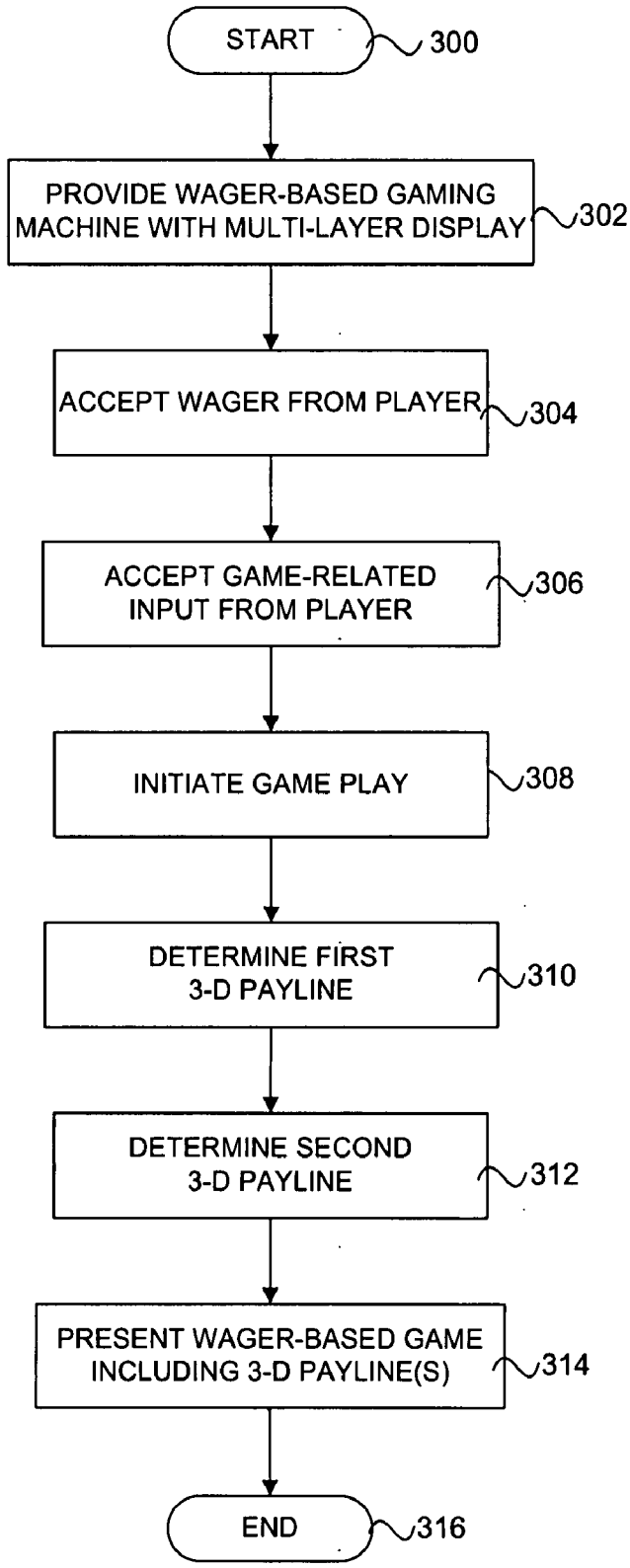
START
300
PROVIDE WAGER-BASED GAMING MACHINE WITH MULTI-LAYER DISPLAY
302
ACCEPT WAGER FROM PLAYER
304
ACCEPT GAME-RELATED INPUT FROM PLAYER
306
INITIATE GAME PLAY
308
DETERMINE FIRST 3-D PAYLINE
310
DETERMINE SECOND 3-D PAYLINE
312
PRESENT WAGER-BASED GAME INCLUDING 3-D PAYLINE(S)
314
END
316

FIG. 8