

the controller being configured to determine the outcome of the game.

33. A gaming apparatus as defined in claim 32, wherein the controller further comprises a graphics processor separate from the microprocessor, the graphics processor operatively coupled to the microprocessor.

34. A gaming apparatus as defined in claim 33, wherein the microprocessor is configured to convert the view of the representations in the 3D graphics space into a two dimensional (2D) view, and wherein the graphics processor is configured to convert the 2D view into the display data.

35. A gaming apparatus as defined in claim 33, wherein the representations of the game and the payline in the 3D graphics space comprise a plurality of graphics primitives, wherein the microprocessor is configured to provide indications of the graphics primitives to the graphics processor, and wherein the graphics processor is configured to convert the view of the representations in the 3D graphics space into the display data.

36. A gaming apparatus as defined in claim 35, wherein the graphics processor is configured to convert the view of the representations in the 3D graphics space into a two dimensional (2D) view, and to convert the 2D view into the display data.

37. A gaming method comprising:

generating a graphical three dimensional (3D) representation of a game, the graphical 3D representation including at least one payline, the graphical 3D representation comprising graphics primitives in a 3D space;

converting a view of the graphical 3D representation into display data for display on a display unit;

determining a value payout associated with an outcome of the game represented in the 3D space.

38. A gaming method as defined in claim 37, wherein generating the graphical three dimensional (3D) representation includes generating indications of a plurality of graphics primitives in the 3D space, wherein the graphical 3D representation comprises the plurality of graphics primitives.

39. A gaming method as defined in claim 37, wherein generating the graphical three dimensional (3D) representation includes:

generating a first representation of a game in the 3D graphics space; and

generating a second representation of the at least one payline in the 3D graphics space between the first representation and a viewpoint.

40. A gaming method as defined in claim 39, wherein generating the first representation includes generating a two dimensional game display on a plane in the three dimensional graphics space.

41. A gaming method as defined in claim 39, wherein generating the first representation includes generating a three dimensional object in the three dimensional graphics space.

42. A gaming method as defined in claim 39, wherein generating the second representation includes generating a two dimensional payline object in the three dimensional graphics space.

43. A gaming method as defined in claim 39, wherein generating the second representation includes generating a three dimensional payline object in the three dimensional graphics space.

44. A gaming apparatus as defined in claim 37, wherein the game is a reel-type slot machine game.

45. A gaming apparatus as defined in claim 37, wherein the game is a checkers game.

46. A gaming apparatus as defined in claim 37, wherein the game is an Othello game.

47. A memory having a computer program stored therein, the computer program being capable of being used in connection with a gaming apparatus, the memory comprising:

a first memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to allow a person to make a wager;

a second memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to convert a view of a graphical three dimensional (3D) representation into display data for display on a display unit, the graphical 3D representation comprising a game in a 3D graphics space and at least one payline in the 3D graphics space;

a third memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to determine a value payout associated with an outcome of the game represented in the 3D space.

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