21. A gaming apparatus as defined in claim 20 wherein said controller is programmed to allow a user to make a three-dimensional payline selection.

22. A gaming apparatus as defined in claim 19 wherein said controller is programmed to generate a transparent overlay on the display unit, the transparent overlay being indicative of at least one three dimensional game option.

23. A gaming apparatus as defined in claim 22 wherein the transparent overlay is positioned on the display unit via the user input device by dragging the transparent overlay over a slot machine symbol from the plurality of slot machine symbols.

24. A memory having a computer program stored therein, said computer program being capable of being used in connection with a casino gaming apparatus, said memory comprising:

a first memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to allow a person to make a wager;

a second memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to cause a video image to be generated on a display unit, said video image representing a video slots game, said video image comprising an image of a plurality of simulated slot machine reels in a plurality of geographic dimensions, each simulated slot machine reel comprising a plurality of slot machine symbols; and

a third memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to determine a value payout of said casino game represented by said video image.

25. A memory as defined in claim 24 wherein said memory additionally comprises a fourth portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to select a pay table from a plurality of pay tables based on a player selected three dimensional game option.

26. A memory as defined in claim 24 wherein said memory additionally comprises a fourth portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to select a reel strip layout from a plurality of reel strip layouts based on a player selected three dimensional game option.

27. A memory as defined in claim 24 wherein said memory additionally comprises a fourth portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to generate a transparent overlay on the display unit, the transparent overlay being indicative of a player selected three dimensional game option.

28. A memory as defined in claim **32** wherein said memory additionally comprises a fourth portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to perform a three dimensional win evaluation method.

29. A memory as defined in claim 28 wherein the fourth memory portion is physically configured in accordance with computer program instructions that would cause the gaming apparatus to perform a three dimensional win evaluation method selected from a group of three dimensional win evaluation methods consisting of combining individual layers, n-kind extension, "Z" layer interaction, and extended progressive.

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