

- co-acts with the at least one primary game functional image displayed by the interior video display.
2. The gaming device of claim 1, wherein the plurality of primary game functional images displayed by the exterior video display and the interior video display are different.
3. The gaming device of claim 1, wherein the plurality of primary game functional images displayed by the exterior video display and the interior video display are at least partially the same.
4. The gaming device of claim 1, wherein the plurality of primary game functional images include a plurality of reels.
5. The gaming device of claim 1, wherein the plurality of primary game functional images include a plurality of reels and a plurality of symbols on the reels.
6. The gaming device of claim 1, wherein the entire exterior video display is see-through.
7. The gaming device of claim 1, wherein the exterior video display is selected from the group consisting of: a transparent video display; a translucent video display; a video display having a transparent state; and a video display having a translucent state.
8. The gaming device of claim 1, wherein the at least one of the primary game functional images displayed by the exterior video display provides a first part of the primary game, and wherein the at least one of the primary game functional images displayed by the interior video display provides a second part of the primary game.
9. The gaming device of claim 1, wherein the primary game functional images include a plurality of symbols, and the processor is programmed to cause the exterior video display to display a plurality of the symbols in a play of the primary game and to cause the interior video display to display a plurality of the symbols in said play of the primary game.
10. A gaming device operable under control of at least one processor, said gaming device comprising:
- at least one primary game operable upon a wager by a player, said primary game including a plurality of displayable primary game functional images;
  - at least one secondary game operable after an occurrence of a triggering event, said secondary game including a plurality of displayable secondary game functional images;
  - a housing;
  - an at least partially see-through exterior video display supported by the housing and controlled by the at least one processor; and
  - an interior video display supported by the housing and controlled by the at least one processor, said interior video display:
    - (i) spaced apart from the exterior video display, and
    - (ii) aligned with the exterior video display such that a plurality of lines of sight extend through said see-through part of the exterior video display and the interior video display,
  - the at least one processor programmed to after an occurrence of the triggering event:
    - (a) cause the exterior video display to display at least one of the secondary game functional images, and
    - (b) simultaneously cause the interior video display to display at least one of the secondary game functional images, wherein the at least one secondary game functional image displayed by the exterior video display co-acts with the at least one secondary game functional image displayed by the interior video display.
11. The gaming device of claim 10, wherein the triggering event can occur in the primary game.
12. The gaming device of claim 10, wherein the plurality of secondary game functional images displayed by the exterior video display and the interior video display are different.
13. The gaming device of claim 10, wherein the plurality of secondary game functional images displayed by the exterior video display and the interior video display are at least partially the same.
14. The gaming device of claim 10, wherein the plurality of secondary game functional images include a plurality of reels.
15. The gaming device of claim 10, wherein the plurality of secondary game functional images include a plurality of reels and a plurality of symbols on the reels.
16. The gaming device of claim 10, wherein the entire exterior video display is see-through.
17. The gaming device of claim 10, wherein the exterior video display is selected from the group consisting of: a transparent video display; a translucent video display; a video display having a transparent state; and a video display having a translucent state.
18. The gaming device of claim 10, wherein the at least one of the secondary game functional images displayed by the exterior video display provides a first part of the secondary game, and wherein the at least one of the secondary game functional images displayed by the interior video display provides a second part of the secondary game.
19. The gaming device of claim 10, wherein the secondary game functional images include a plurality of symbols, and the processor is programmed to cause the exterior video display to display a plurality of the symbol in a play of the secondary game, and to cause the interior video display to display a plurality of the symbols in said play of the secondary game.
20. A gaming device operable under control of at least one processor, said gaming device comprising:
- at least one primary game operable upon a wager by a player, said primary game including a plurality of displayable primary game functional images;
  - at least one secondary game operable after a triggering event, said secondary game including a plurality of displayable secondary game functional images;
  - a housing;
  - an at least partially see-through exterior video display supported by the housing and controlled by the at least one processor; and
  - an interior video display supported by the housing and controlled by the at least one processor, said interior video display:
    - (i) spaced apart from the exterior video display, and
    - (ii) aligned with the exterior video display such that a plurality of lines of sight extend through said see-through part of the exterior video display and the interior video display,
  - the at least one processor programmed to after an occurrence of the triggering event:
    - (a) cause the exterior video display to display at least one of the secondary game functional images, and
    - (b) simultaneously cause the interior video display to display at least one of the secondary game functional images, wherein the at least one secondary game functional image displayed by the exterior video display co-acts with the at least one secondary game functional image displayed by the interior video display.