

[0113] Secure communication links allow notifications to be sent securely from a local SBG server to host devices outside of a gaming establishment. For example, a local SBG server can be configured to transmit automatically generated email reports, text messages, etc., based on predetermined events that will sometimes be referred to herein as “triggers.” Such triggers can include, but are not limited to, the condition of a gaming machine door being open, cash box full, machine not responding, verification failure, etc.

[0114] In addition, providing secure connections between different gaming establishments can enable alternative implementations of the invention. For example, a number of gaming establishments, each with a relatively small number of gaming machines, may be owned and/or controlled by the same entity. In such situations, having secure communications between gaming establishments makes it possible for a gaming entity to use a single SBG server as an interface between central system 1263 and the gaming establishments.

[0115] While embodiments and applications of this invention have been shown and described, it would be apparent to those skilled in the art having the benefit of this disclosure that many more modifications than mentioned above are possible without departing from the inventive concepts herein.

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;
 - at least one display device coupled to the cabinet capable of displaying three-dimensional (3-D) images of a game of chance; and
 - at least one processor to execute instructions to display the 3-D images on the display device, the at least one processor having display video data to display the 3-D images for:
 - at least one first object having a first reel stop associated with a first payout value, the at least one first object moving about a central axis, each of the at least one first object having an first individual center point; and
 - at least one second object having a second reel stop, the at least one second object moving about the first individual center point, the second reel stop associated with a second payout value,
 wherein the first payout value and the second payout value determine a total payout associated with an outcome of the game of chance.
2. The apparatus of claim 1, wherein the at least one display device further comprises a display screen having a plurality of display pixels and a lenticular screen coupled with the display screen.
3. The apparatus of claim 2, wherein the at least one processor is configured to receive image data relating to a combination of a plurality of perspective views of an image, the plurality of perspective views being interlaced to from the image when displayed simultaneously.
4. The apparatus of claim 1, wherein the at least one display device further comprises:
 - a first display device configured to output a visual image in response to a control signal and including one or more controllable transparent portions; and
 - a second display device, arranged relative to the first display device such that a common line of sight passes
 - through a portion of the first display device to a portion of the second display device.
5. The apparatus of claim 1, wherein the at least one second object is positioned substantially within the at least one first object.
6. The apparatus of claim 1, wherein the at least one first object comprises:
 - a plurality of surfaces, each plurality of surface having a second individual center point and an image disposed thereon, each image having a third reel stop,
 wherein the image rotates about the second individual center point, and wherein the second payout value is determined by the image that is substantially displayed to the player at the third reel stop.
7. The apparatus of claim 1, wherein the at least one processor is configured to move the first object and the second object at:
 - a first orientation speed; and
 - a second orientation speed being slower than the first orientation speed,
 wherein the second orientation speed allows the player to view an animation of the second object.
8. The apparatus of claim 1, wherein the first payout value is associated with a first orientation of the at least one first object and the second payout value is associated with a second orientation of the at least one second object.
9. The apparatus of claim 1, wherein the at least one first object moves about the first individual center point.
10. A three-dimensional (3-D) game reel, comprising:
 - at least one first object having a first reel stop associated with a first payout value, the at least one first object moving about a central axis, each of the at least one first object having an first individual center point; and
 - at least one second object having a second reel stop associated with a second payout value, the at least one second object moving about the first individual center point,
 wherein the first payout value and the second payout value determine a total payout associated with an outcome of the game of chance.
11. The gaming reel of claim 10, further comprising at least one processor to execute instructions to display the 3-D gaming reel on at least one display device.
12. The gaming reel of claim 11, wherein the at least one display device further comprises a display screen having a plurality of display pixels and a lenticular screen coupled with the display screen.
13. The gaming reel of claim 11, wherein the at least one display device further comprises:
 - a first display device configured to output a visual image in response to a control signal and including one or more controllable transparent portions; and
 - a second display device, arranged relative to the first display device such that a common line of sight passes through a portion of the first display device to a portion of the second display device.
14. The gaming reel of claim 10, wherein the at least one second object is positioned substantially within the at least one first object.
15. The gaming reel of claim 10, wherein the at least one first object comprises:
 - a plurality of surfaces, each plurality of surface having a second individual center point and an image disposed thereon, each image having a third reel stop,