

(19) World Intellectual Property Organization
International Bureau



(43) International Publication Date
9 February 2006 (09.02.2006)

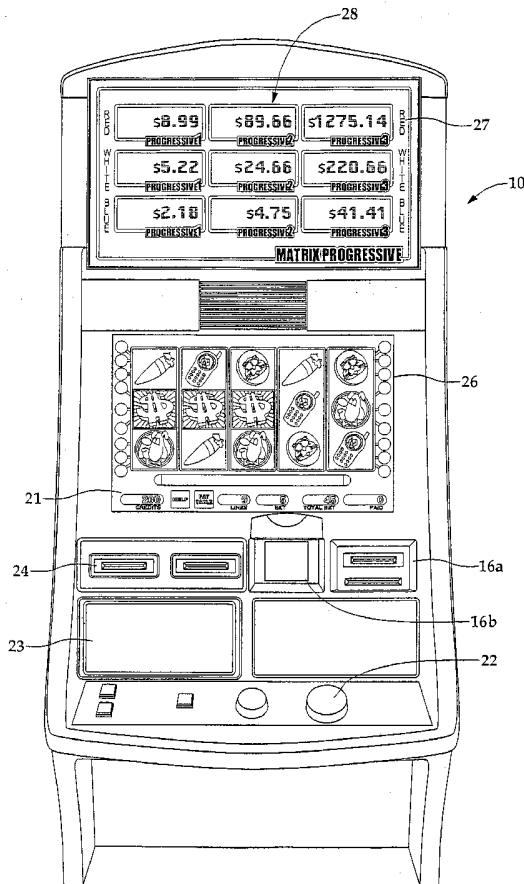
PCT

(10) International Publication Number
WO 2006/014990 A2

- (51) International Patent Classification: A63F 9/24 (2006.01) (US). JOSHI, Shridhar, P. [IN/US]; 7636 Kenton Avenue, Skokie, IL 60076 (US).
- (21) International Application Number: PCT/US2005/026549
- (22) International Filing Date: 27 July 2005 (27.07.2005)
- (25) Filing Language: English
- (26) Publication Language: English
- (30) Priority Data: 60/591,713 28 July 2004 (28.07.2004) US
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- (81) Designated States (unless otherwise indicated, for every kind of national protection available): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BW, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KM, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NA, NG, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, SM, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM, ZW.
- (84) Designated States (unless otherwise indicated, for every kind of regional protection available): ARIPO (BW, GH, GM, KE, LS, MW, MZ, NA, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM),

[Continued on next page]

(54) Title: WAGERING GAME HAVING PROGRESSIVE AMOUNTS DISPLAYED IN A MATRIX



(57) Abstract: A method for playing a wagering game on a gaming terminal. The wagering game allows a player to be eligible to win a plurality of progressive jackpots. The plurality of progressive jackpots can be arranged in columns and rows of a matrix, or can be displayed with other characteristics for identification, such as color, shapes, or alpha-numeric characters. The method includes conducting a wagering game having a randomly selected outcome. The player can be awarded two progressive jackpots in response to the randomly selected outcome being a single multiple-jackpot winning outcome. Further, the progressive jackpots that are achieved can be identified by their associated characteristics, which are displayed to the player.

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European (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IS, IT, LT, LU, LV, MC, NL, PL, PT, RO, SE, SI, SK, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

— *of inventorship (Rule 4.17(iv)) for US only*

Published:

— *without international search report and to be republished upon receipt of that report*

Declarations under Rule 4.17:

— *as to the applicant's entitlement to claim the priority of the earlier application (Rule 4.17(iii)) for all designations*

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WAGERING GAME HAVING PROGRESSIVE AMOUNTS DISPLAYED IN A MATRIX

FIELD OF THE INVENTION

[001] The present invention relates generally to gaming terminals and, more particularly, to a gaming terminal having a matrix of progressive jackpots.

BACKGROUND OF THE INVENTION

[002] Gaming machines, such as slot machines, video poker machines, and the like, have been a cornerstone of the gaming industry for several years. Generally, the popularity of such machines with players is dependent on the likelihood (or perceived likelihood) of winning money at the machine and the intrinsic entertainment value of the machine relative to other available gaming options. Where the available gaming options include a number of competing machines and the expectation of winning each machine is roughly the same (or believed to be the same), players are most likely to be attracted to the most entertaining and exciting of the machines.

[003] Consequently, shrewd operators strive to employ the most entertaining and exciting machines available because such machines attract frequent play and, hence, increase profitability to the operator. In the competitive gaming machine industry, there is a continuing need for gaming machine manufacturers to produce new types of games, or enhancements to existing games, which will attract frequent play by enhancing the entertainment value and excitement associated with the game.

[004] One concept that has been successfully employed to enhance the entertainment value of a game is that of a "bonus" game which may be played in conjunction with a "basic" game. The bonus game may comprise any type of game, either similar to or completely different from the basic game, and is entered upon the occurrence of a selected event or outcome of the basic game. Such a bonus game produces a significantly higher level of player excitement than the basic game because it provides a greater expectation of winning than the basic game.

