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(54) **MECHANICAL REEL HARDWARE
SIMULATION USING MULTIPLE LAYER
DISPLAYS**

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(57) **ABSTRACT**

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Described herein is a processor-based gaming machine with layered displays. The layered displays include a front screen and back screen that provide actual physical separation between visual representations on the front and back screens; the separation mimics the actual distance seen between a glass layer and mechanical reels in a traditional mechanical stepper gaming machine. This distance between video screens also provides parallax and increases the ability of a processor-based gaming machine to realistically emulate older mechanical reel gaming machines.

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