What is claimed is:

1. A system for delaying an outcome of a roulette game, the system comprising:

a roulette wheel comprising a plurality of pockets, each pocket for stationary confinement of a ball;

a glass cover attached to the roulette wheel, the glass cover configured to switch between a transparent state and an opaque state in response to electrical signals; and

game circuitry operably connected to the glass cover, the game circuitry configured to switch the glass cover from the transparent state to the opaque state and back to the transparent state at one or more predetermined events or predetermined periods during play of the roulette game, and to send a first electrical signal to the glass cover while a ball is in motion around an inner circumference of the roulette wheel to change the glass cover from the transparent state to the opaque state so that the ball cannot be viewed from outside the glass cover.

2. The system of claim 1, wherein each pocket includes a pocket sensor configured to detect when the ball has come to rest within the pocket, and

wherein the game circuitry is configured to detect, using a respective pocket sensor, a final pocket location in which the ball comes to rest after being launched, and to communicate that the ball has come to rest while the glass cover is in the opaque state.

3. The system of claim 2, wherein the game circuitry is configured to privately communicate the final pocket location to an authorized game administrator while the glass cover is in the opaque state.

4. The system of claim 2 or 3, further comprising:

an interactive device operably connected to the game circuitry and configured to display a first alert condition in connection with the glass cover changing from the transparent state to the opaque state, and to display a second alert condition in connection with the ball coming to rest in the final pocket position;

wherein the display of the first alert condition comprises displaying a solid color, and the display of the second alert condition comprises displaying a flashing color.

5. The system of claim 4, further comprising:

a release mechanism, wherein the interactive device is configured as a ball release switch that, when activated, activates a ball release mechanism to launch the ball.

~~6. The system of any one of claims 1 to 5, wherein the game circuitry is further configured to:~~

~~launch a ball around an inner circumference of the roulette wheel, and to send a first electrical signal to the glass cover while the ball is in motion around the inner circumference to change the glass cover from the transparent state to the opaque state so that the ball cannot be viewed from outside the glass cover.~~

~~7~~6. The system of any one of claims ~~6~~1 to 5, wherein the game circuitry is configured to send a second electrical signal a predetermined time after the ball has come to rest in the final pocket location, the second electrical signal changing the glass cover from the opaque state to the transparent state so that the ball can be viewed from outside the glass cover.

~~8~~7. The system of any one of claims ~~6 or 7~~1 to 6, further comprising:

a ball motion sensor operably connected to the game circuitry and configured to detect a velocity of the ball as it travels around an inner track of the roulette wheel, wherein the game circuitry is configured to send the first electrical signal when the velocity satisfies a predetermined threshold velocity.

~~9~~8. The system of any one of claims ~~6 or 7~~1 to 6, further comprising:

a ball motion sensor operably connected to the game circuitry and configured to detect a rotation of the ball around the inner circumference of the roulette wheel, the first electrical signal being sent when the ball has travelled a predetermined number of times around the inner circumference.

~~10~~9. The system of any one of claims ~~6 to 9~~1 to 8, wherein the game circuitry is configured to send the first electrical signal a predetermined time after the ball is launched around the inner circumference of the roulette wheel.

~~11~~10. The system of any one of claims 1 to ~~10~~9, wherein the glass cover comprises a glass cover providing an encasement over at least the plurality of pockets of the roulette wheel, the glass cover completely obscuring the inner circumference and plurality of pockets when in the opaque state.

~~12~~11. A method for delaying an outcome of a roulette game, comprising:

launching a ball around a roulette wheel, the roulette wheel having a glass cover configured to switch between a transparent state and an opaque state in response to one or more electrical signals; ~~and~~

sending a first electrical signal to the glass cover while the ball is in motion around the roulette wheel to switch ~~switching~~ the glass cover from the transparent state to the opaque state so that the ball cannot be viewed from outside the glass cover;

receiving an indication that the ball is no longer moving and has come to rest in one of a plurality of pockets on the roulette wheel; and

sending a second electrical signal to the glass cover after the indication is received to change the glass cover from the opaque state ~~back~~ to the transparent state ~~at one or more predetermined events or predetermined periods during play of the roulette game~~, so that the ball can be viewed from outside the glass cover.

~~13. The method of claim 12, further comprising:~~

~~sending a first electrical signal to the glass cover while the ball is in motion around the roulette wheel to change the glass cover from the transparent state to the opaque state so that the ball cannot be viewed from outside the glass cover;~~

~~receiving an indication that the ball is no longer moving and has come to rest in one of a plurality of pockets on the roulette wheel; and~~

~~sending a second electrical signal to the glass cover after the indication is received to change the glass cover from the opaque state to the transparent state, so that the ball can be viewed from outside the glass cover.~~

~~14~~12. The method of claim ~~13~~11, wherein the second electrical signal is sent a predetermined period of time after the ball has come to rest.

~~15~~13. The method of claim ~~13~~11 or ~~14~~12, further comprising:

sending the first electrical signal when a velocity of the ball decreases below a threshold velocity.

~~16~~14. The method of claim ~~13~~11 or ~~14~~12, further comprising:

sending the first electrical signal when the ball has travelled a predetermined number of times around the roulette wheel.

~~17~~15. The method of claim ~~13~~11 or ~~14~~12, further comprising:

sending the first electrical signal a predetermined time after the ball is launched around the roulette wheel.

~~18~~16. The method of any one of claims ~~12~~11 to ~~17~~15, further comprising:

displaying a first alert in connection with the glass cover changing to the opaque state; and

displaying a second alert on or after the ball is no longer moving and has come to rest.

~~19~~17. The method of any one of claims ~~12~~11 to ~~18~~16, further comprising:

communicating a pocket location of the ball when the ball has come to rest and the glass cover is in the opaque state.

~~20~~18. A method for extending a time period for wagers in a game of roulette, comprising:

spinning a ball around a roulette wheel, the roulette wheel having a glass cover configured to switch between a transparent state and an opaque state;

a period of time after spinning the ball but before the ball stops spinning, switching the glass cover from the transparent state to the opaque state so that the ball cannot be viewed by players of the game;

announcing, while the glass is in the opaque state and after the ball stops spinning, that wagers may no longer be placed;

switching the glass cover from the opaque state to the transparent state so that the outcome can be viewed by the players of the game; and