[0090] Other light sources may be used to illuminate a reflective or transmissive light filter. For example, each video display device **18** may be individually illuminated using a white light source attached near the sides (top, bottom, left, and/or right) of each pixelating panel; the side light source may include a mini-fluorescence source and light guide that transmits light from the side light source, down the flat panel, and to all the pixilated filter elements in the planar LCD panel for pixilated image production. Other suitable light sources may include cold cathode fluorescent light sources (CCFLs) and/or light emitting diodes, for example.

[0091] In another embodiment, a distal and emissive video display device is arranged behind a proximate and non-emissive video display device and provides light to the proximate video display device, which then filters the light to create an image. For example, a flat OLED or plasma video display device **18***c* may be used to a) produce an image and b) to emit light that is filtered by LCD panels **18***a* and **18***b*. In this case, the distal and emissive video display device emits at least some white light. For example, video output of one or more reels may include significant white light that is also used to illuminate one or more LCD panels for pixilated filtering. In another embodiment, the proximate LCD panels use reflective light where the light comes from in front of the gaming machine, e.g., from the ambient room.

[0092] The proximate video display devices **18***a* and **18***b* each have the capacity to be partially or completely transparent or translucent. In a specific embodiment, the relatively flat and thin video display devices **18***a* and **18***b* are liquid crystal video display devices (LCDs). Other display technologies are also suitable for use. Various companies have developed relatively flat video display devices that have the capacity to be transparent or translucent. One such company is Uni-Pixel Displays, Inc., Inc. of Houston Tex., which sells display screens that employ time multiplex optical shutter (TMOS) technology. This TMOS display technology includes: (a) selectively controlled pixels that shutter light out of a light guidance substrate by violating the light guidance conditions of the substrate and (b) a system for repeatedly causing such violation in a time multiplex fashion. The display screens that embody TMOS technology are inherently transparent and they can be switched to display colors in any pixel area. A transparent OLED may also be used. An electroluminescent display is also suitable for use with proximate video display devices **18***a* and **18***b*. Also, Planar Systems Inc. of Beaverton Oreg. and Samsung of Korea, both produce several video display devices that are suitable for use herein and that can be translucent or transparent. Kent Displays Inc. of Kent Ohio also produces Cholesteric LCD video display devices that operate as a light valve and/or a monochrome LCD panel.

[0093] FIG. **4**C shows another layered video display device arrangement in accordance with a specific embodiment. In this arrangement, a touchscreen **16** is arranged in front of an exterior LCD panel **18***a*, an intermediate light valve **18***e* and a curved video display device **18***d*.

[0094] A common line of sight **20** passes through all four layered devices. As the term is used herein, a common line of sight refers to a straight line that intersects a portion of each video display device. The line of sight is a geometric construct used herein for describing a spatial arrangement of video display devices. If all the proximate video display devices are transparent along the line of sight, then a person should be able see through all the video display devices along the line of sight. Multiple lines of sight may also be present in many instances.

[0095] Light valve **18***e* selectively permits light to pass therethrough in response to a control signal. Various devices may be utilized for the light valve **18***e*, including, but not limited to, suspended particle devices (SPD), Cholesteric LCD devices, electrochromic devices, polymer dispersed liquid crystal (PDLC) devices, etc. Light valve **18***e* switches between being transparent, and being opaque (or translucent), depending on a received control signal. For example, SPDs and PDLC devices become transparent when a current is applied and become opaque or translucent when little or no current is applied. On the other hand, electrochromic devices become opaque when a current is applied and transparent when little or no current is applied. Additionally, light valve **18***e* may attain varying levels of translucency and opaqueness. For example, while a PDLC device is generally either transparent or opaque, suspended particle devices and electrochromic devices allow for varying degrees of transparency, opaqueness or translucency, depending on the applied current level.

[0096] In one embodiment, the gaming machine includes a touchscreen **16** disposed outside the exterior video display device **18***a*. Touchscreen **16** detects and senses pressure, and in some cases varying degrees of pressure, applied by a person to the touchscreen **16**. Touchscreen **16** may include a capacitive, resistive, acoustic or other pressure sensitive technology. Electrical communication between touchscreen **16** and the gaming machine processor enable the processor to detect a player pressing on an area of the display screen (and, for some touchscreens, how hard a player is pushing on a particular area of the display screen). Using one or more programs stored within memory of the gaming machine, the processor enables a player to activate game elements or functions by applying pressure to certain portions of touchscreen **16**. Several vendors known to those of skill in the art produce a touchscreen suitable for use with a gaming machine. Additionally, touchscreen technology which uses infrared or other optical sensing methods to detect screen contact in lieu of pressure sensing may be employed, such as the proprietary technology developed by NextWindow Ltd. of Aukland, New Zealand.

[0097] Rear video display device **18***d* includes a digital video display device with a curved surface. A digital video display device refers to a video display device that is configured to receive and respond to a digital communication, e.g., from a processor or video card. Thus, OLED, LCD and projection type (LCD or DMD) devices are all examples of suitable digital video display devices. E Ink Corporation of Cambridge Mass. produces electronic ink displays that are suitable for use in rear video display device **18***d*. Microscale container video display devices, such as those produced SiPix of Fremont Calif., are also suitable for use in rear video display device **18***d*. Several other suitable digital video display devices are provided below.

[0098] Referring to FIGS. **2**A and **2**B, window portions **15** of proximate video display device **18***a* are significantly transparent or translucent. The window portions **15** may be any suitable shape and size and are not limited to the sizes and arrangements shown. Pixilated element panels on many non-emissive displays such as LCD panels are largely invisible to a viewer. More specifically, many display technologies, such as electroluminescent displays and LCD panels, include por-