

One example of separable and animated video graphics for a reel game: a slots game where three 7's across a pay line indicates a win combusts the sevens—both on the distal video display device **18c** that includes the simulated reels and on a proximate video display device **18a** that also includes combustion effects such as fire and smoke—overlaid over the simulated reels **125** on the distal video display device **18c**.

[0099] FIGS. **7A** and **7B** show another example of animated and dynamic separable graphics in accordance with a specific embodiment. In this example, a video poker reel includes three video reels, each on a separate layered display **18a-18c**, as shown in FIG. **7A**. For a winning outcome (FIG. **7B**), the video reel or poker game include Jacks, Queens or Kings that animate to show the win. The animation may include caricatures for the Jacks, Queens or Kings that move between video reels, jump from one screen to another, walk from one screen to another, move across a screen, communicate with each other, combinations thereof, etc.

[0100] Thus, the layered display devices are used to provide 3D effects between the layers. Such effects were not possible with old mechanical reel devices where the real symbols were fixed (and two-dimensional), or with single-plane LCD panels where the graphics were limited to 2D.

[0101] In another dynamic and separable graphics 3-D video example, distal video display device **18c** shows an image of a card dealer, who deals cards that are displayed on the proximate video display device **18a**. This provides a person with a three-dimensional view of the card game in which the cards physically come forward between the video display devices. In this case, cards in a video poker game may 'jump' to the front screen so as to create the impression of a hand being provided to, and held by, a person. The distal display **18c** may then include a poker table and dealer, which remains in the background visually (with real depth) as long as the player views his hand on the front display. This creates the 3-D perception of holding a hand. Blackjack and other card games may similarly be presented using layered displays.

[0102] In another specific embodiment, the front display is used to provide sizing and parallax. For example, a dealer may be disposed on the front display, while people are walking in behind the dealer in the back display. In other words, the layered displays are used to provide separate contextual information that also affirms depth perception.

[0103] As another dynamic and separable graphics example, coins may jump from a distal video display device to a proximate video display device, where they are rotated in the proximate display for selection by a player. This may be a bonus game, for example. The video reel game then remains on hold in the distal display, while the bonus game of selecting between three coins is portrayed on the proximate display. The coins may increase in size as they move from the distal display to the proximate display to add to the real perception of depth. When the layered displays share a backlight, spatial portions on the distal display overlapping the coins are turned transparent.

[0104] In a roulette example, a center of the distance between three layered video display devices is set as a center of the roulette wheel. Numbers on the perimeter of the roulette wheel then move in and out between the proximate video display device and distal video display device. This creates a 3-D effect where the numbers on the roulette wheel actually approach and retreat from a person standing in front a game machine.

[0105] In a dice game, such as video craps or video sic-bo, the layered video display devices are used to enhance presentation of dice as they jump and hit walls and other objects in the visual presentation. In this case, the dice may jump in between and back and forth between the front and distal video display devices. Other games are suitable for use herein.

[0106] 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. In this case, an "Indiana Jones" reel game includes a bonus game that initiates when the video reel symbols include a predetermined number of 'bonus' symbols **402** (three in the example shown in FIG. **11A**). To begin, letters for 'Bonus Initiated' **402** are displayed on the proximate video display device **18a** (FIG. **11A**).

[0107] In FIG. **11B**, the video supplied to distal display device **18c** changes from the reels to a rustic global map and a rustic book animation that opens and flies eastward across the map from North America to Europe, while the 'Bonus Initiated' remains on proximate display device **18a**. In this case, the layered displays include filter-type panels that share a backlight, and a portion **162** of distal video display device **18c** that overlaps the x-y position of letters for 'Bonus Initiated' converts to transparent to permit light from the distal backlight to reach the letters in proximate display device **18a**. Display of the rustic book also includes video shading to provide perception of three dimensions within the video for distal display device **18c**.

[0108] Also, as shown in FIGS. **11C** and **11D**, an airplane **404** animation appears on, and moves across, the proximate video display device **18a**. The airplane **404** may initiate from the book on distal video display device **18c**, or from a portion of proximate video display device **18a**, grow in size as it nears the person, etc. The airplane **404** provides separable content and parallax relative to the video on distal display device **18c**. Movement of the airplane **404** is very noticeable: not only does a person detect the relative motion of the book and map, the person also detects the relative motion of airplane **404** relative to both the book and map, in addition to the actual depth between the airplane **404** and book/map. Cumulatively, the profusion of moving and separable content provides an abundance of video information to the person's visual processing system, which leads to very exciting game content.

[0109] FIGS. **12A** and **12B** show another example of video that uses the layered displays to provide separable content in accordance with another specific embodiment. In this case, which is a second bonus game for an "Indiana Jones" reel game, a video depiction **406** of the Holy Grail **406** first appears on distal video display device **18c**. The Holy Grail **406** transfers screens to proximate video display device **18a**, and may include a video prompt to the user to begin the bonus game. In this case, the gaming machine includes a bonus device, such as a bonus wheel or a third video device, in the top box of the gaming machine that outputs the bonus game, and distal video display device **18c** provides video data that informs the person to look up to the bonus device.

[0110] Other video graphics may leverage the layered displays. The digital nature of video permits more designer flexibility in attracting attention to a symbol. For example, winning video symbols may change size, shake, vibrate, bounce up and down, change to different symbols, move between screens, become animated, combinations thereof, etc. These effects are not feasible with a traditional mechani-