

incorporated herein in its entirety and for all purposes. In another example, the game server might also be a dedicated computer or a service running on a server with other application programs.

[0220] In one embodiment of the present invention, the processors used to generate a game of chance may be distributed among different machines. For instance, the game flow logic to play a game of chance may be executed on game server 92 by processor 90 while the master gaming controller 250 may execute the game presentation logic on gaming machines 61, 62 and 63. The gaming operating systems on gaming machines 61, 62 and 63 and the game server 90 may allow gaming events to be communicated between different gaming software modules executing on different gaming machines via defined APIs. Thus, a game flow software module executed on game server 92 may send gaming events to a game presentation software module executed on gaming machine 61, 62 or 63 to control the play of a game of chance or to control the play of a bonus game of chance presented on gaming machines 61, 62 and 63. As another example, the gaming machines 61, 62 and 63 may send gaming events to one another via network connection 71 to control the play of a shared bonus game played simultaneously on the different gaming machines or in general to affect the game play on another machine.

[0221] Although the foregoing invention has been described in some detail for purposes of clarity of understanding, it will be apparent that certain changes and modifications may be practiced within the scope of the appended claims. For instance, while the gaming machines of this invention have been depicted as having top box mounted on top of the main gaming machine cabinet, the use of gaming devices in accordance with this invention is not so limited. For example, gaming machine may be provided without a top box or a secondary display. Both of these types of gaming machines may be modeled in a virtual gaming environment stored on a gaming machine.

What is claimed is:

1. In a gaming machine including a master gaming controller, a display device and a memory device, a method of generating a game of chance, the method comprising:

receiving a wager for the game of chance controlled by the master gaming controller on the gaming machine wherein the gaming machine is capable of receiving indicia of credit for the wager from an input device coupled to the gaming machine and outputting indicia of credit from an output device coupled to the gaming machine;

determining a game outcome for the game of chance by randomly selecting, one or more times, an index from a sequence of indices;

for each index selected, drawing a portion of the indices from the sequence of indices on one or more three-dimensional (3-D) objects in a 3-D gaming environment wherein the portion of indices includes the selected index;

rendering one or more two-dimensional (2-D) images derived from the one or more 3-D objects and the three-dimensional gaming environment as a game outcome presentation for the game of chance wherein information used to generate the one or more 3-D

objects and the 3-D gaming environment is stored in the memory device on the gaming machine; and

displaying the one or more rendered 2-D images to the display device on the gaming machine wherein the 2-D images display the portion of the indices.

2. The method of claim 1, wherein a combination of three indices is generated as the game outcome by randomly selecting i) a first index from a first sequence of indices, ii) a second index from a second sequence of indices and iii) a third index from a third sequence of indices.

3. The method of claim 2, wherein the first, second and third sequence of indices are the same sequence of indices.

4. The method of claim 1, wherein a combination of 5 indices is generated as the game outcome by randomly selecting i) a first index from a first sequence of indices, ii) a second index from a second sequence of indices, iii) a third index from a third sequence of indices, iv) a fourth index from a fourth sequence of indices and v) a fifth index from a fifth sequence of indices.

5. The method of claim 1, wherein the first, second, third, fourth and fifth sequence of indices are the same sequence of indices.

6. The method of claim 1, wherein the sequence of indices is a virtual reel strip.

7. The method of claim 1, wherein the game of chance is a video slot game.

8. The method of claim 1, wherein the sequence of indices comprises two or more different types of indices.

9. The method of claim 8, further comprising:

mapping a set of symbols to each type of index and drawing the symbols on one or more the 3-D objects in the 3-D gaming environment.

10. The method of claim 9, further comprising:

for a first game of chance, mapping a first set of symbols to each type of index and drawing the symbols on the one or more 3-D objects in the 3-D gaming environment and for a second game of chance, mapping a second set of symbols to each type of index and drawing the symbols on the one or more 3-D objects in the 3-D gaming environment.

11. The method of claim 1, further comprising:

determining a motion of the one or more 3-D objects in the gaming environment; and

applying the determined motion to the one or more 3-D objects in the 3-D gaming environment.

12. The method of claim 11, wherein the motion of a first 3-D object of the one or more 3-D objects is linear in the 3-D gaming environment.

13. The method of claim 11, wherein the motion of a first 3-D object of the one or more 3-D objects is non-linear in the 3-D gaming environment.

14. The method of claim 11, wherein the motion of a first 3-D object of the one or more 3-D objects is along a 3-D curve in the 3-D gaming environment.

15. The method of claim 1, further comprising:

applying motions to a plurality of 3-D objects in the 3-D gaming environment wherein the motion for each object is linear and wherein the objects move in parallel paths and wherein indices are drawn on each of the plurality of 3-D objects.