

such that the depth of the image of the first object changes relative to the depth of the image of the second object.

**3.** A gaming apparatus according to claim 2, wherein the second controller is configured to cause the first motor to repeatedly move the first object during a time period.

**4.** A gaming apparatus according to claim 3, wherein the second controller is configured to cause the first motor to stop the first object at an ending position after the time period.

**5.** A gaming apparatus according to claim 4, wherein at least one of the first object and the second object comprises a numeric display, the numeric display-capable of displaying at least numbers, wherein the numeric display is operatively coupled to the second controller, wherein numbers displayed by the numeric display are viewable through the viewing window;

wherein the second controller is configured to cause the numeric display to display changing numbers during the time period.

**6.** A gaming apparatus according to claim 5, wherein the second controller is operatively coupled to the first controller;

wherein the first controller is configured to determine if the game is in bonus;

wherein the first controller is configured to transmit bonus information to the second controller if the game is in bonus;

wherein the second controller is configured to cause the first motor to move the first object during the time period in response to the bonus information;

wherein the second controller is configured to determine an ending number based on the bonus information;

wherein the second controller is configured to cause the numeric display to display the ending number on the display after the time period.

**7.** A gaming apparatus according to claim 6, wherein the bonus information comprises the ending number.

**8.** A gaming apparatus according to claim 6, wherein the second controller is configured to cause the numeric display to change to the ending number and to cause the first motor to stop the first object at the ending position at substantially the same time.

**9.** A gaming apparatus according to claim 2, wherein the secondary display unit further comprises a second motor coupled to the second object, and operatively coupled to the second controller;

wherein the second controller is configured to cause the second motor to move the second object.

**10.** A gaming apparatus according to claim 9, wherein the second motor is coupled to the second object to cause the second object to spin.

**11.** A gaming apparatus according to claim 9, wherein the first object comprises a numeric display, the numeric display capable of displaying at least numbers, wherein the numeric display is operatively coupled to the second controller, wherein numbers displayed by the display are viewable through the viewing window;

wherein the second controller is operatively coupled to the first controller;

wherein the first controller is configured to determine if the game is in bonus;

wherein the first controller is configured to transmit bonus information to the second controller if the game is in bonus;

wherein the second controller is configured to cause the first motor to repeatedly move the first object during a time period in response to the bonus information;

wherein the second controller is configured to cause the numeric display to display changing numbers during the time period;

wherein the second controller is configured to cause the second motor to move the second object during the time period;

wherein the second controller is configured to determine a first ending position, a second ending position, and an ending number based on the bonus information;

wherein the second controller is configured to cause the first motor to stop the first object at the first ending position after the time period;

wherein the second controller is configured to cause the numeric display to display the ending number on the display after the time period; and

wherein the second controller is configured to cause the second motor to stop the second object at the second ending position after the time period.

**12.** A gaming apparatus according to claim 11, wherein the second controller is configured to cause the first object to stop at the first ending position, the numeric display to change to the ending number, and the second object to stop at the second ending position at substantially the same time.

**13.** A gaming apparatus according to claim 1, wherein the primary display unit comprises at least one mechanical reel.

**14.** A gaming apparatus according to claim 1, wherein the primary display unit comprises at least one video display unit.

**15.** A gaming method comprising:

receiving a wager from a player via a value input device;

displaying an outcome of a game via a primary display unit;

determining a value payout associated with the outcome of the game;

displaying an image of a first object and an image of a second object via a secondary display unit, the secondary display unit having a viewing window, wherein the image of the first object and the image of the second object appear superimposed as viewed from the viewing window;

determining a bonus condition of the game;

in response to the bonus condition, causing the first object to repeatedly move during a period of time, wherein a depth of the image of the first object relative to a depth of the image of the second object changes as viewed from the viewing window during the period of time; and

after the period of time, causing the first object to stop at a first ending position.