screen having a predetermined area adapted to be see-through in response to a signal from the processor, and an interior display screen aligned with the exterior display screen, wherein each display screen is adapted to simultaneously display an image or part of an image to create a three dimensional image having an actual height, an actual width and an actual depth.

13. The gaming device of claim 12, wherein interior display screen is aligned with the exterior display screen such that a plurality of lines of sight extend through said see-through area of the exterior display screen and the interior display screen.

14. The gaming device of claim 12, wherein the interior display screen is mounted a predetermined distance D behind the exterior display screen in the housing.

15. The gaming device of claim 12, wherein the depth of the three dimensional image is an actual depth based on the distance D.

16. The gaming device of claim 12, wherein the depth of the three dimensional image is an actual depth equal to the distance D.

17. The gaming device of claim 12, wherein the depth of the three dimensional image is partly an actual depth and partly a perceived depth based on the distance D and height and width of each part of the image on each display screen.

18. The gaming device of claim 12, wherein the three dimensional image includes an actual width, an actual height and a perceived depth based in part on the distance D.

19. The gaming device of claim 12, wherein the perceived depth is greater in magnitude than the distance D.

20. The gaming device of claim 12, where the images or parts of the images displayed on the display screens are selected from the group consisting of: primary games, secondary games, components of primary games, components of secondary games, information relating to primary games, and information relating to secondary games.

21. A gaming device comprising:

at least one wagering game;

a processor which controls said wagering game;

a housing;

a display device controlled by the processor and mounted in the housing, said display device including an at least partially see-through exterior display screen and an interior display screen aligned with the exterior display screen such that at least one line of sight extends through said see-through part of the exterior display screen and the interior display screen, said interior display screen having a display surface mounted in spaced-apart relation to a display surface of the exterior screen, wherein each display screen is adapted to simultaneously display an image through one of said lines of sight, and wherein each of the images is selected from the group consisting of: a primary game, a secondary game, a component of a primary game, a component of a secondary game, information relating to a primary game, and information relating to a secondary game.

22. The gaming device of claim 21, wherein the interior display screen is aligned with the exterior display screen to create a plurality of lines of sight extending through said see-through part of the exterior display screen and the interior display screen.

23. The gaming device of claim 21, wherein the interior display screen is mounted a predetermined distance D behind the exterior display screen in the housing.

24. The gaming device of claim 23, wherein the depth of the three dimensional image is an actual depth based on the distance D.

25. The gaming device of claim 23, wherein the depth of the three dimensional image is an actual depth equal to the distance D.

26. The gaming device of claim 23, wherein the depth of the three dimensional image is partly an actual depth and partly a perceived depth based on the distance D and height and width of each part of the image on each display screen.

27. The gaming device of claim 23, wherein the three dimensional representation includes an actual width, an actual height and a perceived depth based on the distance D.

28. The gaming device of claim 27, wherein the perceived depth is greater in magnitude than the distance D.

29. A gaming device comprising:

at least one wagering game;

a processor which controls the wagering game;

a housing;

a display device controlled by the processor and mounted in the housing, said display device including a transparent first display surface and a second display surface spaced apart a distance D from and aligned with the first display surface; and

an image including at least two portions, each portion of said image simultaneously displayed on one of said first and second display surfaces through said line of sight to create a three dimensional image having a height and a width, and a depth which is based on the distance D.

30. The gaming device of claim 29, wherein said second display surface is aligned with the first display surface such