

- b) display video data, on the first video display device, that includes multiple transparent video windows and a non-transparent video portion that separates each pair of adjacent transparent video windows, where a common line of sight passes through each transparent window on the first video display device to a video reel displayed on the second video display device, and
- c) permit game play of a reel game of chance that uses the multiple video reels displayed by the second video display device.
2. The gaming machine of claim 1 wherein a display panel for the first video display device and a display panel for the second video display device are about parallel.
3. The gaming machine of claim 2 wherein the first video display device and the second video display device include a set distance between the display panel for the first video display device and the display panel for the second video display device, and the set distance is less than about 10 centimeters.
4. The gaming machine of claim 1 wherein the video data displayed on the first video display device includes video data that mimics information printed on a glass layer for a mechanical reel gaming machine.
5. The gaming machine of claim 4 wherein the video data displayed on the first video display device also includes video fraying and video discoloration.
6. The gaming machine of claim 1 further comprising video data on the second video display device that simulates physical lighting in a mechanical reel gaming machine.
7. The gaming machine of claim 6 wherein the video data simulates fore-lighting of a mechanical reel.
8. The gaming machine of claim 6 wherein the video data simulates back-lighting of a mechanical reel.
9. The gaming machine of claim 1 wherein the video data displayed on the second video display device includes video data for five video reels on the second video display device, and the video data displayed on the first video display device includes five transparent windows, each in front of a video reel included in the five video reels.
10. The gaming machine of claim 1 wherein the video data on the second video display device includes a video data adaptation to the video data for the multiple video reels, wherein the video data adaptation simulates a realistic visual attribute of a real mechanical reel in a gaming machine.
11. The gaming machine of claim 10 wherein the video data adaptation includes video data that simulates one or more mechanical components found between two real mechanical reel strips in a gaming machine.
12. 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, 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 multiple video reels on the distal video display device, where each video reel includes multiple video symbols on a video reel strip;
 - displaying video data, on the proximate video display device, that includes multiple transparent video windows and a non-transparent video portion that separates each pair of adjacent transparent video windows, where a common line of sight passes through each transparent window to a video reel on the distal video display device;
 - instructions for displaying video data, during the video reel game, that simulates the movement of symbols on each video reel in the multiple video reels on the distal video display device; and
 - instructions for providing an outcome related to a set of symbols shown on the multiple video reels when the movement of symbols on each video reel stops.
- d) display video data, on the first video display device, that includes multiple transparent video windows and a non-transparent video portion that separates each pair of adjacent transparent video windows, where a common line of sight passes through each transparent window to a video reel on the distal video display device; during the video reel game, displaying video data that simulates the movement of symbols on each video reel in the multiple video reels on the distal video display device; and
- providing an outcome related to a set of symbols shown on the multiple video reels when the movement of symbols on each video reel stops.
13. The method of claim 12 wherein the display panel for the proximate video display device and the display panel for the distal video display device are about parallel.
14. The method of claim 12 wherein the video data for the proximate video display device includes video data that mimics information printed on a glass layer for a mechanical reel gaming machine.
15. The method of claim 14 wherein the video data for the proximate video display device also includes video fraying and video discoloration.
16. The method of claim 12 further comprising video data on the distal video display device that simulates physical lighting in a mechanical reel gaming machine.
17. The method of claim 16 wherein the video data simulates fore-lighting of a mechanical reel.
18. The method of claim 16 wherein the video data simulates back-lighting of a mechanical reel.
19. The method of claim 12 wherein the video data displayed on the second video display device includes video data for three video reels on the second video display device, and the video data displayed on the first video display device includes three transparent windows, each in front of a video reel included in the three video reels.
20. 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, 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 multiple video reels on the distal video display device, where each video reel includes multiple video symbols on a video reel strip;
 - instructions for displaying video data, on the proximate video display device, that includes multiple transparent video windows and a non-transparent video portion that separates each pair of adjacent transparent video windows, where a common line of sight passes through each transparent window to a video reel on the distal video display device;
 - instructions for displaying video data, during the video reel game, that simulates the movement of symbols on each video reel in the multiple video reels on the distal video display device; and
 - instructions for providing an outcome related to a set of symbols shown on the multiple video reels when the movement of symbols on each video reel stops.