going embodiment, multi-layer display **126** includes presentations or displays made on a front display screen **118***a* and back display screen **118***c* from a multi-layer display device. Front virtual reels are presented on front display screen **118***a*, while back virtual reels are presented on back display screen **118***c*, and these virtual reels and reel symbols are identical to those of FIG. **6**B for purposes of illustration.

**[0076]** As shown, three-dimensional payline **191***b* begins at the cherry reel symbol of the first front virtual reel, then moves diagonally onward to the coin reel symbol of the second front virtual reel, then extends or jumps depthwise to the coin reel symbol of the second back virtual reel, and then finally extends horizontally to the bar reel symbol of the third back virtual reel. Because three-dimensional payline **191***b* moves horizontally across reels, moves vertically away from an initial start level or position, and also moves depthwise into or out from a multi-layer display screen, this three-dimensional payline definitely includes horizontal, depth and vertical components.

**[0077]** As will be readily appreciated, a given reel type wager-based game may include both of three-dimensional paylines **191***a* and **191***b* in the same game play. Additional three-dimensional paylines may also be devised and included in the same game play and/or other separate game plays. Such additional three-dimensional paylines may be numerous in nature, and may resemble the many paylines of FIG. **4**, or may be even more complex and/or numerous. Furthermore, any number of reels or wheels may be used for such three-dimensional paylines. For example, five virtual reels on each display screen may be a suitable number of virtual reels for a more robust reel type game having three-dimensional paylines. In addition, while the three-dimensional paylines **191***a* and **191***b* are shown to have depth extensions, movements or "jumps" between screens at the same location, it will be readily appreciated that such jumps may take place between locations on screens that are atop one another. For example, payline **191***a* might alternatively jump directly from the cherry reel symbol at virtual reel **190***b* to the cherry reel symbol at virtual reel **190***f*.

**[0078]** One feature that is raised by the use of such three-dimensional paylines that jump depthwise from one location to another is the ability of a payline to have more stops than the number of reels that are shown for a given reel type game. As shown in the illustrative examples of FIGS. **6**A and **6**B, the provided reel type game uses sets of three virtual reels. Traditionally, the use of three gaming reels would result in paylines having exactly three reel stops or components. As shown in these examples, however, three-dimensional paylines **191***a* and **191***b* can involve four reel stops each. As such, the use of paylines having more reel stops than the number of reels in a reel set can be readily facilitated by way of the disclosed three-dimensional paylines. In fact, a given game may include paylines having varying lengths. That is, one or both of three-dimensional and four-stop paylines **191***a*, **191***b* may be provided in a given game that also includes one or more traditional three-stop paylines that extend across only one of display screens **118***a* or **118***c*. Further variations involving multiple extensions jumps between screens can similarly result in three-dimensional paylines having five stops or more.

**[0079]** Under another application, a three-dimensional payline is created by providing one or more composite symbols on a plurality of display screens in an associated multi-layer display. The use of such composite symbols creates three-dimensional symbols along a payline, such that the payline is then three-dimensional. FIG. **7**A illustrates in partially exploded front elevation view a simulated display of three exemplary composite reels symbol having symbol portions on separate display screens according to one embodiment of the present invention. Multi-layer display **226** includes a front display screen **218***a* and back display screen **218***c*, with each display screen presenting portions of virtual reels **290***a*, **290***b* and **290***c*. Unlike the foregoing embodiments of FIGS. **6**A and **6**B, each display screen does not display its own set of virtual reels. Rather, the displays of both screens are used in combination to create composite reel symbols on virtual reels, which may also be composite in nature. Such an arrangement may be adapted to take advantage of the various properties of a multi-layer display to present reels and/or reel symbols that appear to be three-dimensional in nature.

**[0080]** Although it will be readily appreciated that a greater number of composite reel symbols may be presented on virtual reels **290***a*, **290***b*, **290***c*, only three such composite reel symbols are shown in FIG. **7**A for ease of illustration and clarity. As shown, virtual reel **290***a* includes a composite cherry reel symbol, virtual reel **290***b* includes a composite bar reel symbol, and virtual reel **290***c* includes a composite shining "lucky 7" reel symbol. For each of these composite reel symbols, a portion of the symbol is presented on display screen **218***a*, while another portion of the symbol is presented on display screen **218***c*. The resulting display of a composite reel symbol is then three-dimensional in nature, and can generally be more appealing to players. Added effects may also be provided, such as the rapid alternating of which screen each reel symbol portion is displayed upon, with such alternating displays resulting in a pulsating composite reel symbol, for example. Such added effects may be used in the event that a composite reel symbol is to be highlighted for any reason, such as, for example, the highlighting of a winning three-dimensional payline.

**[0081]** Continuing to FIG. **7**B, an exemplary set of partial front screen, back screen and resulting combination screen presentations that can be used to form the shining "lucky 7" composite reel symbol of FIG. **7**A are illustrated. Screen set **295** includes partial front screen **218***a*, partial back screen **218***c* and a resulting partial multi-layer display **226**. As shown, a reel symbol portion of only the number "7" is presented on the front screen **218***a*, while the remaining sun or highlighting reel symbol portion is presented on the back screen **218***c*. The MLD result is a three-dimensional composite reel symbol of a shining "lucky 7." Similar representations may be made for each of the cherry and bar composite reel symbols shown in FIG. **7**A, and it will be readily appreciated that a wide variety of other reel symbols may similarly be separated into symbol portions that can be displayed on a plurality of screens in a multi-layer display, so as to form composite reel symbols that are three-dimensional in nature.

**[0082]** Under yet another application, a three-dimensional payline is created by providing a plurality of virtual reels or wheels on one display screen of an associated multi-layer display, while also providing on a separate display screen of the multi-layer display one or more additional game designations that are used with respect to the plurality of virtual reels or wheels within the context of said wager-based game. The use of such additional game designations on a separate screen