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(54) **MOVING THREE-DIMENSIONAL DISPLAY FOR A GAMING MACHINE**

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(57) **ABSTRACT**

A gaming apparatus may comprise a primary display unit, and a value input device. The gaming apparatus may also

comprise a first controller operatively coupled to the primary display unit and the value input device. The first controller may include a first microprocessor and a first memory operatively coupled to the first microprocessor. The first controller may be configured to receive wager data from the value input device, the wager data indicative of a wager submitted by a player. The first controller may also be configured to cause the primary display unit to display an outcome of a game, and to determine a value payout associated with the outcome of the game. The gaming apparatus may further comprise a secondary display unit separate from the primary display unit. The secondary display unit may include a viewing window, a first object coupled to a movable member, and a second object. The secondary display unit may also include a semitransparent mirror positioned posterior to the viewing window to reflect an image of one of the first object and the second object and to transmit an image of the other of the first object and the second object, wherein the image of the first object and the image of the second object are viewable through the viewing window. The secondary display unit may additionally include a first motor coupled to the movable member to move the first object such that a depth of the image of the first object changes relative to a depth of the image of the second object as viewed through the viewing window.

