

game-time decisions that affect game play. These choices may be selected using the player-input switches, a touch screen or using some other device which enables a player to input information into the gaming machine including a key pad, a touch screen, a mouse, a joy stick, a microphone and a track ball.

[0140] During the game, gaming machine **10** displays the game of chance using a proximate video display device and a distal video display device (**304**). Suitable layered video display device arrangements were described above with respect to FIGS. **1A-1C**. The game includes a visual presentation and various visual effects that can be perceived by a player. These effects add to the entertainment and excitement of a game, which makes a player more likely to continue playing. Many possible games are suitable for use herein, including video slot games, video poker, video pachinko, video black jack and video keno, may be provided with gaming machines of this invention. In general, the invention may be applied to any type of video game implemented on a gaming machine supporting video game presentations.

[0141] Video output on the layered video display device includes: displaying first video data, on the proximate video display device, that includes a first video graphic for the game (**306**), and displaying second video data, on the distal video display device, that includes a second video graphic for the game (**308**). Many suitable examples of video graphics provided to the layered video display devices were described above. Method **300** changes the first video graphic on the proximate video display device and changes the second video graphic on the distal video display device during the game.

[0142] When the game is finished, the gaming machine provides a game outcome **312** for the game, presents the game outcome to the player and may dispense an award of some type depending on the outcome of the game. Game outcome presentation may use many different visual and audio components such as flashing lights, music, sounds and graphics on the layered displays. After the player has completed a game, the player may receive game tokens from coin tray **38** or a ticket **20** from printer **30**.

[0143] Although the foregoing invention has been described in some detail for purposes of clarity of understanding, it will be apparent that certain changes and modifications may be practiced within the scope of the appended claims. Therefore, the present examples are to be considered as illustrative and not restrictive, and the invention is not to be limited to the details given herein, but may be modified within the scope of the appended claims.

What is claimed is:

1. A method of providing a game of chance on a gaming machine, the method comprising:

displaying the game of chance using a proximate video display device and a distal video display device arranged along a common line of sight, wherein the proximate video display device and the distal video display device are arranged to include a set distance between a display panel in the distal video display device and a display panel in the proximate video display device, and the set distance is less than about 10 centimeters;

displaying first video data, on the proximate video display device, that includes a first video graphic for the game;

displaying second video data, on the distal video display device, that includes a second video graphic for the game;

displaying the game, which changes the first video graphic on the proximate video display device and changes the second video graphic on the distal video display device during the game; and

providing an outcome for the game.

2. The method of claim **1** further comprising converting a planar portion of the distal display device, which overlaps a planar position of the first video graphic on the proximate display device, to transparent.

3. The method of claim **1** further comprising converting a planar portion of the proximate display device, which overlaps a planar position of the second video graphic on the distal display device, to transparent.

4. The method of claim **1** wherein the game includes a reel game of chance that displays multiple video reels, where each video reel includes multiple video symbols on a video reel strip, and the method further comprises displaying video data that simulates the movement of the symbols on each video reel during game play.

5. The method of claim **4** wherein the second video graphic includes a video reel and the first video graphic includes a symbol for the video reel.

6. The method of claim **4** wherein the first video graphic includes a first video reel and the second video graphic includes a second video reel.

7. The method of claim **1** wherein the first video graphic remains on the proximate video display device during the duration of the game and the second video graphic remains on the distal video display device during the duration of the game.

8. The method of claim **1** wherein the first video graphic and the second video graphic provide parallax for a viewer near the gaming machine.

9. The method of claim **1** further comprising moving the second video graphic from the distal video display device to the proximate video display device.

10. The method of claim **8** further comprising moving the second video graphic in the proximate video display device.

11. The method of claim **10** further comprising returning the second video graphic back to the proximate video display device.

12. The method of claim **11** further comprising animating the second video graphic in the proximate video display device.

13. The method of claim **1** wherein the first video graphic is displayed on the proximate video display device during a winning event for the game.

14. The method of claim **1** wherein the first video graphic is displayed during a bonus game.

15. Logic encoded in one or more tangible media for execution and, when executed, operable to provide a game of chance on a gaming machine, the logic including:

instructions for displaying the game of chance using a proximate video display device and a distal video display device arranged along a common line of sight, wherein the proximate video display device and the distal video display device are arranged to include a set distance between a display panel in the distal video display device and a display panel in the proximate video display device, and the set distance is less than about 10 centimeters;

instructions for displaying first video data, on the proximate video display device, that includes a first video graphic for the game;