

**METHODS, APPARATUSES AND SYSTEMS FOR  
MULTILAYER GAMING****CROSS-REFERENCE TO RELATED  
APPLICATION**

[0001] This application is a continuation-in-part of U.S. patent application Ser. No. 09/966,851, filed Sep. 28, 2001, which is hereby incorporated by reference in its entirety.

**BACKGROUND**

[0002] This disclosure is directed to methods, apparatuses, and systems for multilayer gaming, and, in particular, to methods, apparatuses, and systems for multiple layers interacting with each other.

[0003] To maintain or increase player interest in electronic casino games, game manufacturers frequently introduce new games. Typically, new games employ new themes (e.g., a jungle themed video slot machine) and/or new player pay out options (e.g., threaded paylines on a video slot machine). New player pay out options are desirable because they give the player more control and flexibility over his gaming environment. In addition, an increased number of payout options increases the variety of odds available to a player. For example, increasing the number of symbols which much match on a video slot machine from three to five allows game designers to create decreased odds and increased payouts. However, current electronic casino games suffer from a lack of new game types, new display modes, and new win evaluation methods.

**BRIEF DESCRIPTION OF THE DRAWINGS**

[0004] FIG. 1 is a block diagram of an embodiment of a gaming system in accordance with the invention;

[0005] FIG. 2 is a perspective view of an embodiment of one of the gaming units shown schematically in FIG. 1;

[0006] FIG. 2A illustrates an embodiment of a control panel for a gaming unit;

[0007] FIG. 3 is a block diagram of the electronic components of the gaming unit of FIG. 2;

[0008] FIG. 4 is a flowchart of an embodiment of a main routine that may be performed during operation of one or more of the gaming units;

[0009] FIG. 5 is a flowchart of an alternative embodiment of a main routine that may be performed during operation of one or more of the gaming units;

[0010] FIG. 6 is an illustration of an embodiment of a visual display that may be displayed during performance of the video poker routine of FIG. 8;

[0011] FIG. 7 is an illustration of an embodiment of a visual display that may be displayed during performance of the video blackjack routine of FIG. 9;

[0012] FIG. 8 is a flowchart of an embodiment of a video poker routine that may be performed by one or more of the gaming units;

[0013] FIG. 9 is a flowchart of an embodiment of a video blackjack routine that may be performed by one or more of the gaming units;

[0014] FIG. 10 is an illustration of an embodiment of a visual display that may be displayed during performance of the slots routine of FIG. 12;

[0015] FIG. 11 is an illustration of an embodiment of a visual display that may be displayed during performance of the video keno routine of FIG. 13;

[0016] FIG. 12 is a flowchart of an embodiment of a slots routine that may be performed by one or more of the gaming units;

[0017] FIG. 13 is a flowchart of an embodiment of a video keno routine that may be performed by one or more of the gaming units;

[0018] FIG. 14 is an illustration of an embodiment of a visual display that may be displayed during performance of the video bingo routine of FIG. 15;

[0019] FIG. 15 is a flowchart of an embodiment of a video bingo routine that may be performed by one or more of the gaming units;

[0020] FIG. 16 is an illustration of an embodiment of a visual display that may be displayed according to an embodiment of a multilayer game;

[0021] FIG. 17 is an illustration of an embodiment of a visual display that may be displayed according to another embodiment of a multilayer game;

[0022] FIG. 18 is an illustration of an embodiment of a visual display that may be displayed according to an additional embodiment of a multilayer game;

[0023] FIG. 19 is an illustration of an embodiment of a visual display that may be displayed according to a further embodiment of a multilayer game;

[0024] FIG. 20 is an illustration of an embodiment of a visual display that may be displayed according to a still further embodiment of a multilayer game;

[0025] FIG. 21 is an illustration of an embodiment of another visual display that may be displayed relative to the embodiment of the multilayer game of FIG. 20;

[0026] FIG. 22 is an illustration of an embodiment of a further visual display that may be displayed relative to the embodiment of the multilayer game of FIG. 20;

[0027] FIG. 23 is an illustration of an embodiment of a visual display that may be displayed in the alternative to the embodiment of the visual display of FIG. 18;

[0028] FIG. 24 is a flowchart of an embodiment of a method for playing a multilayer game;

[0029] FIG. 25 is a flowchart of another embodiment of a method for playing a multilayer game;

[0030] FIG. 26 is a flowchart of an embodiment of a method useful in the method of playing a multilayer game of FIG. 25;

[0031] FIG. 27 is a symbolic diagram illustrating an exemplary three-dimensional play mode displaying a three of a kind win completely in the "Z" dimension;

[0032] FIG. 28 is symbolic diagram illustrating an exemplary three-dimensional play mode where a player custom-