opaque and obscuring the player's view of the rear display device **92**. The routine then generates graphics to play the bonus game on the front video display device **90** at block **266** and further generate player information on the front video display device at block **268**. If provided with video slot machine reels, the video reels of the rear display device **92** may be de-illuminated. At block **270**, the bonus game routine is executed.

[**0131**] The display routine **250** may further determine whether or not an attraction sequence is being performed. The attraction sequence may include a scrolling list of games playable on the game machine and/or video images of various games being played, such as video poker, video blackjack, video slots, video keno, video bingo, etc. The attraction sequence may further include the activation of the light valve **93** at block **274**, thereby causing the light valve **93** to become opaque to obscure the view of the rear display device **92**. Attraction graphics, such as the scrolling list of games and/or video images of various games being played, may be generated on the front video display device **90** at block **276**. During the attraction sequence, if a person makes any input to the gaming machine as determined at block **278**, the attraction sequence terminates and control returns to block **252** to determine whether or not a game has been initiated.

[**0132**] The display routine **250** may also determine whether a player has won during a game routine at block **280**. The win determination may include any nonzero payout determination as determined during a game routine. In one example, the win determination relates to a predetermined payout amount such as a jackpot. If the player has won, as determined at block **280**, the routine deactivates the light valve **93**, causing the light valve to become transparent and allowing the player to view the rear display device **92**. At block **284**, the routine generates graphics on the rear display device **92** and/or the front video display device **90** corresponding to a value payout display to indicating that the player has won. If provided with video slot machine reels, the video reels of the rear display device **92** may be illuminated and de-illuminated to appear flashing (similar to old mechanical reels). Player information may be generated on the front video display device **90** at block **286**, including updated graphical information accounting for the payout amount.

[**0133**] Although the display routine **250** has been described as including various combinations of generating images on the display units **90**, **92** and activating/deactivating the light valve **93**, based on the occurrence of a game routine, a bonus routine, an attraction sequence, or a winning game, those of ordinary skill in the art will recognize that additional criteria may cause such combinations to be initiated. For example, some game routines may be executed to include a game display on the rear display device **92**, whereas other game routines may be executed to include a game display on the front display device **90**. In one example, the rear display device **92** outputs a video slots game routine that resembles a mechanical slots game, whereas the front display device **90** outputs a video game routine such as video poker, video blackjack, video slots, video keno, video bingo, or any other video game routine. When a video game routine is to be performed, which may result from a player selection of such a game routine, the light valve **93** is activated, thereby causing the light valve **93** to become opaque to obscure the view of the rear display device **92**. Other combinations that provide specific game routines to be displayed on each display device **90**, **92** may also be employed.

[**0134**] Additionally, various combinations and permutations of generating images on the display units **90**, **92** and activating/deactivating the light valve **93** may be performed for the above occurrences or other criteria. Those of ordinary skill in the art will also recognize that each criteria (e.g., game, bonus game, attraction, win, etc.) may be embodied in its own routine or incorporated into other routines such as the main operating routines **200**, **230**.

[**0135**] As mentioned above, game output may also include downloading instructions for one or more games to the gaming machine. The present invention also relates to a method of reconfiguring a gaming machine that includes reconfiguring the display system to use a different number of display devices and/or a different game. For example, a network connection on the gaming machine may download software for a game output on a front screen and download software for a game output on a back screen. The downloaded games may include any game/game, game/bonus, game/pay configuration, front/back combination as described above. The downloaded instructions may also specify how the games will be displayed in a common line of sight.

[**0136**] Although the foregoing invention has been described in some detail for purposes of clarity of understanding, it will be apparent that certain changes and modifications may be practiced within the scope of the appended claims. Therefore, the present examples are to be considered as illustrative and not restrictive, and the invention is not to be limited to the details given herein, but may be modified within the scope of the appended claims.

What is claimed is:

1. A gaming machine comprising:

an external cabinet defining an interior region of the gaming machine, the external cabinet adapted to house a plurality of gaming machine components within or about the interior region;

a first display device disposed within or about the interior region;

a second display device disposed within or about the interior region, interior to the external cabinet relative to the first display device,

wherein the first display device and the second surface of the digital display device are disposed such that a common line of sight passes through a portion of the first display device and to a portion of the second surface of the digital display device; and

a processor configured to execute instructions from memory that permit game play on the gaming machine, wherein the game play includes a first game presented only on the first display device and a second game presented using a combination of the first display device and the second display device.

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