very large number of hands (e.g. millions) However, a thousand poker hands may be a practical upper limit. In this game, the player may select the number of hands to be played by betting. The player may select coins (wager amount) per hand and increment the bet until the player reaches the desired number of hands or all the hands available for betting (e.g. the maximum number) have been selected. The maximum number of hands available for betting may be some reasonable limit, such as 1000. The maximum number of hands can be set in the gaming machine such is in the game configuration or paytable configuration.

[**0141**] In one embodiment of the multi-hand poker game generated in a 3-D gaming environment, the player initiates a game and a first hand consisting of five cards is dealt with the types of cards showing (e.g. face card or number card as well as a suit). The remaining hands are dealt showing only card backs. When the player holds a card, the other hands show the same hold cards, When a player unholds, the other hands unhold. When the player selects redraw, the hands all start drawing the new cards from unique decks (with the original hold cards removed from all of them). To display the game, a virtual camera could fly over each of hands as they are being rendered to generate an effect similar to the text at the beginning of star wars (e.g. the hands appear to be scrolling up the screen in "space", shrinking and disappearing into the horizon as the hands move farther away. Once the virtual camera reaches the last hand, it can reset to the main hand i.e., the original dealt hand, which now has its own unique rendered cards. The user could also manually control the camera to review the cards, or start playing again. In addition, the cards could be displayed in multiple game windows of the 3-D interface **800**.

[**0142**] In **FIG. 9**, another embodiment of the 3-D interface **800** is shown. The cubic arrangement of the windows has been reduced in size in the display screen **802** as compared to **FIG. 8**. An important advantage of the present invention is the ability to scale objects (either larger or smaller) and then render objects in the virtual gaming environment with proper perspective. When 2-D objects are scaled by any significant amount, the scaling can distort the rendered objects reducing the quality of any graphics presentation using the scaled 2-D object.

[**0143**] On the display screen **802** in **FIG. 9**, the mapping of the game windows has been changed as compared to **FIG. 8**. The tutorial game window **811** has been exchanged with the slot game window **812**. The slot game window has become the "active" window as indicated by the cursor **803**. The game information window indicates that the player has wagered 3 credits on the slot game shown in the slot game window **812** and has 100 credits available for game play.

[**0144**] The bonus game window **814** in **FIG. 8** has been replaced with 5 additional game windows **818** arranged in a cubic pattern. These game windows may be selected by a user and rotated into view to replace game windows **804**, **808**, **811** and **812**. The present invention is not limited to the arrangement of game windows as shown in **FIGS. 8 and 9** which are presented for illustrative purposes only. A 3-D game interface environment may be generated that uses nearly an unlimited variety of game window arrangements. For example, the game windows may be arranged on any combination of different polyhedron surfaces. Some game windows may be rendered on curved game surfaces and the colors of different game windows may vary to aid a user in identifying various features of the 3-D game interface. For instance, the active game window may be displayed with a green border.

[**0145**] Two additional game windows, **820** and **822** around game windows, **804**, **806**, **808**, **811**, **812** and **818**. Game window **820** displays scrolling news while game window **822** displays casino event information. Game windows **820** and **822** may be used to display button menus, game service menus, entertainment content and any other type of information that may be displayed in any other game window. In one embodiment, game windows **820** and **822** may be displayed and then removed. When the game windows, **820** and **822**, are removed the other game windows in the screen may be enlarged to fill the space occupied by game windows **820** and **822**. The shrinking and enlarging of the windows may be initiated by a player playing the game or may be triggered by game events occurring during game play on the gaming machine.

[**0146**] **FIG. 10** is a flow chart depicting a method of playing a game on a gaming machine using a 3-D interface. In **1000**, a 3-D game interface is generated. The 3-D game interface comprises a plurality of game windows arranged within a 3-D game interface model or environment as described with respect to **FIGS. 8 and 9**. In **1002**, game window content is mapped to each of the 3-D game windows in the 3-D game interface model. The game window content may be a game of chance, bonus game, entertainment content as previously described, or even a blank window. The game window content map may be used to allow the contents in each of the game windows to be redistributed in different game windows to create a new game window content map. For example, as described above, the content in two game windows may be swapped.

[**0147**] In **1004**, the game window content in each game window is rendered to the game window. In one embodiment, a first two-dimensional projection surface (e.g., an image from a virtual camera) derived from a 3-D coordinates of a first surface in a 3-D gaming environment may be rendered to one or more of the game windows in 3-D game interface model. In **1006**, a virtual camera in the 3-D game interface model may be used to render a second two-dimensional projection surface derived from a 3-D coordinates of a second surface in the 3-D game interface model. In **1006**, the rendered second two-dimensional projection surface may be displayed to at least one display screen on the gaming machine. In **1010**, one or more games of chance may be presented on the gaming machine using one or more of the 3-D game windows in the 3-D game interfaces. As previously described, multiple games of chance presented in multiple game windows may be played in a sequential or parallel manner.

[**0148**] **FIG. 11** is a flow chart depicting a method of displaying game information on a gaming machine. In **1100**, a first game window with a first size is generated on a display screen on the gaming machine. The first game window may be part of a 3-D game interface comprising multiple game windows as described with respect to **FIGS. 8, 9** and **10**. In **1102**, a first two dimensional projection surface derived from 3-D coordinates a surface in a 3-D gaming environment (e.g., an image from a virtual camera in the 3-D