[005] Another concept that has been employed is the use of a progressive jackpot. In the gaming industry, a "progressive" involves collecting coin-in data from

participating gaming device(s) (e.g., slot machines), contributing a percentage of that coin-in data to a jackpot amount, and awarding that jackpot amount to a player upon the occurrence of a certain jackpot-won event. The percentage of the coin-in is determined prior to any result being achieved and is independent of any result. A jackpot-won event typically occurs when a "progressive winning position" is achieved at a participating gaming device. If the gaming device is a slot machine, a progressive winning position may, for example, correspond to alignment of progressive jackpot reel symbols along a certain payline. The initial progressive jackpot is a predetermined minimum amount. That jackpot amount, however, progressively increases as players continue to play the gaming machine without winning the jackpot. Further, when several gaming machines are linked together such that several players at several gaming machines compete for the same jackpot, the jackpot progressively increases at a much faster rate, which leads to further player excitement.

[006] In current wagering games, the player can only win one progressive jackpot at a time, and there are only three or four progressive jackpots that are offered. This can cause player frustration should the player win the smallest progressive jackpot, because the player realizes that the odds of winning another progressive jackpot may be low.

[007] Thus, there is a need to allow a player to win multiple progressive jackpots and also to provide more progressive jackpots in a different format. By offering more progressive jackpots, the player will feel as though he or she is likely to win a jackpot more frequently. Also, by allowing a player to win more than one progressive jackpot at a time, players will be more excited about the game and be more likely to play.

SUMMARY OF THE INVENTION

[008] The present invention satisfies the needs mentioned above by allowing the player to have a greater chance of winning a progressive jackpot by offering more progressive jackpots. Also, by offering the progressive jackpots in a different format, such as a matrix, the wagering game generates more excitement.

[009] In accordance with one embodiment of the present invention, there is provided a novel method for playing the wagering game, comprising providing a gaming

terminal for playing the wagering game that allows a player to be eligible for a plurality of progressive jackpots. Each of the plurality of progressive jackpots is associated with at least two characteristics, such as a row characteristic and a column characteristic in a matrix, which displays the plurality of progressive jackpots. The method includes determining whether one or more of the plurality of progressive jackpots has been achieved by the player, and indicating the achieved progressive jackpots with the characteristics associated with the achieved progressive jackpots.

[010] In another aspect, the wagering game includes a plurality of symbols that indicate a randomly selected outcome of the wagering game. The randomly selected outcome includes a plurality of progressive-jackpot winning outcomes. The wagering game also includes a plurality of progressive jackpots arranged in a matrix, and at least two jackpots can be won based on a single event in the wagering game.

[011] In another alternative, the gaming system comprises at least one gaming terminal for playing a wagering game that allows a player to be eligible for a plurality of progressive jackpots. The wagering game has a randomly selected outcome selected from a plurality of outcomes. The gaming system further includes a controller coupled to the one gaming terminal and operative to award at least two of the plurality of progressive jackpots in response to a single event in the wagering game.

[012] In another embodiment of the present invention, there is provided a gaming terminal. The gaming terminal includes a wagering game having a plurality of symbols that indicate a randomly selected outcome of the wagering game. The randomly selected outcome includes at least one single progressive winning outcome and at least one multiple-progressive winning outcome. In response to the randomly selected outcome being the at least one single progressive winning outcome, the gaming terminal awards the player one of the plurality of progressive jackpots. In response to the randomly selected outcome being the at least one multiple-progressive winning outcome, the gaming terminal awards the player at least two of the plurality of progressive jackpots.

[013] In yet another embodiment of the present invention, there is provided a gaming system. The gaming system includes at least one display and at least one gaming

terminal for playing a basic game. The gaming terminal has a plurality of progressive jackpots and a plurality of color-coded progressive winning outcomes. Each of the plurality of color-coded progressive winning outcomes corresponds to at least one of the plurality of progressive jackpots. The gaming system also includes a controller that is coupled to both the gaming terminal and the display. The controller is operative to award the corresponding progressive jackpot in response to of the plurality of color-coded progressive jackpot winning outcomes being achieved.

[014] In still another embodiment of the present invention, a gaming terminal is provided that includes a wagering game having a plurality of symbols that indicate a randomly selected outcome of the wagering game. The gaming terminal also includes a plurality of progressive jackpots. Each of the progressive jackpots corresponds to a symbol of the wagering game. In response to the symbol corresponding to one of the plurality of progressive winning jackpots crossing a payline of the wagering game, the gaming terminal highlights the corresponding one of the progressive jackpots that is displayed on the gaming terminal.

[015] And, in yet another embodiment of the present invention, a gaming terminal including a wagering game is provided. The wagering game includes a randomly selected outcome and allows the player to be eligible for a plurality of progressive jackpots. In response to the achieving a progressive winning outcome, the gaming terminal provides the player with the option of obtaining one progressive jackpot, or declining that jackpot and being randomly awarded another one of the progressive jackpots.

[016] The above summary of the present invention is not intended to represent each embodiment or every aspect of the present invention. The detailed description and Figures will describe many of the embodiments and aspects of the present invention.

BRIEF DESCRIPTION OF THE DRAWINGS

[017] The foregoing and other advantages of the invention will become apparent upon reading the following detailed description and upon reference to the drawings.

[018] FIG. 1 is a perspective view of a video gaming terminal according to one embodiment of the present invention.

