

- 11.** The apparatus according to claim 1, wherein:
the controller is programmed to determine that another wager has been received from a player via the value input device;
the controller is programmed to determine the multilayer game outcome associated with at least one symbol in each of the at least one symbol positions of the at least two layers if the another wager is received.
- 12.** The apparatus according to claim 1, wherein:
the controller is programmed to determine that at least a second wager has been received from a player via the value input device;
at least another layer of the at least two layers comprising at least two symbol positions if the at least a second wager has been received; and
the controller is programmed to determine the multilayer game outcome associated with the plurality of symbols of the at least one layer and at least two symbols disposed in the at least two symbol positions of the another layer.
- 13.** The apparatus according to claim 12, wherein at least one of the at least two symbols may be substituted for at least one of the plurality of symbols.
- 14.** The apparatus according to claim 13, wherein:
the plurality of symbol positions of the at least one layer are displayed in a plurality of rows and columns, each column representing a reel and each row representing a set of reel positions, each reel position in the set of reel positions from a different reel;
the at least two symbol positions comprise at least one of a row or a column of symbols positions;
the controller is programmed to substitute symbols disposed in the at least one of a row or a column of symbol positions for symbols disposed in one of the rows and columns to define a modified plurality of symbols; and
the controller is programmed to determine the multilayer game outcome associated with the modified plurality of symbols.
- 15.** The apparatus according to claim 12, wherein:
the controller is programmed to determine that a third wager has been received from a player via the value input device;
at least another layer of the at least two layers comprising more than two symbol positions if the third wager has been received; and
the controller is programmed to determine the multilayer game outcome associated with the plurality of symbol disposed in the plurality of symbol positions and symbols disposed in the more than two symbol positions.
- 16.** The apparatus according to claim 1, wherein:
each layer has a game structure associated therewith; and
each structure comprises actions or events for the layer with which it is associated.
- 17.** The apparatus according to claim 16, further comprising a collection of statistically rules, the statistical rules relating the actions or events of the structures for the plurality of layers.
- 18.** The apparatus according to claim 17, wherein the controller is programmed to process the structures and the collection of statistical rules to provide a game structure for the multilayer game.
- 19.** A gaming method comprising:
receiving a wager from a player;
displaying an image of a multilayer game, the multilayer game comprising a plurality of layers,
each layer having at least one plane with at least one symbol position in which at least one symbol is disposed, at least two layers of the plurality of layers being displayed such that the planes of the at least two layers are not coplanar, and at least one layer of the at least two layers having a plurality of symbol positions in which a plurality of symbols are disposed;
determining a game outcome associated with the plurality of symbols disposed in the plurality of symbols positions of the at least one layer;
providing a payout according to the game outcome;
determining a multilayer game outcome associated with at least one symbol in each of the at least one symbol positions of the at least two layers; and
providing a payout being according to the multilayer game outcome.
- 20.** The method according to claim 19, comprising:
determining if a trigger has been received; and
determining a multiplayer game outcome associated with at least one symbol in the at least one symbol position of the at least two layers if the trigger is received.
- 21.** The method according to claim 20, wherein the trigger is received from the player.
- 22.** The method according to claim 20, wherein the trigger is based on a game event or a condition of a gaming apparatus.
- 23.** The method according to claim 20, wherein the trigger is received from an entity other than the player.
- 24.** The method according to claim 19, comprising determining a multilayer game outcome associated with a payline that includes the at least one symbol positions of the at least two layers.
- 25.** The method according to claim 19, wherein a first layer and a second layer have a plurality of symbol positions in which a plurality of symbols are disposed, and comprising:
determining a multilayer game outcome associated with a payline that includes at least two symbol positions from the first layer and at least two symbol positions from the second layer.
- 26.** The method according to claim 19, comprising displaying an image of a multilayer game, the multilayer game comprising a first and a second layer, only the first layer being displayed at a first time and the first and second layers being displayed at a second time.
- 27.** The method according to claim 19, comprising displaying an image illustrating an interaction between the plurality of symbol positions of the at least one layer and the at least one symbol disposed in the at least one symbol position of at least another layer.