to output games on a gaming machine. In some cases, video data and images displayed on the display devices **218***a* and **218***c* are positioned such that the images do not overlap, while in other instances, the images do overlap. It should also be appreciated that the images displayed on the display screen can fade-in fade out, pulsate, move between screens, and perform other inter-screen graphics to create additional affects, if desired. The multiple display devices may each display their own graphics and images, or cooperate to provide coordinated visual output. Objects and graphics in a game may then appear on any one or multiple of the display devices, where reels and other graphics on the front screen **218***a* blocks the view objects on the back screen **218***c*, depending on the position of the viewer relative to the screens. This provides actual perspective between the graphics objects, which represents a real-life component of 3D visualization.

[0082] In some embodiments, the multiple display devices output video for different games or purposes. For example, one display device may output a reel game, while another display device outputs a bonus game or pay table associated with the other display, while still another display device provides a progressive game or is reserved for player interaction and video output with a touchscreen. Other combinations may be used, as may be desired.

[0083] Reel games output by the display devices in such a multi layer display may include any video game that portrays one or more reels. Typically, the gaming machine simulates 'spinning' of the video reels using motion graphics for the symbols on the reel strips and motion graphics for the mechanical components. The virtual reel for such a game can be reels that have had visible reel symbols sized or resized according to any of the embodiments described herein. In various particular embodiments, the resizing of visible reel symbols may be made to account for any special effects that are desired through the use of a multi layer display. For example, the sizing or resizing of reel symbols that are to displayed on front layered display **218***a* might be more exaggerated that the resizing of the same or similar reel symbols that are to be displayed on back layered display **218***c*, or vice versa, depending upon the visual effects that are desired.

Method of Use

[0084] 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.

[0085] Specifically, FIG. **8** illustrates a flowchart illustrating an exemplary method of presenting reel symbols on a reel-type wager-based gaming machine having blank reel stops according to one embodiment of the present invention. Such a method serves to illustrate an automated process whereby a specialized reel configurator resizes reel symbols for an existing virtual reel or reel strip, for example. The method may also be applied to the creation of reel strips, such as the original creation of a reel strip for a mechanical reel, or the original design of graphics for a virtual reel.

[0086] After start step **300**, a first process step **302** involves selecting a gaming reel. Such a gaming reel can be, for example, any of the exemplary virtual or physical mechanical gaming reels as described above, such as a virtual gaming reel being downloaded to a system gaming machine, for instance. Such a selection may also involve a new gaming reel. Process step **304** then involves determining the locations of visible reel symbols and blanks on the various reel stops on the selected reel. Once the configuration of reel symbols and blanks on the various reel stops of the reel are determined, an existing visible reel symbol is selected at process step **306**.

[0087] At a subsequent decision step **308**, an inquiry is made as to whether the selected visible reel symbol is adjacent to any ghost or blank reel stops. If so, then the process moves to process step **310**, where the selected visible reel symbol is sized or resized into one or more of the adjacent blanks accordingly. After such a sizing or resizing, or a determination that no such sizing or resizing is needed, the process then continues to decision step **312**, where an inquiry is made as to whether there are any more visible reel symbols on the selected gaming reel that have yet to be considered. If so, then the method reverts to process step **306**, and steps **306** through **312** are repeated. Once all visible reel symbols have been accounted for, then the process moves on to process step **314**, where the entire reconfigured gaming reel is processes. Such a process can involve storing the reconfigured gaming reel to a memory component either on a gaming machine or on the system, and/or may involve forwarding the reconfigured gaming reel for use by the master gaming controller and/or for display as part of the reel game on the gaming machine. After process step **314**, the method then finishes at end step **414**. Of course, additional steps may also apply to such a process, as may be desired.

[0088] 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 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;

a display device in communication with said master gaming controller and adapted to present a plurality of simulated rotating reels, said plurality of simulated rotating reels including a set of reel stops, where said set of reel stops includes a first subset of reel stops comprising visible reel symbols and a second subset of reel stops comprising blanks; and

a simulated reel configurator in communication with at least one of said master gaming controller and said display device, wherein said simulated reel configurator is adapted to facilitate the display of said plurality of simulated rotating reels upon said display device, and wherein said simulated reel configurator is adapted to configure at least one of said plurality of simulated rotat-