What is claimed:

1. A roulette wheel system, comprising:

a transparent rim positioned above and sloping downwards towards a rotatable roulette wheel;

an optical display system positioned beneath the transparent rim, the optical display system configured to provide a plurality of lighting effects visible through the transparent rim; and

a controller providing signal content to the optical display system, wherein the signal content produces at least a first lighting effect corresponding to current gameplay information.

2. The roulette wheel system of claim 1, further comprising a sensor providing real-time feedback to the controller indicative of a roulette ball position, wherein the sensor is at least one of an optical sensor, a proximity sensor, a pressure sensor, and a position sensor, and wherein the first lighting effect indicates the roulette ball position.

3. The roulette wheel system of claim 1, wherein the optical display system comprises one or more of a liquid crystal display and at least one light emitting diode (LED).

4. The roulette wheel system of claim 1, wherein the transparent rim comprises polycarbonate glass.

5. The roulette wheel system of claim 1, wherein the first lighting effect comprises at least one letter, number, icon, flash, or color.

6. The roulette wheel system of claim 1, wherein gameplay information includes one or more of a roulette ball position, a bet, a date, a time, a player name, a game type, or a winning number.

7. The roulette wheel system of claim 1, wherein the transparent rim is positioned beneath a roulette ball launch point, and a top surface of the transparent rim comprises a plurality of raised physical elements to interact with the roulette ball.

8. The roulette wheel system of claim 1, wherein the transparent rim is tilted at an angle of 21º above a horizontal plane of the roulette wheel and includes a number circle area for displaying one or more numbers or symbols that rotates with the rotatable roulette wheel.

9. The roulette wheel system of claim 1, wherein the number circle area is stationary and the displaying of the one or more numbers or symbols simulates the one or more numbers or symbols rotating with the rotatable roulette wheel.

10. A method, comprising:

receiving current gameplay information from at least one sensor associated with a roulette wheel system;

determining, by a controller, a lighting effect responsive to the gameplay information; and

projecting the lighting effect through a transparent rim positioned above and sloping downwards towards a rotatable roulette wheel, wherein the lighting effect is provided by an optical display system positioned beneath the transparent rim.

11. The method of claim 10, wherein the lighting effect communicates at least one of a roulette ball position, a bet, a date, a time, a player name, a game type, or a winning number.

12. The method of claim 10, wherein the sensor provides real-time gameplay information indicative of a roulette ball position, and the lighting effect tracks the roulette ball position, and wherein the sensor is at least one of an optical sensor, a proximity sensor, a pressure sensor, and a position sensor.

13. The method of claim 10, wherein the controller is programmed to cause the optical display system to project a first lighting sequence in response to a gaming event including at least one of: a ball launch, a ball contact with a gaming element, a final position.

14. The method of claim 10, wherein the optical display system comprises at least one of a liquid crystal display and at least one LED.

15. The method of claim 10, wherein the transparent rim includes a number circle area for displaying one or more numbers or symbols, wherein the number circle area rotates with the rotatable roulette wheel.

16. The method of claim 10, wherein the number circle area is stationary and wherein displaying the one or more numbers or symbols includes simulating the one or more numbers or symbols rotating with the rotatable roulette wheel.