

21. A method of providing parallax for a game of chance in 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 include a set distance between a display panel for the proximate video display device and a display panel for the distal video display device, and the set distance is less than about 10 centimeters;

displaying video data, on the distal video display device, that includes multiple video reels;

displaying video data, on the proximate video display device, that includes multiple transparent video win-

dows and a non-transparent video portion that separates each pair of adjacent transparent video windows,

wherein the multiple transparent video windows permit multiple common lines of sight that each passes through a transparent window in the proximate video display device to a video reel on the distal video display device; and

during the video reel game, simulating the movement of symbols on each video reel in the multiple video reels on the distal video display device.

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