

ponents of one or both wheels may be presented with respect to one or more screens of a multi-layer display. For example, one wheel may be presented on a front screen while the other wheel may be presented on the back screen of a multi-layer display.

**[0096]** FIGS. 6B and 6C illustrate exemplary sets of front screen, back screen and resulting combination screen presentations that can be used to form a suitable gaming wheel presentation, such as that shown in the simulated display of concentric virtual gaming wheels of FIG. 6A. In FIG. 6B, combination 297 is made by presenting the inner wheel 294 on the front screen 218a and the outer wheel 296 on the associated back screen 218c. The resulting display 226 is then shown as the “MLD RESULT,” which resembles the combined wheel 290 of FIG. 6A. It will be readily appreciated that the use of front and back screens for the separate wheels results in a noticeable three-dimensional effect in the finally displayed combined wheel.

**[0097]** In FIG. 6C, alternative combination 298 is made by overlapping a first wheel on front screen 218a with a second wheel on back screen 218c to arrive at the “MLD RESULT” combination wheel shown on resulting display 226. As will be readily appreciated, the various images of both front and back displays should be coordinated in order to produce any appealing three-dimensional effect for the corresponding wheel based game.

#### Method of Use

**[0098]** It will be readily appreciated that the method and illustrative flowchart provided herein are merely exemplary, and that the present invention may be practiced in a wide variety of suitable ways. While the provided flowchart may be comprehensive in some respects, it will be readily understood that not every step provided is necessary, that other steps can be included, and that the order of steps might be rearranged as desired by a given manufacturer, as desired.

**[0099]** Specifically, FIG. 7 illustrates a flowchart illustrating one exemplary method of presenting one or more gaming wheels on a processor-based gaming machine according to one embodiment of the present invention. Such a method serves to illustrate an automated process whereby a specialized wheel spin timer or processor and/or wheel sound generator can be used to provide more realistic wheel presentations. After start step 300, a first process step 302 involves displaying a virtual gaming wheel in a first static position on a display of the gaming machine. Such a gaming wheel can be any of the exemplary gaming wheels as described above, and the display can be, for example, a multi-layer display, as set forth above. Process step 304 then involves accepting a wager from the player, process step 306 involves accepting a game related input from the player, and a game play is then initiated at process step 308.

**[0100]** After game play is initiated at step 308, the various wheel start, spin speed, acceleration, spin time, deceleration and stop parameters are determined for the gaming wheel at process step 310. Such parameters can be determined by an associated specialized wheel processor, as detailed above, and can involve the use of one or more stored values or tables. Various wheel sounds for the gaming wheel can be selected or generated at process step 312. Such wheel sounds can be selected or generated by an associated wheel sound generator, as detailed above, and can involve the random selection of sound clips or snippets from larger sound files.

**[0101]** The method then moves to process step 314, where a dynamic or moving emulation of the gaming wheel is displayed. At process step 316, the gaming wheel is then displayed in a second static position. Such a second static position represents the outcome of the wheel spin from step 314. The method then finishes at end step 318. Of course, additional steps may also apply to such a process, as may be desired.

**[0102]** Although the foregoing invention has been described in detail by way of illustration and example for purposes of clarity and understanding, it will be recognized that the above described invention may be embodied in numerous other specific variations and embodiments without departing from the spirit or essential characteristics of the invention. Certain changes and modifications may be practiced, and it is understood that the invention is not to be limited by the foregoing details, but rather is to be defined by the scope of the appended claims.

What is claimed is:

1. A processor-based gaming machine adapted for accepting a wager, playing a game based on the wager and granting a payout based on the result of the wager-based game, 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 said wager-based game; and

- a multi-layer display device in communication with said master gaming controller and adapted to display at least one spinning gaming wheel thereupon, said at least one spinning gaming wheel including a plurality of wheel stops distributed thereupon, wherein said multi-layer display device includes:

- at least one display controller adapted to generate or transmit one or more display signals,

- a first display screen in communication with said at least one display controller and adapted to present a first visual display thereupon based on said one or more display signals, and

- a second display screen in communication with said at least one display controller and adapted to present a second visual display thereupon based upon said one or more display signals, said second display screen being positioned behind said first display screen such that said first and second visual displays are adapted to combine for a single visual presentation that includes said at least one spinning gaming wheel to a viewer thereof.

2. The processor-based gaming machine of claim 1, wherein said first visual display includes a first portion of said at least one spinning gaming wheel, and wherein said second visual display includes a second portion of said at least one spinning gaming wheel.

3. The processor-based gaming machine of claim 1, further including:

- one or more speakers in communication with said master gaming controller and adapted to present sounds with respect to said at least one spinning gaming wheel.

4. The processor-based gaming machine of claim 3, wherein said one or more speakers comprises a plurality of dedicated wheel speakers located in close proximity to the display of said at least one spinning gaming wheel.