

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

instructions for 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

instructions for providing an outcome for the game.

16. A gaming machine comprising:

a cabinet defining an interior region of the gaming machine, the cabinet adapted to house a plurality of gaming machine components within or about the interior region;

a proximate video display device, disposed within or about the interior region, configured to output a visual image in response to a control signal;

a distal video display device arranged inside the interior region relative to the first display device, where a common line of sight passes through the proximate video display device to the distal video display device, and

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; and

at least one processor configured to execute instructions, from memory, that

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

b) display second video data, on the distal video display device, that includes a second video graphic for the game, and

c) display 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.

17. The gaming machine of claim **16** wherein the display panel for the proximate video display device and the display panel for the distal video display device are about parallel.

18. The gaming machine of claim **16** 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.

19. The gaming machine of claim **16** wherein the second video graphic begins on the distal video display device and the method further comprising moving the second video graphic to the proximate video display device.

20. The gaming machine of claim **16** wherein the first video graphic and the second video graphic provide parallax for a viewer near the gaming machine.

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