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(54) **THREE-DIMENSIONAL IMAGE DISPLAY FOR A GAMING APPARATUS**

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(57) **ABSTRACT**

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A gaming apparatus may include a display unit capable of generating a non-planar, three-dimensional video image, a value input device, and a controller operatively coupled to the display unit and the value input device. The display unit may include a non-planar, three-dimensional display screen capable of displaying the non-planar, three-dimensional video images. The controller may comprise a processor and a memory, and may be programmed to allow a person to make a wager, to convert two-dimensional image data into three-dimensional image data, to cause a non-planar, three-dimensional video image to be generated on the display unit, and to determine a value payout associated with an outcome of a game.

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