- [019] FIG. 2 is a block diagram of the gaming terminal of FIG. 1.
- [020] FIG. 3 illustrates a display of a basic game on the gaming terminal of FIG. 1.
- [021] FIG. 4 illustrates one embodiment of a progressive jackpot screen on the gaming terminal of FIG. 1.
- [022] FIG. 5 illustrates another embodiment of a progressive jackpot screen on the gaming terminal of FIG. 1.
- [023] FIG. 6 illustrates still another embodiment of a progressive jackpot screen on the gaming terminal of FIG. 1.
- [024] FIG. 7 illustrates yet another embodiment of a progressive jackpot screen on the gaming terminal of FIG. 1.
- [025] FIG. 8 is a perspective view of another video gaming terminal according to one embodiment of the present invention.
- [026] FIG. 9 is a perspective view of another video gaming terminal according to one embodiment of the present invention.
- [027] FIG. 10 is perspective view of the gaming terminal of FIG. 9 when the progressive jackpots along the "red" row have been achieved.
- [028] FIG. 11 illustrates a progressive jackpot screen according to another embodiment of the present invention.
- [029] FIG. 12 illustrates a progressive jackpot screen according to yet another embodiment of the present invention.
- [030] FIG. 13 illustrates a display of a basic game according to one embodiment of the present invention.
- [031] FIG. 14 illustrates a display of a basic game of FIG. 13 and a progressive screen according to one embodiment of the present invention.
- [032] FIG. 15 illustrates a display of the basic game of FIG. 13 and a progressive screen according to another embodiment of the present invention.
- [033] FIG. 16 illustrates a display of a basic game according to another embodiment of the present invention.
- [034] FIG. 17 illustrates a display of a progressive game according to one embodiment of the present invention.
- [035] FIG. 18 illustrates a subsequent display of the progressive game of FIG. 17.

[036] FIG. 19 illustrates a secondary display of a progressive game according to one embodiment of the present invention.

[037] FIG. 20 illustrates a display of a bonus game according to one embodiment of the present invention.

[038] While the invention is susceptible to various modifications and alternative forms, specific embodiments have been shown by way of example in the drawings and will be described in detail herein. It should be understood, however, that the invention is not intended to be limited to the particular forms disclosed. Rather, the invention is to cover all modifications, equivalents, and alternatives falling within the spirit and scope of the invention as defined by the appended claims.

DESCRIPTION OF ILLUSTRATIVE EMBODIMENTS

[039] FIG. 1 shows a perspective view of a typical gaming terminal 10 used by gaming establishments, such as casinos. With regard to the present invention, the gaming terminal 10 may be any type of gaming terminal and may have varying structures and methods of operation. For example, the gaming terminal 10 may be a mechanical gaming terminal configured to play mechanical slots, or it may be an electromechanical or electrical gaming terminal configured to play video slots or a video casino game, such as blackjack, slots, keno, poker, etc.

[040] As shown, the gaming terminal 10 includes input devices, such as a wager acceptor 16 (shown as a card wager acceptor 16a and a cash wager acceptor 16b), a touch screen 21, a push-button panel 22, and an information reader 24. For outputs, the gaming terminal 10 includes a payout mechanism 23, a main display 26 for displaying information about the basic wagering game, and a secondary display 27 that may display an electronic version of a pay table, and/or also possibly game-related information or other entertainment features. In this embodiment, the secondary display 27 displays a progressive matrix 28 (or array). While these typical components found in the gaming terminal 10 are described below, it should be understood that numerous other elements may exist and may be used in any number of combinations to create various forms of a gaming terminal.

[041] The wager acceptor 16 may be provided in many forms, individually or in combination. The cash wager acceptor 16a may include a coin slot acceptor or a note acceptor to input value to the gaming terminal 10. The card wager acceptor 16b may include a card-reading device for reading a card that has a recorded monetary value with which it is associated. The card wager acceptor 16b may also receive a card that authorizes access to a central account, which can transfer money to the gaming terminal 10.

[042] Also included is the payout mechanism 23, which performs the reverse functions of the wager acceptor. For example, the payout mechanism 23 may include a coin dispenser or a note dispenser to output value from gaming terminal 10. Also, the payout mechanism 23 may also be adapted to receive a card that authorizes the gaming terminal to transfer credits from the gaming terminal 10 to a central account.

[043] The push button panel 22 is typically offered, in addition to the touch screen 21, to provide players with an option on how to make their game selections. Alternatively, the push button panel 22 provides inputs for one aspect of operating the game, while the touch screen 21 allows for inputs needed for another aspect of operating the game.

[044] The outcome of the basic wagering game is displayed to the player on the main display 26. The main display 26 may take the form of a cathode ray tube (CRT), a high resolution LCD, a plasma display, LED, or any other type of video display suitable for use in the gaming terminal 10. As shown, the main display 26 includes the touch screen 21 overlaying the entire monitor (or a portion thereof) to allow players to make game-related selections. Alternatively, the gaming terminal 10 may have a number of mechanical reels to display the game outcome, as well.

