

[0069] Moreover, the display 14 is at the position of the primary display of a conventional gaming machine. It will be appreciated that, in general, there is only one optimal position at which to locate a display of a gaming machine. Most gaming machines are ergonomically designed so that the display of the gaming machine is at that optimal position for a person of average height. Thus, the enhanced display 14 of the present invention can be arranged at that optimal height with the added benefit that a feature game can be played on the LCD screen 50 at that height.

[0070] It will be appreciated by persons skilled in the art that numerous variations and/or modifications may be made to the invention as shown in the specific embodiments without departing from the spirit or scope of the invention as broadly described. The present embodiments are, therefore, to be considered in all respects as illustrative and not restrictive.

1. A gaming machine display which includes:

a game playing arrangement mountable in a cabinet of a gaming machine; and

an electronically controlled display element overlying the game playing arrangement, in use, so that, depending on a state of the display element, the game playing arrangement is visible through the display element.

2. The display of claim 1 in which the game playing arrangement comprises a mechanical, symbol carrying arrangement.

3. The display of claim 2 in which the symbol carrying arrangement comprises a set of rotatable mechanical reels, a plurality of symbols being arranged on an outer periphery of each reel.

4. The display of claim 3 in which the display element comprises a display screen overlying the game playing arrangement.

5. The display of claim 4 in which the display screen is a multi-layered structure.

6. The display of claim 5 in which the structure includes a monitor on which images are to be displayed.

7. The display of claim 6 in which the monitor overlies a shutter mechanism.

8. The display of claim 7 in which the shutter mechanism is an electronically controlled device that is controllable to vary between a transparent state, in which the game playing arrangement is visible through the device, and an at least partially opaque state, in which the game playing arrangement is at least partially occluded.

9. The display of claim 8 which includes a monitor housing defining a plurality of openings, one opening being associated with each reel, a part of the outer periphery of each reel being visible through its associated opening.

10. The display of claim 8 in which the electronically controlled device defines a plurality of zones, each zone, in

use, overlying one of the reels and each zone being controllable to vary between the transparent state, in which the associated reel is visible through that zone, and an at least partially opaque state, in which said reel is at least partially occluded.

11. The display of claim 6 in which a user interface layer overlies the monitor.

12. The display of claim 6 in which the multi-layered structure includes an illuminating layer for illuminating the monitor.

13. The display of claim 12 in which the illuminating layer comprises a light transferring panel and an illuminating means arranged adjacent at least one edge of the panel.

14. The display of claim 1 in which the display element is a flat panel display.

15. A display element for a gaming machine display, the display element including:

a monitor on which images are to be displayed; and

a shutter mechanism underlying the monitor, the shutter mechanism being controllable to vary between a transparent state, in which other images underlying the shutter mechanism, in use, are visible through the monitor, and an at least partially transparent state in which the other images are at least partially occluded when viewed through the monitor.

16. The display element of claim 15 which is a multi-layered structure having a user-interface layer overlying the monitor.

17. The display element of claim 15 in which the multi-layered structure includes an illuminating layer operatively arranged relative to the monitor to illuminate the monitor.

18. A method of displaying images on a gaming machine, the method including the steps of:

displaying a first set of images on a game playing arrangement mounted in a cabinet of the gaming machine; and

displaying at least one further image on a display element overlying the game playing arrangement.

19. The method of claim 18 which includes controlling a state of the display element to control its transparency to regulate a degree of visibility, if any, of the game playing arrangement through the display element.

20. The method of claim 18 which includes displaying at least one further image overlying an image of the game playing arrangement, said at least one further image being taken into account in determining an outcome of a game played on the gaming machine.

21. The method of claim 18 which includes illuminating the display means to enhance the display of said at least one further image on the display means.

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