16. A gaming method according to claim 15, further comprising determining the first ending position.

17. A gaming method according to claim 16, wherein determining the first ending position comprises determining the first ending position based on the bonus condition.

18. A gaming method according to claim 15, wherein the first object includes a numeric display capable of displaying at least numbers, wherein the numeric display is viewable from the viewing window, the method further comprising:

in response to the bonus condition, causing the numeric display to repeatedly display different numbers during the 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 numeric display to display an ending number.

19. A gaming method according to claim 18, further comprising determining the ending number.

20. A gaming method according to claim 19, wherein determining the ending number comprises determining the ending number based on the bonus condition.

21. A gaming method according to claim 18, further comprising:

in response to the bonus condition, causing the second object to repeatedly move during the period of time; and

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

22. A gaming method according to claim 21, further comprising determining the second ending position.

23. A gaming method according to claim 22, wherein determining the second ending position comprises determining the second ending position based on the bonus condition.

24. A gaming method according to claim 21, further comprising:

causing the first object to stop at the first ending position, causing the numeric display to display the ending number, and causing the second object to stop at the second ending position at substantially the same time.

25. 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 if the game is in bonus,

the first controller being configured to transmit bonus information to a second controller if the game is in bonus,

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, the first object including a numeric display, the numeric display capable of displaying at least numbers, wherein numbers displayed by the numeric display are viewable through the viewing window;

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;

a second controller separate from the first controller, the second controller operatively coupled to the first motor and to the numeric display,

the second controller being configured to, in response to the bonus information received from the first controller, cause the first motor to repeatedly move the first object during a time period such that the depth of the image of the first object changes relative to the depth of the image of the second object,

the second controller being configured to, in response to the bonus information received from the first controller, cause the numeric display to display changing numbers during the time period,

the second controller being configured to cause the first motor to stop the first object at an ending position after the time period, and

the second controller being configured to cause the numeric display to display an ending number after the time period.

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