[045] In some embodiments, the information reader 24 is a card reader that allows for identification of a player by reading a card with information indicating his or her true identity. Currently, identification is used by casinos for rewarding certain players with complimentary services or special offers. For example, a player may be enrolled in the gaming establishment's players' club and may be awarded certain complimentary services as that player collects points in his or her player-tracking account. The player inserts his or her card into the player-identification card reader

24, which allows the casino's computers to register that player's wagering at the gaming terminal 10. The information reader 24 may also include a keypad (not shown) for entering a personal identification number (PIN). The gaming terminal 10 may require that the player enter their PIN prior to obtaining information. The gaming terminal 10 may use the secondary display 27 for providing the player with information about his or her account or other player-specific information. Also, in some embodiments, the information reader 24 may be used to restore assets that the player achieved during a previous game session and had saved.

[046] As shown in FIG. 2, the various components of the gaming terminal 10 are controlled by a central processing unit (CPU) 30 (such as a microprocessor or microcontroller). To provide the gaming functions, the CPU 30 executes a game program that allows for the randomly selected outcome. The CPU 30 is also coupled to or includes a local memory 32. The local memory 32 may comprise a volatile memory 33 (e.g., a random-access memory (RAM)) and a non-volatile memory 34 (e.g., an EEPROM). It should be appreciated that the CPU 30 may include one or more microprocessors. Similarly, the local memory 32 may include multiple RAM and multiple program memories.

[047] Communications between the peripheral components of the gaming terminal 10 and the CPU 30 occur through input/output (I/O) circuits 35a. As such, the CPU 30 also controls and receives inputs from the peripheral components of the gaming terminal 10. Further, the CPU 30 communicates with external systems via the I/O circuits 35b. Although the I/O circuits 35 may be shown as a single block, it should be appreciated that the I/O circuits 35 may include a number of different types of I/O circuits.

[048] In some embodiments, the CPU 30 may not be inside the gaming terminal 10. Instead, the CPU 30 may be part of a game network 50 and may be used to control numerous gaming terminals 10. The game network 50 typically has its own memory 52 for assisting with the various functions that it performs. One gaming network that is particularly useful with the present invention is the one described in "Restricted Access Progressive Game For A Gaming Machine," Serial No. 60/502,762, filed September 12, 2003, which is hereby incorporated by reference in its entirety. In

these embodiments, the CPU 30 will run the basic games for each of the gaming terminals 10, and may also be used to link the gaming terminals 10 together. The game network 50 can include progressive jackpots that are contributed to by all or some of the gaming terminals 10 in the network (*e.g.*, terminal-level jackpots that only each terminal 10 contributes to, bank-level jackpots that are contributed to by all of the terminals 10 in a particular bank, and wide-area jackpots that are contributed to by a larger number of terminals 10, such as multiple banks).

[049] Turning now to FIG. 3, the main display 26 of one embodiment of the present invention is shown in more detail. In this embodiment, the basic wagering game is a slot machine game, with symbols on five different reels 36, 38, 40, 42, 44. The reels 36-44 may be either traditional mechanical reels or they may be computer-generated images of reels, with each reel composed of a plurality of symbols. The payline indicators 46 indicate a randomly selected outcome for each payline, which is the combination of symbols on the reels 36-44. Thereafter, an outcome indicator 48 indicates whether the outcome has resulted in a winning outcome or a non-winning outcome. In the present example, various combinations of the symbols can result in winning outcomes, which include monetary and non-monetary prizes. The non-monetary prizes can include free spins, multipliers, and entry into an advanced game such as bonus game or a progressive game. While multiple paylines are shown, a gaming terminal 10 with a single payline will also work with the present invention.

[050] In this particular embodiment, a particular group of symbols 52 is one of a plurality of progressive jackpot outcomes. In this embodiment, a combination of three dollar signs along any payline being played generates the progressive jackpot outcome. In other embodiments, all award-winning combinations generate the progressive jackpot outcome 52 or a single particular symbol may generate the progressive jackpot outcome 52.

[051] The progressive jackpot outcome 52 corresponds to a certain jackpot in the progressive jackpot matrix (or array) 28 illustrated on the secondary display 27 as shown in FIGS. 1 and 4-7. Each of the FIGS. 4-7 will now be described in more detail. Generally speaking, in each of the figures, the progressive jackpot matrix 28 includes nine different progressive jackpots. The columns in the matrix 28 are

indicated by progressive numbers (e.g., progressive 1, progressive 2, progressive 3) and the rows are indicated by colors (e.g., red, white and blue). While the value of the jackpots can be arranged in various orders, as shown, the progressive 3 column has the largest jackpots, while the progressive 1 column has the smallest jackpots. Further, the red row (*i.e.*, the top row) has the highest value.

[052] During the course of the basic game, when the player achieves one of the plurality of progressive jackpot outcomes 52, like the three dollar signs shown in FIG. 3, the secondary display 27, lights up the corresponding progressive jackpots of the matrix 28 that have been won. Depending on the symbol combination, the player may win a single progressive jackpot 54 as shown in FIG. 4. In that embodiment, the progressive award outcome 52 generated would only correspond to “white progressive 3” 54.

[053] However, the player may also win an entire row or column as shown in FIG. 5. In that embodiment, the symbol combination in the basic game corresponds to all of “progressive 3” column 56. A player may also win an entire row, if the symbol combination were to correspond to “all red” or all of any other demarcation for row or column. Yet further, the progressive jackpot outcome is a win-all outcome that allows the player to win all nine of the progressives, or the entire progressive matrix 28.

