

SEPARABLE GAME GRAPHICS ON A GAMING MACHINE

CROSS REFERENCE TO RELATED APPLICATIONS

[0001] This application claims priority under 35 U.S.C. §119(e) to U.S. Provisional Patent Application No. 60/858,741 filed on Nov. 13, 2006, which is incorporated herein by reference in its entirety for all purposes.

FIELD OF THE INVENTION

[0002] This invention relates to separable graphics. In particular, embodiments describe separable graphics for use with a layered display apparatus included in a gaming machine.

BACKGROUND

[0003] As technology in the gaming industry progresses, the traditional mechanically driven reel slot machines are being replaced by electronic machines having an LCD video display or the like. Processor-based gaming machines are becoming the norm. One reason for their increased popularity is the nearly endless variety of games that can be implemented using processor-based technology. These processor-based gaming machines enable the development and use of more complex games, incorporate player tracking, improve security, permit wireless communications, and add a host of digital features that are not possible on mechanical-driven gaming machines. The increasing cost of designing, manufacturing, and maintaining complex mechanical gaming machines has also motivated casinos and the gaming industry to abandon these older machines.

OVERVIEW

[0004] The present invention provides a gaming machine with layered displays and separable graphics that leverage the layered displays to enhance game play on a gaming machine. The separable graphics include separate but related content on each of the display panels for a game. The layered displays include a proximate screen and distal video display device that provide actual physical separation between graphics items output by proximate and distal video display devices. This distance provides parallax, which improves three-dimensional perception of video graphics and games by the gaming machine.

[0005] In one aspect, the present invention relates to a method of providing a game of chance on a gaming machine. The method includes displaying the game of chance using a proximate video display device and a distal video display device arranged along a common line of sight. The proximate video display device and the distal video display device are arranged to include a set distance between a display panel in the distal video display device and a display panel in the proximate video display device; the set distance is less than about 10 centimeters. The method also includes displaying first video data, on the proximate video display device, that includes a first video graphic for the game. The method further includes displaying second video data, on the distal video display device, that includes a second video graphic for the game. The method additionally includes displaying the game, which changes the first video graphic on the proximate video display device and changes the second video graphic on the distal video display device during the game. The method also includes providing an outcome for the game.

[0006] In another aspect, the present invention relates to logic encoded in one or more tangible media for execution and, when executed, operable to provide a game of chance on a gaming machine.

[0007] In yet another aspect, the present invention relates to a gaming machine. The gaming machine includes a cabinet defining an interior region of the gaming machine; the cabinet is adapted to house a plurality of gaming machine components within or about the interior region. The gaming machine also includes a proximate video display device and a distal video display device. The proximate video display device is disposed within or about the interior region and is configured to output a visual image in response to a control signal. The distal video display device is arranged inside the interior region relative to the first display device. A common line of sight passes through the proximate video display device to the distal video display device. The gaming machine further includes at least one processor configured to execute instructions, from memory, that a) display first video data, on the proximate video display device, that includes a first video graphic for a game, b) display second video data, on the distal video display device, that includes a second video graphic for the game, and c) display the game, which changes the first video graphic on the proximate video display device and changes the second video graphic on the distal video display device during the game.

[0008] These and other features and advantages of the invention will be described in more detail below with reference to the associated figures.

BRIEF DESCRIPTION OF THE DRAWINGS

[0009] FIG. 1A shows layered displays in a gaming machine in accordance with one embodiment.

[0010] FIG. 1B shows layered displays in a gaming machine in accordance with another embodiment.

[0011] FIG. 1C shows another layered video display device arrangement in accordance with a specific embodiment.

[0012] FIGS. 2A and 2B show sample video graphics output on layered display devices in accordance with a specific embodiment.

[0013] FIG. 3 illustrates parallax for a gaming machine with layered displays and separable video graphics.

[0014] FIGS. 4A and 4B show sample reel and poker video game output on layered display devices in accordance with a specific embodiment.

[0015] FIG. 5A shows video output on layered displays and configured to realistically simulate mechanical reels in accordance with one embodiment.

[0016] FIG. 5B shows the video output of FIG. 5A separated into front and back video for display on front and back displays, respectively, in accordance with one embodiment.

[0017] FIGS. 5C-5E show dynamic graphics for a reel game according to a win in accordance with a specific embodiment.

[0018] FIGS. 6A-6F show dynamic graphics for a reel game in accordance with another specific embodiment.

[0019] FIGS. 7A and 7B show another example of animated and dynamic separable graphics in accordance with a specific embodiment.

[0020] FIGS. 8A and 8B illustrate a gaming machine in accordance with a specific embodiment.

[0021] FIG. 9 illustrates a control configuration for use in a gaming machine in accordance with another specific embodiment.