

[0147] In doing so, the result of the process 1560 is a new game structure 1570, which is the result of the structures 1512, 1522, 1532, the inputs 1540, and the rules 1550. This new game structure 1570 may be implemented directly according to the steps of the methods discussed in, for example, FIG. 25. It should be noted that according to other embodiments, the win evaluation may be performed iteratively by the process 1560.

[0148] Returning then to FIG. 25, after defining the layers included in the multiple layer game, the method may proceed to the blocks 1458, 1460. At the blocks 1458, 1460, the determinations may be made according to the definitions established at the block 1454. Similar to the blocks 1454, 1456, the determinations at the block 1458 may be repeated until it is determined that the determinations for all layers are completed. Once the determination is made that the determinations for all layers are completed, at the block 1460, the method may proceed to a block 1462, wherein a determination may be made whether the player is finished playing the game.

[0149] If the determination is made at the block 1462 that the player is finished playing the game, then the method may proceed to a block 1464, and a payout may be provided to the player. Alternatively, the method may return to the block 1452.

[0150] Having thus discussed a number of embodiments for the multiple layer game and the method of playing a multiple layer game, still further embodiments are discussed below with reference to FIGS. 27-36.

[0151] One embodiment of the present disclosure is illustrated in FIG. 27. According to this embodiment, a gaming method is illustrated wherein the plurality of layers are included in response to a player request or input. Further, the plurality of layers may interact, in ways discussed above, as well as in other manners, as described herein. Further, according to this embodiment, the plurality of layers may be illustrated as above where the individual layers appear to be in different planes, or, as also illustrated above, in a common plane.

[0152] According to this embodiment, the player is permitted the options, such as how many "Z" layers 1602 to include in the game in addition to the "base layer" 1604. According to this embodiment, as above, a "base layer" 1604 may be a game surface depicted on a video display in a well known manner. For example, a typical video slot machine depicts a single game surface which includes five reels with three symbols showing on each reel. A "Z" layer 1602 may then be an additional game surface depicted on a video display in a way that makes at least a portion of the additional game surface appear on a different plane from the plane of the base layer 1604. For example, in a video slot machine, the player may select four layers of reels (i.e. one base layer 1604 and three "Z" layers 1602). In this manner, a pay line 1606 may be formed in the third dimension. Although a video slot machine is used in this description, a person of ordinary skill in the art will readily appreciate that any casino game may include three-dimensional options as described herein.

[0153] Player selectable game options may also include which three-dimensional reel positions are "staked" (i.e., which reel positions the player would like to wager money

on). For example, in a video slot machine, the player may place a transparent stake indicator over one or more reel positions. FIG. 28 is a symbolic diagram illustrating an exemplary three-dimensional play mode where a player may customize game play by covering one or more reel positions 1702 with transparent selectors 1704. Using these selectors 1704, a player may choose to play only selected reel positions 1702 in the third dimension. The player may move the selectors 1704 using a touch screen device or any other user input device. The selectors 1704 may be moved to any reel position 1702. Multiple selectors 1704 may be placed on a single reel, and/or multiple reel positions may be covered by a single selector. A selector 1704 may be positioned by dragging the selector 1704 along a positioning bar 1706. Selectors 1704 may be positioned by dragging the selectors 1704 from the side of the game display, and/or selectors 1704 may be pulled down from the reel top and placed in any reel position 1702. Selectors 1704 may cover an entire reel, and/or selectors 1704 may be individually placed. In addition, one or more selectors 1704 may dynamically "chase" a certain symbol according to player selected options.

[0154] The player selected game options may determine one or more game evaluation methods and display modes. For example, the player may choose whether "Z" layer reels are to be played separate from other layers, linearly combined with other layers, non-linearly combined with other layers, only used for free game opportunities, only used for bonus multipliers, only used for progressives, etc. After one or more random numbers are generated, the outcome of the game is displayed three-dimensionally to the player based on the selected game evaluation methods and display modes. Many different game evaluation methods (described in detail below) are possible with the addition of "Z" layers.

[0155] FIG. 29 is a more detailed flowchart of the "update 3D data" routine 485 shown schematically in FIG. 12. The routine 485 may be embodied in a software program which is stored in the program memory 102 of a gaming unit 20 and executed by the microprocessor 104 in a well known manner. However, some or all of the blocks of the routine 485 may be performed manually and/or by another device. Although the routine 485 is described with reference to the flowchart illustrated in FIG. 29, a person of ordinary skill in the art will readily appreciate that many other methods of performing the acts associated with routine 485 may be used. For example, the order of many of the blocks may be changed without departing from the scope or spirit of the present invention. In addition, many of the blocks described are optional. Although this description focuses on a video slot machine, a person of ordinary skill in the art will readily appreciate that the teachings described herein may be applied to any type of gaming unit 20 without departing from the scope and spirit of the present invention.

[0156] Generally, the routine 485 causes the gaming unit 20 to allow a player to select one or more game options. These game options include three-dimensional options such as how many "Z" layers to include in the game in addition to the "base layer" and which reel positions are "staked." A "base layer" is a game surface depicted on a video display in a well known manner. For example, a typical video slot machine depicts a single game surface which includes five reels. A "Z" layer is an additional game surface depicted on a video display in a way that makes the additional game surface appear on a different plane from the plane of the base