[054] In the embodiment illustrated in FIG. 6, the player has been awarded three of the progressive jackpots that are defined by the highlighted border. As an example, one basic game symbol may dictate the blue progressive 2 jackpot (\$4.75) has been achieved, while one or two other symbols indicate that the player also wins jackpots adjacent to any indicated progressive jackpot. Thus, these other one or two “win-adjacent” jackpot symbols cause the highlighted border to be drawn larger to surround more progressive jackpots, which in FIG. 6 includes jackpots of \$2.18 and \$24.66. In other embodiments, the progressive jackpots awarded may correspond to predetermined shapes on the matrix 28, such as a diagonal, diamond, a rectangle, or a triangle.

[055] In other embodiments, such as the one shown in FIG. 7, the progressive jackpots won by a particular combination may not be a part of a row or column, but

may be three random progressive jackpots 58 chosen by the CPU 30 or other processor in the game network 50 (FIG. 2).

[056] In the embodiments shown in FIGs. 5-7, there is a chance to win multiple progressive jackpots at once. This is appealing to a player because it allows the player to win more progressives at one time, so that even if the player wins the smaller progressive jackpot, the player may win it in combination with other larger jackpots, yielding a more beneficial result.

[057] In other embodiments, the progressive jackpots in the matrix may be color-coded. As show in FIGS. 1-7, the colors correspond to specific rows (e.g., the progressive jackpots in the first row are red, second row are white, third row are blue). Alternatively, the color-coding of the progressive jackpots may be completely random and may also alternate while the reel is spinning. By allowing the color-coding to change while the reel is spinning, there is added player excitement because the number and amount of the progressive jackpots that the player can win is constantly changing.

[058] Turning now to FIG. 8, another embodiment of the present invention will be described relative to the gaming terminal 10. In this embodiment, as the reels on the main display 26 are spinning, the secondary display 27 highlights any of the individual progressives of the progressive matrix 28 as the symbol combinations that result in that progressive being awarded pass by the payline 46. For example, as shown in FIG. 8, if the reels were stopped at its current position, the player would be awarded two of the progressive jackpots (*i.e.*, two dollar signs are aligned along the payline 46 in the first and third reels). The progressive jackpots may be lit up by light cups (not shown) that are placed behind the secondary display 27 or any other conventional lighting method. The secondary display 27 (e.g. LCD, plasma) that displays the jackpot matrix 28 can also be engaged in various ways to provide the desired highlighting. This generates player excitement because the players can watch which of the progressives they may potentially win.

[059] Turning now to FIGS. 9-10, another embodiment of a gaming terminal 110 is shown, which has features like the gaming terminal 10 of FIGS. 1-8, except they are shown in 100-series numbers. In this embodiment, rather than the symbols in the

basic game indicating which one or more of the progressive jackpots have been achieved, a separate device is used to indicate which jackpots have been won. As in the previous embodiments, the gaming terminal 110 includes a main display 126, and a secondary display 127. In this embodiment, the main display 126 includes three mechanical reels 136, 138, 140 (although it may also be any number of video reels or mechanical reels) that each have a plurality of symbols and operate the basic game as described above. In addition to the three mechanical reels, there is a fourth reel 160. The fourth reel 160 is a progressive jackpot reel and remains dark (e.g., via black glass) while the three mechanical reels 136, 138, 140 spin during the basic game.

[060] As shown in FIG. 10, when the three basic game reels 136, 138, 140 stop spinning, if the symbols on those reels result in a progressive jackpot win, the fourth reel 160 is then revealed and spins. The spinning of the fourth reel 160 may result in corresponding jackpots being highlighted on the display 127 as they cross the payline of the fourth reel 160. The fourth reel 160 stops on a symbol that indicates the result of a randomly selected progressive game outcome. Here, the player has won the "ALL RED" row, and the red row is highlighted in FIG. 10. The fourth reel 160 can be thought of as its own reel set that indicates characteristics of a certain group of progressive jackpots that are then awarded to the player. While one reel 160 is shown in reel set of FIGS. 9 and 10, a plurality of reels are possible as well, with each reel indicating one characteristic about which jackpot has been won. For example, there could be two reels with one indicating the row characteristic and the other reel indicating the column characteristic.

[061] In another embodiment, the fourth reel 160 may not remain dark and the progressive jackpot amounts may be highlighted as the basic game reels 136, 138, 140 spin. This would allow the player to see what types of winnings there are and how close the player has come to winning one of them.

[062] Again, in the embodiment of FIGS. 9-10, rather than the symbols in the basic game indicating which one or more of the progressive jackpots have been achieved, a separate device (the reel 160) is used to indicate which jackpots have been won. In a further alternative, an array of player-selectable elements hiding the progressive jackpot characteristics, which dictate outcomes, can be provided to the player, who

selects one or more elements from the array. For example, the player may select one that reveals a “no-progressive jackpot” outcome or one that reveals an “award blue row” outcome.

