

[0022] FIG. 10 shows a method of providing a game of chance on a gaming machine in accordance with one embodiment.

[0023] FIGS. 11A-11D show another example of a video sequence that uses the layered displays to provide coordinated 3-D output and separable content to a user in accordance with another specific embodiment.

[0024] FIGS. 12A and 12B show another example of separable content in accordance with another specific embodiment.

#### DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0025] The present invention will now be described in detail with reference to a few preferred embodiments thereof as illustrated in the accompanying drawings. In the following description, numerous specific details are set forth in order to provide a thorough understanding of the present invention. It will be apparent, however, to one skilled in the art, that the present invention may be practiced without some or all of these specific details. In other instances, well known process steps and/or structures have not been described in detail in order to not unnecessarily obscure the present invention.

[0026] The present invention includes a gaming machine with multiple display devices arranged in a common line of sight relative to a person near the gaming machine. The multiple video display devices each display their own separable graphics and images, and cooperate to provide coordinated visual output for a gaming machine.

[0027] Multiple video display devices disposed along a common line of sight are also referred to herein as 'layered' displays. Layered video display devices may be described according to their position along the common line of sight relative to a viewer. As the terms are used herein, 'proximate' refers to a video display device that is nearer to a person, along a common line of sight (such as 20 in FIG. 1A), than another video display device. The person is typically in front of (or near) a gaming machine. 'Distal' refers to a video display device that is farther from a person, along the common line of sight, than another. When a gaming machine includes only two layered video display devices, the front video display device is referred to herein as the proximate video display device, while the back video display device is referred to herein as the distal video display device.

[0028] Objects and graphics in a game may appear on any one or multiple of the video display devices, where graphics on the proximate screen(s) block the view objects on the distal screen(s), depending on the position of the viewer relative to the screens. One or more of the layered display devices proximate to a person (near the gaming machine) include portions that are completely or partially transparent and/or translucent so as to permit view video graphics on the distal display devices.

[0029] This multi-layer display device arrangement improves visual output for a gaming machine. As will be described below, display device arrangements described herein permit new forms of graphics presentation for a game played on a gaming machine, three-dimensional (3D) graphics with actual depth and parallax, more games to be played on a single gaming machine, and/or dynamic reconfiguration of a gaming machine to offer multiple games that traditionally required manual and mechanical reconfiguration of a gaming machine, e.g., to change the number of reels for a new reel

game, switch between one video display device and multiple layered video display devices, etc.

[0030] The layered displays permit separable game graphics on a gaming machine. Many separable game graphics designs are described below with respect to FIGS. 2-7.

[0031] Player participation on a gaming machine increases with entertainment. Improved visual output provided by separable video graphics described herein enables more entertaining forms of interaction between a player and gaming machine, and thus improves player participation and patronage for a casino or gaming establishment that uses gaming machines and methods described herein.

[0032] For example, the common line of sight and layered displays improve presentation of separable 3D graphics. A gaming machine may use a combination of virtual 3D graphics on any one of the display devices—in addition to separable graphics on each of the layered video display devices. Separable in this sense refers to a first graphic for a game on a first layered video display device and a second graphic for the game on a second layered video display device—they are physically separate and on separate screens, but programmed to be perceived together. Notably, the layered video display devices provide actual 3D depth and perception using the set distances between screens. Virtual 3D graphics on a single screen may include shading, highlighting and perspective techniques that selectively position graphics in an image to create the perception of depth. These virtual 3D image techniques cause the human eye to perceive depth in an image even though there is no real depth (the images are physically displayed on a single display screen, which is relatively thin). The real distance between display screens, however, creates separable graphics having real depth between the layered display devices. 3D presentation of graphic components may then use a combination of: a) virtual 3D graphics techniques on one or more of the multiple screens and/or b) actual depths between the layered display devices. Further description of 3D graphics presentation is provided below.

[0033] The separable graphics may be static or dynamic. Static separable graphics remain on their respective screen during game play. Dynamic separable graphics move between screens during game play. Examples of each of these types of separable graphics are described below.

[0034] In another specific embodiment, the multiple video display devices output video for different games or purposes. For example, a distal video display device may output a reel game, while an intermediate video display device outputs a bonus game or pay table associated with the distal video display device, while a proximate and foremost video display device provides a progressive game or is reserved for player interaction and video output with a touchscreen. Other layered video display device combinations and configurations may be used.

[0035] Layered video display devices will first be described. In one embodiment, the gaming machine includes two layered display devices, including a proximate, foremost or exterior video display device and a distal, underlying or interior video display device. For example, the proximate video display device may include a transparent LCD panel while the distal video display device includes a second LCD panel.

[0036] As the term is used herein, a video display device refers to any device configured to output video graphics and a visual image in response to a control signal. In one embodiment, the display device includes a screen of a finite thick-