

such as a number "7", a four-leaf clover, a crystal ball, etc. Additionally, rather than, or in addition to, spinning the object 712, in other embodiments it may be moved in other ways such as moving it toward and away from the mirror 708 in a manner similar to that of the movement of the object 716. In still other embodiments, the object 712 may remain stationary. Similarly, the object 716 may be made to move in additional ways such as moving in directions other than toward and away from the viewing window 704, spinning, etc.

[0128] Additionally, the object 716 need not be directly viewable from the viewing window 704. FIG. 21 illustrates another embodiment of a secondary display unit. In this embodiment, a secondary display unit 1000 includes a mirror 1004 positioned such that an image of an object 1012 is viewable through the viewing window 704. The object 1012 is moveable toward and away from the mirror 1004 as indicated by the arrow labeled "Direction of Movement." This may cause the depth of the object 1012, as viewed through the viewing window 104 to appear to change as compared to the depth of an object 1008.

[0129] Referring again to FIG. 16, the object 712 need not be directly next to the mirror 708. For example, the image of the object 712 may be reflected off of one or more other mirrors (not shown) prior to reflecting off the mirror 708. Referring to FIG. 21, the image of the object 1012 may be reflected off of one or more other mirrors before being reflected off mirror 1004.

[0130] FIG. 22 illustrates another embodiment of a secondary, display unit. In this embodiment, a secondary display unit 1050 is configured to provide an image of an object 1054 and an image of an object 1058 through the viewing window 704. In this embodiment, the object 1054 is moveable toward and away from the mirror 708 as indicated by the arrow labeled "Direction of Movement." This may cause the depth of the object 1054, as viewed through the viewing window 104 to appear to change as compared to the depth of an object 1058.

[0131] In the embodiments described with reference to FIGS. 16, 21, and 22, the mirror 708 has been described as at approximately a 45 degree angle with the viewing window 704. In other embodiments, however, the mirror 708 may be positioned at a variety of angles with the viewing window. In general, the mirror 708 and objects 712 and 716 should be positioned such that they are viewable through the viewing window 704.

[0132] Additionally, an example of the mirror 708 has been described as transmitting approximately 50% light and reflecting approximately 50% light. Other transmission/reflection ratios, however, may also be utilized. In general, a transmission/reflection ratio for the mirror 708, and the brightness of the objects 712 and 716 themselves, may be selected or adjusted so that the objects 712 and 716, as viewed through the viewing window 704, each have a desired brightness. For example, if it is desired that the object 716 appear brighter than the object 712, then a mirror 708 that reflects 40% and transmits 60% may be appropriate. Alternatively, a 50% mirror may be utilized, but the brightness of the objects 712 and 716 may be adjusted so that the object 712 appears brighter than object 716 in the viewing window 704. Similarly, if it desired that the objects 712 and 716 have approximately the same brightness as seen through

the viewing window, and if the mirror 708 reflects 40% and transmits 60%, the brightness of the object 712 may be made brighter than that of the object 716.

[0133] In the above description, various methods have been described with reference to flow diagrams. It will be apparent to one of ordinary skill in the art that each of these methods may be implemented, in whole or in part, by software, hardware, and/or firmware. If implemented, in whole or in part, by software, the software may be stored on a tangible medium such as a CD-ROM, a floppy disk, a hard drive, a digital versatile disk (DVD), a ROM, an EEPROM, a flash memory, etc. Further, although the examples described above were described with reference to various flow diagrams, one of ordinary skill in the art will appreciate that many other methods may alternatively be used. For example, the order of execution of the blocks may be changed, and/or some or all of the blocks may be changed, eliminated, or combined.

What is claimed is:

1. A gaming apparatus, comprising:

a primary display unit;

a value input device;

a first controller operatively coupled to the primary display unit and the value input device, the first controller comprising a first microprocessor and a first memory operatively coupled to the first microprocessor,

the first controller being configured to receive wager data from the value input device, the wager data indicative of a wager submitted by a player;

the first controller being configured to cause the primary display unit to display an outcome of a game,

the first controller being configured to determine a value payout associated with the outcome of the game;

the gaming apparatus further comprising a secondary display unit separate from the primary display unit, the secondary display unit comprising:

a viewing window;

a first object coupled to a movable member;

a second object;

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;

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.

2. A gaming apparatus according to claim 1, wherein the secondary display unit further comprises a second controller separate from the first controller, the second controller operatively coupled to the first motor, the second controller configured to cause the first motor to move the first object