[063] Turning now to FIGS. 11 and 12, other embodiments of the present invention are shown. In the embodiment shown in FIG. 11, the player is given the option whether to accept the progressive jackpot 170 that has been awarded, here illustrated as white progressive 3 (\$220.66), or to allow another random selection of progressive jackpots to try for a higher progressive award amount (*e.g.*, another spin of reel 160 in FIGS. 9-10). In this embodiment, if a player has been awarded the lowest dollar amount and is dissatisfied, the player may spin again to try for a higher progressive amount, while forgoing the first awarded jackpot. This decreases player dissatisfaction with the game. The “spin again” option may cost the player credits or the gaming terminal may be designed to allow the player a certain number of times to spin again for free. Alternatively, the player may be required to obtain a “scatter” spin-again symbol in the basic game that allows for this option. While the example has been described whereby the player rejects a progressive jackpot for another one, the player could also trade the progressive jackpot for some other asset (*e.g.*, a multiplier for the next basic game, a free spin, etc) as long as the expected value of the traded asset is approximately the same.

[064] The embodiment in FIG. 12 utilizes the same concept, but in this embodiment, the player is not aware of the amount of the jackpot won. The player instead takes a chance that the progressive amount that has been won is lower than what could be won. In the illustrated embodiment, the player has won all of the progressive 3 row, which would be a beneficial outcome that would typically leave the player satisfied. However, if the player has only won a single progressive jackpot, then he or she may want to play again to try to achieve multiple progressive jackpots. Players may like this option because it gives the player a chance to win more progressives.

[065] The embodiment described in FIG. 12, with the progressive amounts being hidden, may also be used in any of the other embodiments described above as well. Hiding the amount of the progressive jackpot adds an element of surprise to the game that is appealing to game players.

[066] Turning now to FIG. 13, another embodiment of the main display 26 (or 126 from FIG. 9 above) is illustrated. In this embodiment, the basic wagering game is a slot machine game, with symbols on three mechanical reels 200, 202, 204 (although it may be any number of mechanical or video reels). A fourth reel 206 is a progressive jackpot reel and includes three pay lines 208, 210, 212. In this embodiment, one payline 208 is labeled “jackpot;” the second payline 210 is labeled “super;” and the third payline 212 is labeled “grand.” In other embodiments, there may be a different number of pay lines and/or different labels.

[067] When the three basic game reels 200, 202, 204 stop spinning, if a “powerball bonus” symbol 214 is located on a payline 216, then the fourth reel 206 spins. As shown in FIG. 14, the fourth reel 206 stops spinning, and one ball (or other symbol) is located on at least one of the three pay lines 208, 210, 212. In FIG. 14, a white ball is on the “super” payline 210. The white ball on the “super” payline 210 corresponds to a progressive jackpot in the secondary display 27 (or 127). The secondary display 27 (or 127) illustrates a progressive jackpot matrix 218 (or array) that includes nine different progressive jackpots. The rows in the matrix 218 are labeled to correspond to the pay lines 208, 210, 212, which in this case are: “jackpot;” “super;” and “grand.” The columns are labeled to correspond to the different colors of balls, which in this case are red, white, and blue. When a colored ball is located on one of the pay lines 208, 210, 212, the player is awarded the progressive jackpot that corresponds to the payline and the color of the ball. In the illustrated example, the player is awarded \$4,011.00, which is the jackpot that corresponds to the white ball on the “super” payline.

[068] As shown in FIG. 15, it is possible for the player to win more than one progressive jackpot. In this embodiment, an “all” ball (representing all three colors) has landed on each of the three pay lines 208, 210, 212. As shown, the player is awarded all of the progressive jackpots. In other embodiments, the player may achieve an “all” ball on only one or two of the pay lines 208, 210, 212, resulting in that player receiving an entire row (or two) of jackpots. In other embodiments, a single white (or blue or red) colored ball may land on each of the three pay lines 208, 210, 212, resulting in player winning an entire column of jackpots. Alternatively, any

combination of number and/or color of balls may appear on any number of the pay lines 208, 210, 212, resulting in a wide variety of different payouts.

[069] In some embodiments, as the fourth reel 206 is spinning, the reel symbols go past the three pay lines 208, 210, 212. During the spinning, the jackpot awards in the matrix 28 flash in synchronicity to the individual symbols on the fourth reel 206 as they pass the pay lines 208, 210, 212. As the fourth reel 206 slows down, the symbols on the pay lines cause the corresponding jackpots in the matrix 28 to light up. For example, as each ball crosses a payline, the corresponding jackpot would be lit. This creates excitement for the player who can see which (and how many) progressives the player could win.

[070] The dollar amounts listed in the progressive matrix 28 may be illustrated using a color dotmatrix stencil/template over an LCD, a traditional dot matrix display, or an LCD (including low-resolution LCD).

[071] Turning now to FIG. 16, the main display 26 according to another embodiment is illustrated. In this embodiment, the basic game is a slot machine game having five reels 220, 222, 224, 226, 228. When the five basic game reels 220, 222, 224, 226, 228 stop spinning, if three or more "powerball matrix" symbols 228 are located on a played payline 230, then the game progresses to a bonus game, as illustrated in FIG. 17. In other embodiments, other combinations of the "powerball matrix" or other symbols may trigger the bonus game.

[072] In FIG. 17, the player is shown a number of player-selectable symbols, in this case balls 232, associated with respective progressive symbols. The player is instructed to select the balls 232. As the balls 232 are selected, the associated progressive symbols are revealed to the player. Once the player has revealed three matching progressive symbols (i.e., three of a kind), the player will win the award identified by the matching progressive symbols. As shown in FIG. 18, the player has selected six balls, revealing three balls 234 labeled "all white." The player is then awarded all of the white progressives, shown in FIG. 19. However, the player may not be aware of the amount of each progressive. As shown in FIG. 18, an inset screen 236 illustrates the progressives with only dollar signs representing the relative amounts of the progressives. Hiding the numerical value of the amounts creates

player excitement. Alternatively, the amounts of the progressives may be shown on the inset screen 236, a communal display, and/or a secondary display 27 as illustrated in FIG. 19.

