

objects **712** and **716** to move. If the timer has timed-out, the flow may proceed to block **828**. At block **828**, the secondary display controller **114** may set up to stop the movement of the objects **712** and **716**. In one embodiment, the secondary display controller **114** sets up so that the objects **712** and **716** can be stopped at the respective ending positions indicated at block **808** approximately simultaneously. The set up may include, for example, progressively slowing down the movement of the object **712** and/or the object **716**, performing calculations based on the current positions of the object **712** and/or the object **716** such that the objects **712** and **716** can be stopped at the respective ending positions indicated at block **808** approximately simultaneously, etc.

[0110] At block **832**, it may be determined if the object **712** is at its respective ending position, and if the object **716** is at its respective ending position, as indicated at block **808**. If the objects **712** and **716** are not at their respective stopping positions, the flow may proceed to block **836**. At block **836**, the secondary display controller **114** may keep the object **712** moving if it is not at its ending position, and may keep the object **716** moving if it is not at its ending position. For example, the secondary display controller **114** may attempt to stop the movement of objects **712** and **716** at their respective ending positions approximately simultaneously. For example, secondary display controller **114** may attempt to stop the movement such that it would appear to a person viewing the movement through the viewing window **704** that the objects **712** and **716** stopped at least approximately simultaneously. For instance, the secondary display controller **114** may attempt to stop the movement of the objects **712** and **716** within 3 seconds, 2 seconds, 1 second, 0.5 second, etc. of each other.

[0111] At block **840**, the secondary display controller **114** may stop movement of the object **712** at its ending position and the object **716** at its ending position. Additionally, the secondary display controller **114** may send a message to the main controller **100** that indicates the secondary display controller **114** has stopped the objects **712** and **716** at their respective ending positions.

[0112] Referring now to **FIG. 16**, in one embodiment the secondary display unit **88** may be used to convey information (e.g., bonus information or the like) to a player of the gaming unit **20**. The object **716** may include or be coupled to a numeric display visible through the viewing window **704**. The numeric display of the object **716** may be operatively coupled to the secondary display controller **114**, and the secondary display controller **114** may control the numeric display. It is to be understood that in some embodiments a display capable of displaying letters or other symbols, in addition to numbers, may also be utilized.

[0113] **FIG. 18** illustrates one embodiment of a numeric display **860** that the object **716** may include or to which the object **716** may be coupled. The numeric display **860** may include one or more sections **862**, **864**, **866**, and **868**, each capable of displaying a digit. Although four sections **862**, **864**, **866**, and **868** are illustrated in **FIG. 18**, more or less sections may be used in other embodiments. Additionally, although each section **862**, **864**, **866**, and **868** is of the same type in **FIG. 18**, each section may be the same or different than other sections. For example, some sections may be capable of displaying only numbers, whereas other sections of displaying numbers, letters, and symbols.

[0114] The numeric display **860** may be used to convey bonus information to the player. Referring to **FIG. 3**, the main controller **100** may determine that a bonus has occurred, and may provide the secondary display controller **114** with bonus information that is to be presented to the player. For example, the secondary display controller **114** may control the numeric display **860** to display a number indicative of a bonus amount (e.g., a monetary value, a multiplier value, etc.).

[0115] Referring again to **FIG. 16**, the position of the object **716** may be used to convey bonus information to the player. The bonus information conveyed via the position of the object **716** may be the same as or different than information displayed on the numeric display **860**. In one embodiment, the secondary display controller **114** may cause the object **716** to continuously move toward and away from the viewing window **704**, and then stop at a stopped position. The stopped position of the object **716** may be indicative of a bonus amount. For example, for larger bonus values, the object **716** may be stopped in a position such that it appears in front of the object **712** as viewed through the viewing window **704**. For smaller bonus values, the object **716** may be stopped in a position such that it appears in back of the object **712**. The position of the object need not convey bonus information. For instance, in other embodiments, the object **716** may be stopped in a same position no matter what bonus has been determined by the main controller **100**. In other embodiments, the object **716** may be stopped in a position that is randomly or pseudo-randomly determined by the secondary display controller **114**.

[0116] The object **712** may also be used to convey bonus information. The bonus information conveyed via the object **712** may be the same as or different than information conveyed via the object **716**. **FIG. 19** illustrates one embodiment in which the object **712** may include a shape or depiction of a horseshoe **880**. The horseshoe **880**, the shaft **788**, and the motor **792** may be positioned and coupled such that, as seen through the viewing window **704**, the horseshoe **880** faces the viewer and appears to spin open-end over closed-end as the motor **792** spins the shaft **788**. In other embodiments, the horseshoe **880** may be positioned differently and/or may spin on a different axis, or may be made to move in additional ways, such as toward and away from the mirror **708** in a manner similar to that of the object **716**.

[0117] In one embodiment, the secondary display controller **114** may cause the horseshoe **880** to continuously spin, and then slow to a stopped position. The stopped position of the horseshoe **880** may be indicative of a bonus amount. Traditionally, a horseshoe positioned such that its open-end faces up is considered "good luck." Thus, in one example, for larger bonus values, the horseshoe **880** may be stopped in a position such that, as seen through the viewing window **704**, its open end faces up. For smaller bonus values, the horseshoe **880** may be stopped in a position such that, through the viewing window **704**, its open end faces down. The position of the horseshoe **880** need not convey bonus information. For instance, in other embodiments, the horseshoe **880** may be stopped in a same position no matter what bonus has been determined by the main controller **100**. In other embodiments, the horseshoe **880** may be stopped in a position that is randomly or pseudo-randomly determined by the secondary display controller **114**.