controller **16***a* that communicates with a video controller **346** or processor **332**. A player can input signals into the gaming machine by touching the appropriate locations on the touch-screen.

[0098] Processor **332** communicates with and/or controls other elements of gaming machine **10**. For example, this includes providing audio data to sound card **336**, which then provides audio signals to speakers **330** for audio output. Any commercially available sound card and speakers are suitable for use with gaming machine **10**. Processor **332** is also connected to a currency acceptor **326** such as the coin slot or bill acceptor. Processor **332** can operate instructions that require a player to deposit a certain amount of money in order to start the game.

[0099] Although the processing system shown in FIG. **6** is one specific processing system, it is by no means the only processing system architecture on which embodiments described herein can be implemented. Regardless of the processing system configuration, it may employ one or more memories or memory modules configured to store program instructions for gaming machine network operations and operations associated with layered display systems described herein. Such memory or memories may also be configured to store player interactions, player interaction information, and other instructions related to steps described herein, instructions for one or more games played on the gaming machine, etc.

[0100] Because such information and program instructions may be employed to implement the systems/methods described herein, the present invention relates to machine-readable media that include program instructions, state information, etc. for performing various operations described herein. Examples of machine-readable media include, but are not limited to, magnetic media such as hard disks, floppy disks, and magnetic tape; optical media such as CD-ROM disks; magneto-optical media such as floptical disks; and hardware devices that are specially configured to store and perform program instructions, such as read-only memory devices (ROM) and random access memory (RAM). The invention may also be embodied in a carrier wave traveling over an appropriate medium such as airwaves, optical lines, electric lines, etc. Examples of program instructions include both machine code, such as produced by a compiler, and files containing higher-level code that may be executed by the computer using an interpreter.

[0101] The processing system may offer any type of primary game, bonus round game or other game. In one embodiment, a gaming machine permits a player to play two or more games on two or more display screens at the same time or at different times. For example, a player can play two related games on two of the display screens simultaneously. In another example, once a player deposits currency to initiate the gaming device, the gaming machine allows a person to choose from one or more games to play on different display screens. In yet another example, the gaming device can include a multi-level bonus scheme that allows a player to advance to different bonus rounds that are displayed and played on different display screens.

[0102] 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 a first interior region of the gaming machine, the cabinet adapted to house a plurality of gaming machine components;

an optical module positioned within or about the first interior region, having:

a first display device configured to output a visual image in response to a control signal and including one or more controllably 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;

a lighting module positioned within or about the first interior region, having:

an enclosure defining a second interior region, the enclosure having:

a light film defining a first surface;

a plate defining a second surface; and

a plurality of light sources positioned between the light film and plate to provide light to the optical module; and

a cooling component adapted to flow a cooling medium within the lighting module to transfer heat generated from the plurality of light sources,

wherein the lighting module is removably coupled to the optical module such that the lighting module may be replaced or serviced without disturbing the optical module.

2. The gaming machine of claim **1**, further comprising a gaming controller configured to execute instructions, from memory, that

a) result in a display of data for a game of chance on the second display device;

b) result in a display of data on the first display device that includes a transparent portion and a non-transparent portion, where a common line of sight passes through each transparent window on the first display device to the game of chance displayed on the second display device; and

c) permit game play of the game of chance displayed by the second display device.

3. The gaming machine of claim **1**, wherein the cooling component further comprises:

an airflow plenum coupled to the plate, the airflow plenum having a first plurality of channels on a first side and a second plurality of channels on a second side;

a first plurality of fans disposed between the plate and the air flow plenum to direct the cooling medium through the first plurality of channels;

a plurality of heat sinks coupled to the free surface of the airflow plenum, each plurality of heat sinks having a bottom portion and a top portion; and

a plurality of fans coupled to each of the plurality of heat sinks,

wherein the cooling medium is directed from the first plurality of channels to the second interior region to flow onto a surface of the plurality of light sources to transfer heat generated from the plurality of light sources.

4. The gaming machine of claim **3**, wherein the cooling medium is re-circulated air.