[073] Also as shown in FIG. 18, the player has revealed other balls 238. These non-willing balls 238 include a color and a type of progressive. As shown in the inset screen 236, the type of progressive relates to a row in the matrix and the color of the ball corresponds to the column. Some of the balls may correspond to multiple awards.

[074] After the player has won the progressive award, a third screen 240 is displayed as shown in FIG. 20. The player is instructed to select one of the balls 242. In this embodiment, the player has selected a ball 244 that results in an additional win of 25 credits. Other wins may include different credit amounts or a "play again" symbol, which allows the player to play the bonus screen again. Other wins may include free spins on the basic game or a multiplier.

[075] Furthermore, while the embodiments in FIGS. 1-8 and 16-20 are all described using video reels and FIGS. 9, 10 and 13-15 are described using mechanical reels, it should be understood that for the purposes of the invention described, the type of reels used are interchangeable.

[076] Furthermore, while the embodiments have been described having a matrix with multiple rows and multiple columns, other patterns are available as well. For example, a dart board pattern having various radial and circumferential locations can be employed. A pyramid may have progressive jackpots stacked in rows with decreasing numbers of jackpots in ascending order, and one large jackpot (*e.g.*, a wide area progressive) at the top of the pyramid. In short, patterns can produce multiple characteristics for identifying which jackpot or jackpots have been achieved.

[077] Other characteristics exist for identifying each jackpot. For example, color, odd/even numbers (looking at one digit of the jackpot value), shapes in which the jackpots are displayed, and various alpha-numeric symbols can be associated with each jackpot. To indicate to the player which jackpot or jackpots has been achieved, the player views on a display indicia corresponding to these characteristics. For example, rather than the symbols of the basic game in FIGS. 1 or 8 indicating a row and column (or the reel 160 in FIGS 9-10 doing the same), the symbols would indicate

an “odd” last digit and a “red” color to award all of the progressive jackpots that are displayed in a red color and have an odd (1, 3, 5, 7, or 9) last digit.

[078] Further, it should be noted that while some embodiments have been described with respect to a basic game triggering the progressive jackpot, the bonus or secondary game could be equally employed to perform this task. Furthermore, the determination of whether a player has achieved a progressive jackpot can be conducted by the gaming terminal 10 or by the game network 50. For example, playing a wagering game (basic game or bonus game) may cause the player to be eligible for the progressive jackpots, and the network 50 then determines whether the player has won. The network 50 may determine whether the player has won one or more of the jackpots in “mystery” fashion such that the player is surprised that he or she has won. The network 50 may instruct the gaming terminal 10 of a progressive game outcome, and the gaming terminal 10 may then display symbols indicative of the progressive game outcome or, in the case of a mystery jackpot, the gaming terminal 10 may then award one or more of the progressive jackpots.

[079] While the present invention has been described with reference to one or more particular embodiments, those skilled in the art will recognize that many changes may be made thereto without departing from the spirit and scope of the present invention. For example, progressive jackpots are often displayed on signage that is located proximate to (usually above) the gaming terminals, which can also be done in accordance to the present invention. Each of these embodiments and obvious variations thereof is contemplated as falling within the spirit and scope of the claimed invention, which is set forth in the following claims.

WHAT IS CLAIMED IS:

1. A method for playing a progressive wagering game, comprising:
providing a gaming terminal for playing a basic game that allows a player to be eligible for a plurality of progressive jackpots that are displayed in a matrix;
5 conducting the basic game having a randomly selected outcome;
awarding a player a payout amount in response to the randomly selected outcome being one of a plurality of winning outcomes; and
awarding the player at least two of the plurality of progressive jackpots in response to the randomly selected outcome being one of a plurality of progressive-jackpot outcomes, the at least two of the plurality of progressive jackpots defining a first group.
10
2. The method of claim 1, further comprising awarding the player a second group of the plurality of progressive jackpots in response to the randomly selected outcome including a second one of the plurality of the progressive jackpot outcomes.
15
3. The method of claim 1, wherein the matrix of progressive jackpots includes multiple rows and columns.
4. The method of claim 3, wherein one of the plurality of progressive jackpot outcomes is a row-winning outcome and the method further comprises awarding the player all of the progressive jackpots in an entire row of the matrix in response to the randomly selected outcome being the row-winning outcome.
20
5. The method of claim 3, wherein one of the plurality of progressive jackpot outcomes is a column-winning outcome, and the method further comprises awarding the player all of the progressive jackpots in an entire column of the matrix in response to the randomly selected outcome being the column-winning outcome.
25
6. The method of claim 1, wherein one of the plurality of progressive jackpot outcomes is a win-all outcome, and the method further comprises awarding the player all of the progressive jackpots in response to the randomly selected outcome being the win-all outcome.
- 30 7. The method of claim 1, wherein the matrix comprises a plurality of rows and columns, wherein one of the rows and columns is color-coded.

