

- network interface adapted to facilitate the downloading of reel spin times, reel sounds, or both to said gaming machine.
- 14.** A method of presenting simulated reels on a processor-based gaming machine, comprising:
- displaying on a display of said processor-based gaming machine a plurality of simulated reels in a static, non-rotating position;
 - accepting a monetary value wager from said player;
 - accepting a game-related input from said player;
 - initiating the play of a wager-based game as a result of said game-related input;
 - determining reel spin times for each of said plurality of simulated reels, said reel spin times varying from one game play to another of reel-type games on said processor-based gaming machine; and
 - presenting on said display said plurality of simulated reels in rotational motion, wherein said presentation is based at least in part on the determined reel spin times for each of said plurality of simulated reels.
- 15.** The method of claim **14**, further comprising the steps of:
- generating reel sounds for each of said plurality of simulated reels, said reel sounds varying from one game play to another of reel-type games on said processor-based gaming machine; and
 - presenting said generated reel sounds on one or more speakers of said processor-based gaming machine.
- 16.** A wager-based gaming system, comprising:
- a plurality of processor-based gaming machines adapted for accepting a wager, playing a game based on the wager and granting a payout based on the result of the game, each of said plurality of processor-based gaming machines including:
 - an exterior housing arranged to contain a plurality of internal gaming machine components therein,
 - a master gaming controller in communication with at least one of said plurality of internal gaming machine components and adapted to execute or control one or more aspects of said wager-based reel-type game, and
 - a display device in communication with said master gaming controller and adapted to present a plurality of simulated rotating reels;
 - a remote host in communication with said plurality of processor-based gaming machines, said remote host being adapted to download reel spin times, reel sounds, or both to one or more of said plurality of processor-based gaming machines; and
 - at least one reel spin timer in communication with at least one of said remote host and said plurality of processor-based gaming machines, wherein said at least one reel spin timer is adapted to vary the spin times of said plurality of simulated rotating reels from one game play to another of reel-type games on one or more of said processor-based gaming machines.
- 17.** The wager-based gaming system of claim **16**, wherein said at least one reel spin timer is located at said remote host.
- 18.** The wager-based gaming system of claim **16**, further including:
- at least one reel sound generator in communication with at least one of said remote host and said plurality of processor-based gaming machines, wherein said at least one reel sound generator is adapted to provide sounds to one or more speakers with respect to said plurality of simulated rotating reels, said provided sounds varying from one game play to another of reel-type games on one or more of said processor-based gaming machines.
- 19.** The wager-based gaming system of claim **18**, wherein said at least one reel sound generator is located at said remote host.
- 20.** A wager-based gaming machine, comprising:
- an exterior housing arranged to contain a plurality of internal gaming machine components therein;
 - a master gaming controller in communication with at least one of said plurality of internal gaming machine components and adapted to execute or control one or more aspects of a wager-based reel-type game;
 - a display device adapted to present a plurality of simulated rotating reels; and
 - a reel spin timer in communication with at least one of said master gaming controller and said display device, said reel spin timer being adapted to vary the spin times of said plurality of simulated rotating reels from one game play to another of reel-type games on said wager-based gaming machine.
- 21.** The wager-based gaming machine of claim **20**, wherein said display device comprises a multi-layer display having a plurality of display screens positioned front to back with respect to each other.
- 22.** A wager-based gaming machine, comprising:
- an exterior housing arranged to contain a plurality of internal gaming machine components therein;
 - a master gaming controller in communication with at least one of said plurality of internal gaming machine components and adapted to execute or control one or more aspects of a wager-based reel-type game;
 - a display device adapted to present a plurality of simulated rotating reels;
 - one or more speakers in communication with said master gaming controller and adapted to present sounds with respect to said plurality of simulated rotating reels; and
 - a reel sound generator in communication with at least one of said master gaming controller and said one or more speakers, said reel sound generator being adapted to provide sounds to said one or more speakers with respect to said plurality of simulated rotating reels, said provided sounds varying from one game play to another of reel-type games on said wager-based gaming machine.
- 23.** The wager-based gaming machine of claim **22**, wherein said one or more speakers comprises a plurality of dedicated reel speakers located in close proximity to the display of said plurality of simulated rotating reels.
- 24.** The wager-based gaming machine of claim **22**, wherein at least one of said one or more speakers is adapted to provide haptic feedback with respect to the presentation of said plurality of simulated rotating reels.
- 25.** The wager-based gaming machine of claim **24**, wherein at least one of said speakers adapted to provide haptic feedback comprises a subwoofer.