

THREE-DIMENSIONAL GAMES OF CHANCE HAVING MULTIPLE REEL STOPS

FIELD OF THE INVENTION

[0001] This invention relates generally to gaming machines. In particular, the invention relates to three-dimensional video data, for output on a gaming machine, having multiple reel stops.

BACKGROUND OF THE INVENTION

[0002] As technology in the gaming industry progresses, the traditional mechanically driven reel slot machines are being replaced by electronic machines having a liquid crystal display (LCD) video display or the like. Processor-based gaming machines are becoming the norm. One reason for their increased popularity is the nearly endless variety of games that can be implemented using processor-based technology. The processor-based gaming machines permit the operation of more complex games, advance player tracking, improve security, permit wireless communications, and add a host of digital features that are not possible on mechanical-driven gaming machines. The increasing cost of designing, manufacturing, and maintaining complex mechanical gaming machines has also motivated casinos and the gaming industry to abandon these older machines. Furthermore, there is a constant desire to develop new games to keep a player's interest.

OVERVIEW

[0003] The present invention provides for a game of chance having at least one reel stop for each object on each virtual video reel. In one embodiment, a gaming machine may have at least one display device capable of displaying 3-D images of a game of chance, and at least one processor to execute instructions to display the 3-D images on the display device, the at least one processor having display video data to display the 3-D images for: at least one first object having a first reel stop associated with a first payout value, the at least one first object moving about a central axis, each of the at least one first object having an individual center point, and at least one second object having a second reel stop, the at least one second object moving about the individual center point, the second reel stop associated with a second payout value, wherein the first payout value and the second payout value determine a total payout associated with an outcome of the game of chance.

[0004] In another embodiment, a 3-D game reel may have at least one first object having a first reel stop associated with a first payout value, the at least one first object moving about a central axis, each of the at least one first object having an individual center point, and at least one second object having a second reel stop associated with a second payout value, the at least one second object moving about the individual center point, wherein the first payout value and the second payout value determine a total payout associated with an outcome of the game of chance.

[0005] In yet another embodiment, a method for displaying a game of chance on a gaming machine may comprise moving at least one first object along a virtual reel path about a central axis, each of the at least one first object having an individual center point, moving at least one second object about the first individual center point, stopping the at least one first object at a first reel stop along the virtual reel path, the first

reel stop associated with a first payout value, stopping the at least one second object at a second reel stop, the second reel stop associated with a second payout value, and determining a total payout associated with an outcome of the game of chance based upon the first payout value and the second payout value.

[0006] The present invention provides other hardware configured to perform the methods of the invention, as well as software stored in a machine-readable medium (e.g., a tangible storage medium) to control devices to perform these methods. These and other features will be presented in more detail in the following detailed description of the invention and the associated figures.

BRIEF DESCRIPTION OF THE DRAWINGS

[0007] The accompanying drawings, which are incorporated into and constitute a part of this specification, illustrate one or more example embodiments and, together with the description of example embodiments, serve to explain the principles and implementations.

[0008] In the drawings:

[0009] FIGS. 1A-1C illustrate example embodiments of a 3-D game of chance.

[0010] FIGS. 2A-2C illustrate yet another embodiment and method for displaying a 3-D game of chance.

[0011] FIGS. 3A-3C illustrate an example display device to display the 3-D game of chance.

[0012] FIG. 4 is a flowchart of an embodiment of a display routine that may be performed during operation of one or more of the gaming units.

[0013] FIGS. 5A-5B illustrate another example display device to display the 3-D game of chance.

[0014] FIGS. 6A and 6B illustrate a sample gaming machine.

[0015] FIG. 7 illustrates a control configuration for use in a gaming machine.

[0016] FIG. 8 illustrates an exemplary network topology.

[0017] FIG. 9 is a block diagram of a simplified communication topology

DESCRIPTION OF EXAMPLE EMBODIMENTS

[0018] Embodiments are described herein in the context of three-dimensional (3-D) games of chance having multiple reel stops. The following detailed description is illustrative only and is not intended to be in any way limiting. Other embodiments will readily suggest themselves to such skilled persons having the benefit of this disclosure. Reference will now be made in detail to implementations as illustrated in the accompanying drawings. The same reference indicators will be used throughout the drawings and the following detailed description to refer to the same or like parts.

[0019] In the interest of clarity, not all of the routine features of the implementations described herein are shown and described. It will, of course, be appreciated that in the development of any such actual implementation, numerous implementation-specific decisions must be made in order to achieve the developer's specific goals, such as compliance with application- and business-related constraints, and that these specific goals will vary from one implementation to another and from one developer to another. Moreover, it will be appreciated that such a development effort might be complex and time-consuming, but would nevertheless be a routine