13. A gaming apparatus as defined in claim 5, wherein said controller further comprises a three-dimensional image controller,

said three-dimensional image controller being programmed to receive said two-dimensional image data;

said three-dimensional image controller being programmed to correct said two-dimensional image data for at least one of the following: image distortion, brightness distortion and color aberrations when said two-dimensional image data is displayed on said non-planar, three-dimensional display screen as a video image; and

said three-dimensional image controller being programmed to cause said corrected two-dimensional image data to be displayed as a non-planar, three-dimensional video image on said non-planar, three-dimensional display screen.

14. A gaming apparatus as defined in claim 5, wherein said controller comprises a three-dimensional image controller, said three-dimensional image controller comprising an image processor and a correction memory operatively coupled to said image processor,

said three-dimensional image controller being programmed to translate one or more pixels of said two-dimensional image data to correct for image distortion;

said three-dimensional image controller being programmed to vary the size of one or more pixels of said two-dimensional image data to correct for image distortion;

said three-dimensional image controller being programmed to adjust the color of one or more pixels of said two-dimensional image data to correct for color aberrations; and

said three-dimensional image controller being programmed to adjust the brightness of one or more pixels of said two-dimensional image data to correct for brightness distortions.

15. A gaming apparatus as defined in claim 5,

wherein said controller is programmed to receive three-dimensional image data, said three-dimensional image data comprising at least one of the following: planar three-dimensional image data and non-planar three-dimensional image data,

wherein said controller is programmed to correct for at least one of the following: image distortion, brightness distortion and color aberrations when said three-dimensional image data is displayed on said non-planar, three-dimensional display screen as a video image, and

wherein said controller is programmed to cause a non-planar, three-dimensional video image representing a game to be generated on said display unit from said corrected three-dimensional image data.

16. A gaming system comprising a plurality of gaming apparatuses as defined in claim 5, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

17. A gaming system as defined in claim 16, wherein said gaming apparatuses are interconnected via the Internet.

18. A gaming apparatus, comprising:

a display unit capable of generating a non-planar, three-dimensional video image, said display unit comprising a non-planar, three-dimensional display screen capable of displaying said non-planar, three-dimensional video image;

a value input device;

a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to allow a person to make a wager;

said controller being programmed to covert two-dimensional image data into three-dimensional image data,

said controller being programmed to cause a non-planar, three-dimensional video image to be generated on said display unit from said three-dimensional image data, said non-planar, three-dimensional video image representing a game,

said controller being programmed to determine, after said non-planar, three-dimensional video image has been displayed, a value payout associated with an outcome of said game represented by said three-dimensional video image.

19. A gaming apparatus as defined in claim 18, wherein said display unit further comprises a light engine capable of producing light in ranges of about 600-650 nanometers, 500-550 nanometers and 440-490 nanometers.

20. A gaming apparatus as defined in claim 18, wherein said display unit further comprises a projection lens assembly capable of projecting said non-planar, three-dimensional video image onto said non-planar, three-dimensional display screen

21. A gaming apparatus as defined in claim 18, wherein said non-planar, three-dimensional display comprises the shape of a dome.

22. A gaming apparatus as defined in claim 21, wherein said dome comprises a diameter in the range of about 144-163 centimeters and a radius of curvature of about 53-84 centimeters.

23. A gaming apparatus as defined in claim 18, wherein said display unit comprises a second display screen.

24. A gaming apparatus as defined in claim 23, wherein said second display screen is a planar, two-dimensional display screen.

25. A gaming apparatus as defined in claim 23, wherein said second display screen is a non-planar, three-dimensional display screen.

26. A gaming apparatus as defined in claim 18, wherein said non-planar, three-dimensional display screen comprises a shape of a human face and wherein said controller is programmed to cause a non-planar, three-dimensional video image of a face to be generated on said non-planar, three dimensional display screen.

27. A gaming apparatus as defined in claim 18, wherein said non-planar, three-dimensional display screen comprises a shape of a half-cylinder.

28. A gaming apparatus as defined in claim 18, wherein said controller is programmed to cause a non-planar, three-dimensional video image representing at least one of the following to be generated on said non-planar, three-dimen-