

area network (LAN), wide area network (WAN), Internet connection, microwave link, and the like.

[0127] Memory 334 may include one or more memory modules, flash memory or another type of conventional memory that stores executable programs that are used by the processing system to control components in a layered display system and to perform steps and methods as described herein. Memory 334 can include any suitable software and/or hardware structure for storing data, including a tape, CD-ROM, floppy disk, hard disk or any other optical or magnetic storage media. Memory 334 may also include a) random access memory (RAM) 340 for storing event data or other data generated or used during a particular game and b) read only memory (ROM) 342 for storing program code that controls functions on the gaming machine such as playing a game.

[0128] A player uses one or more input devices 338, such as a pull arm, play button, bet button or cash out button to input signals into the gaming machine. One or more of these functions could also be employed on a touchscreen. In such embodiments, the gaming machine includes a touch screen controller 16a that communicates with a video controller 346 or processor 332. A player can input signals into the gaming machine by touching the appropriate locations on the touchscreen.

[0129] Processor 332 communicates with and/or controls other elements of gaming machine 10. For example, this includes providing audio data to sound card 336, which then provides audio signals to speakers 330 for audio output. Any commercially available sound card and speakers are suitable for use with gaming machine 10. Processor 332 is also connected to a currency acceptor 326 such as the coin slot or bill acceptor. Processor 332 can operate instructions that require a player to deposit a certain amount of money in order to start the game.

[0130] Although the processing system shown in FIG. 6 is one specific processing system, it is by no means the only processing system architecture on which embodiments described herein can be implemented. Regardless of the processing system configuration, it may employ one or more memories or memory modules configured to store program instructions for gaming machine network operations and operations associated with layered display systems described herein. Such memory or memories may also be configured to store player interactions, player interaction information, and other instructions related to steps described herein, instructions for one or more games played on the gaming machine, etc.

[0131] Because such information and program instructions may be employed to implement the systems/methods described herein, the present invention relates to machine-readable media that include program instructions, state information, etc. for performing various operations described herein. Examples of machine-readable media include, but are not limited to, magnetic media such as hard disks, floppy disks, and magnetic tape; optical media such as CD-ROM disks; magneto-optical media such as floptical disks; and hardware devices that are specially configured to store and perform program instructions, such as read-only memory devices (ROM) and random access memory (RAM). The invention may also be embodied in a carrier wave traveling over an appropriate medium such as airwaves, optical lines, electric lines, etc. Examples of program instructions include

both machine code, such as produced by a compiler, and files containing higher-level code that may be executed by the computer using an interpreter.

[0132] The processing system may offer any type of primary game, bonus round game or other game. In one embodiment, a gaming machine permits a player to play two or more games on two or more display screens at the same time or at different times. For example, a player can play two related games on two of the display screens simultaneously. In another example, once a player deposits currency to initiate the gaming device, the gaming machine allows a person to choose from one or more games to play on different display screens. In yet another example, the gaming device can include a multi-level bonus scheme that allows a player to advance to different bonus rounds that are displayed and played on different display screens.

[0133] 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:

- a cabinet defining an interior region of the gaming machine, the cabinet adapted to house a plurality of gaming machine components within or about the interior region;
- a first video display device, disposed within or about the interior region, configured to output a visual image in response to a control signal and including one or more controllably transparent portions;
- a second video display device, arranged relative to the first video display device such that a common line of sight passes through a portion of the first video display device to a portion of the second video display device; and
- at least one processor configured to execute instructions, from memory, that
 - a) display video data for multiple video reels on the second video display device, wherein the video data for each of the multiple video reels depicts a reel strip with multiple reel game symbols,
 - b) permit game play of a reel game of chance that uses the multiple video reels displayed by the second video display device, and
 - c) display video data, on the second video display device, that includes a video data adaptation to the video data for the multiple video reels, wherein the video data adaptation simulates a realistic visual attribute of a real mechanical reel in a gaming machine.

2. The gaming machine of claim 1 wherein the video data adaptation includes video data that simulates one or more mechanical components found between two real mechanical reel strips in a gaming machine.

3. The gaming machine of claim 2 wherein the video data adaptation includes video data that simulates a portion of a real mechanical reel outside a reel strip.

4. The gaming machine of claim 2 wherein the video data adaptation includes video data that simulates a portion of a stopping mechanism for the real mechanical reel.