

- being at least partially visible through the video image, the video image being adapted to interact with the first image.
- 30.** The gaming machine of claim 29, wherein the first image is a physical image.
- 31.** The gaming machine of claim 29, wherein the first image is a graphical image.
- 32.** The gaming machine of claim 29, wherein the first image is a video image.
- 33.** The gaming machine of claim 29, wherein the first image is a mechanical member.
- 34.** The gaming machine of claim 29, wherein the video image modifies the first image visually without altering the first image.
- 35.** The gaming machine of claim 29, wherein the video image is produced by a transmissive video display.
- 36.** The gaming machine of claim 29, wherein the video image is a virtual image.
- 37.** A method of operating a gaming machine, comprising:
 displaying a first image associated with a wagering game;
 overlaying a second image over the first image, the second image being a video image;
 spatially separating the video image from the first image, the first image being at least partially visible through the video image; and
 adapting the video image to interact with the first image.
- 38.** The method of claim 37, wherein the video image modifies the first image visually without altering the first image.
- 39.** The method of claim 37, wherein the video image is produced by a transmissive video display.
- 40.** The method of claim 37, wherein the video image is a virtual image.
- 41.** The method of claim 37, wherein the first image includes a physical member.
- 42.** The method of claim 41, wherein the physical member is a mechanical device.
- 43.** The method of claim 42, wherein the physical member displays at least a portion of an outcome of the wagering game operable on the gaming machine.
- 44.** A gaming machine, comprising:
 a physical member located within the gaming machine; and
 a video display for displaying a video image, the video image being spatially separated from the physical member, the video display being adapted to interact with the physical member, the video image overlaying the physical member, the physical member being at least partially visible through the video image displayed by the video display.
- 45.** The gaming machine of claim 44, wherein the video display interacts with the physical member to visually modify the physical member.
- 46.** The gaming machine of claim 45, wherein the video display does not change the physical member when visually modifying the physical member.
- 47.** The gaming machine of claim 44, wherein the physical member is a physical image.
- 48.** The gaming machine of claim 44, wherein the physical member is a physical structure.
- 49.** The gaming machine of claim 44, wherein the physical member is a physical representation of a symbol.
- 50.** The gaming machine of claim 44, wherein the physical member is a mechanical device.
- 51.** The gaming machine of claim 44, wherein the physical member displays at least a portion of an outcome of a wagering game operable on the gaming machine.
- 52.** The gaming machine of claim 51, wherein the outcome of the wagering game is visually displayed by the physical member and the video display, the video display displaying at least a portion of the outcome of the wagering game.
- 53.** The gaming machine of claim 44, wherein the video display is a transmissive video display.
- 54.** The gaming machine of claim 44, wherein the video display displays a virtual image.
- 55.** The gaming machine of claim 44, wherein the video display is spatially separated from the physical member.
- 56.** A gaming machine, comprising:
 a first display for visually portraying first indicia associated with a wagering game; and
 a second display for displaying a video image including second indicia associated with the wagering game, the video image overlaying the first indicia and being spatially separated from the first indicia, the second indicia being adapted to interact with the first indicia.
- 57.** The gaming machine of claim 56, wherein the second display is a transmissive video display.
- 58.** The gaming machine of claim 56, wherein the video image of the second display is a virtual image.
- 59.** The gaming machine of claim 56, wherein at least a portion of the first indicia of the first display is visible through the video image of the second display.
- 60.** The gaming machine of claim 56, wherein the second display is spatially separated from the first display.

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