

with computer program instructions that would cause the gaming apparatus to determine an outcome of said game represented by said video image and a value payout associated with said outcome of said game. The payout may be determined based on said at least one player selected three dimensional game option.

[0008] The features and advantages of the present invention will be apparent to those of ordinary skill in the art in view of the detailed description of various embodiments, which is made with reference to the drawings, a brief description of which is provided below.

#### BRIEF DESCRIPTION OF THE DRAWINGS

[0009] FIG. 1 is a block diagram of an embodiment of a gaming system in accordance with the invention;

[0010] FIG. 2 is a perspective view of an embodiment of one of the gaming units shown schematically in FIG. 1;

[0011] FIG. 2A illustrates an embodiment of a control panel for a gaming unit;

[0012] FIG. 3 is a block diagram of the electronic components of the gaming unit of FIG. 2;

[0013] 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;

[0014] 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;

[0015] 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;

[0016] 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;

[0017] 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;

[0018] 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;

[0019] 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;

[0020] 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;

[0021] FIG. 12 is a flowchart of an embodiment of a slots routine that may be performed by one or more of the gaming units;

[0022] 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;

[0023] 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;

[0024] 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;

[0025] FIG. 16 is a flowchart of an embodiment of a three-dimensional gaming routine that may be performed by one or more of the gaming units;

[0026] FIG. 17 is a continuation of the flowchart of FIG. 16 further describing an embodiment of a three-dimensional gaming routine that may be performed by one or more of the gaming units;

[0027] FIG. 18 is an exemplary pay table that may be used by one or more of the gaming units for win evaluation processing;

[0028] FIG. 19 is an exemplary reel strip layout that may be used by one or more of the gaming units for win evaluation processing;

[0029] FIG. 20 is a flowchart of an embodiment of a individual layer win valuation routine that may be performed by one or more of the gaming units;

[0030] FIG. 21 is a symbolic diagram illustrating an exemplary three-dimensional play mode where a traditional 5x3 reel layout is extended to 10x3 layout by adding one "Z" layer;

[0031] FIG. 22 is a symbolic diagram illustrating an exemplary three-dimensional play mode displaying a three of a kind scatter win on the base layer with four additional scatters on the "Z" layer;

[0032] FIG. 23 is a symbolic diagram illustrating an exemplary three-dimensional play mode displaying a three of a kind win completely in the "Z" dimension;

[0033] FIG. 24 is a symbolic diagram illustrating an exemplary three-dimensional play mode where a player customizes game play by covering one or more reel positions with transparent selectors by dragging the selectors from the side of the game display;

[0034] FIG. 25 is a symbolic diagram illustrating an exemplary three-dimensional play mode where a player customizes game play by covering one or more reel positions with transparent selectors by pulling the selectors from the top of the game display; and

[0035] FIG. 26 is a symbolic diagram illustrating an exemplary three-dimensional play mode including exemplary drop down panels at different layers and exemplary win evaluation methods.

#### DETAILED DESCRIPTION OF THE VARIOUS EMBODIMENTS

[0036] FIG. 1 illustrates an embodiment of a casino gaming system 10 in accordance with the invention. Referring to FIG. 1, the casino gaming system 10 may include a first group or network 12 of casino gaming units 20 operatively coupled to a network computer 22 via a network data link or bus 24. The casino gaming system 10 may include a second group or network 26 of casino gaming units 30 operatively coupled to a network computer 32 via a network data link or bus 34. The first and second gaming networks 12, 26 may be operatively coupled to each other via a network 40, which may comprise, for example, the Internet,