8. The method of claim 1, further comprising lighting the progressive jackpots in the matrix during the wagering game in response to corresponding progressive-jackpot outcomes moving across an active payline that indicates a combination of symbols associated with the randomly selected outcome.

5 9. A gaming terminal comprising:
a wagering game having a plurality of symbols that indicate a randomly selected outcome of the wagering game, the wagering game allowing a player to be eligible for a plurality of progressive jackpots; and
a display that displays the plurality of progressive jackpots, each of the
10 plurality of progressive jackpots having at least two characteristics allowing for its identification as a winning progressive jackpot.

10. The gaming terminal of claim 9, wherein, in response to the randomly selected outcome being one of a plurality of progressive-jackpot winning outcomes, the gaming terminal awards the player one of the plurality of progressive jackpots.

15 11. The gaming terminal of claim 10, wherein the one of a plurality of progressive-jackpot winning outcomes includes an indication of characteristics allowing for the identity of certain ones of the plurality of progressive jackpots winning that have been won.

20 12. The gaming terminal of claim 9, wherein the plurality of progressive jackpots are displayed in a matrix.

13. The gaming terminal of claim 12, wherein the characteristics of each of the plurality of progressive jackpots include a row characteristic and a column characteristic within the matrix.

25 14. The gaming terminal of claim 9, wherein the characteristics include at least two selected from the group consisting of orientation within a defined pattern, odd or even numbers, a plurality of colors, a plurality of shapes, and a plurality of alphanumeric characters.

30 15. The gaming terminal of claim 9, wherein the wagering game is a basic game, and the display is adapted to display a secondary game in response to the randomly selected outcome including a secondary game-triggering symbol combination, the

secondary game adapted to enable a player to win at least one of the plurality of progressive jackpots.

16. The gaming terminal of claim 15, wherein the secondary game includes a plurality of player-selectable elements, each of the plurality of player-selectable
5 elements being associated with a symbol corresponding to at least one of the plurality of progressive jackpots.

17. The gaming terminal of claim 16, wherein the secondary game display is adapted to reveal a symbol in response to a corresponding one of the plurality of player-selectable elements being selected.

10 18. A gaming system, comprising:
at least one gaming terminal for playing a wagering game that allows a player to be eligible for a plurality of progressive jackpots, the wagering game having a randomly selected outcome selected from a plurality of outcomes; and
15 a controller coupled to the at least one gaming terminal and operative to award at least two of the plurality of progressive jackpots in response to a single event in the wagering game.

19. The gaming system of claim 18, wherein the at least one gaming terminal includes a first display to display the basic game and a second display to display the
20 plurality of progressive jackpots in a matrix.

20. The gaming system of claim 19, wherein the first display comprises a first set of mechanical reels.

21. The gaming system of claim 18, wherein the single event is the randomly selected outcome being a win-progressive award outcome.

25 22. The gaming system of claim 21, wherein the plurality of progressive awards are displayed in a matrix, and the randomly selected outcome indicates a row characteristic and a column characteristic for each of the at least two progressive jackpots that are awarded.

23. A method for playing a wagering game on a gaming terminal, the gaming
30 terminal having a wagering game and allowing a player to be eligible for a plurality of progressive jackpots, the method comprising:

- conducting the wagering game having a randomly selected outcome, the randomly selected outcome including a winning outcome, a single progressive jackpot winning outcome, and a multiple progressive jackpot winning outcome;
- 5 awarding a player a payout amount in response to the randomly selected outcome being the winning outcome;
- awarding the player one of the plurality of progressive jackpots in response to the randomly selected outcome being the single progressive jackpot winning outcome; and
- 10 awarding the player more than one of the plurality of progressive jackpots in response to the randomly selected outcome being the multiple progressive jackpot winning outcome.
24. The method of claim 23, wherein the plurality of progressive jackpots are arranged in a matrix having multiple rows and columns.
- 15 25. The method of claim 24, wherein the multiple progressive jackpot winning outcome includes a row-winning outcome, and the method comprises awarding the player all of the progressive jackpots in one of the multiple rows of the matrix in response to the randomly selected outcome being the row-winning outcome.
26. The method of claim 24, wherein the multiple progressive jackpot winning outcome includes a column-winning outcome, and the method comprises awarding the player all of the progressive jackpots in one of the multiple columns of the matrix in response to the randomly selected outcome being the column-winning outcome.
- 20 27. The method of claim 24, wherein the multiple progressive jackpot winning outcome includes a win-all outcome, and the method comprises awarding the player all of the progressive jackpots in the matrix in response to the randomly selected outcome being the win-all outcome.
- 25 28. The method of claim 24, wherein the multiple progressive jackpot winning outcomes includes winning any combination of two or more of the plurality of progressive jackpots.
- 30 29. The method of claim 28, wherein the combination of multiple progressive jackpot winning outcomes includes a shape-winning outcome, and the method

comprises awarding the player all of the progressive jackpots corresponding to a predetermined shape in the matrix in response to the randomly selected outcome being the shape-winning outcome.

30. The method of claim 23, wherein the multiple progressive jackpot winning
5 outcomes includes winning any combination of two or more of the plurality of progressive jackpots.

31. A gaming terminal comprising:

a wagering game having a plurality of symbols that indicate a randomly
selected outcome of the wagering game, the randomly selected
10 outcome including at least one single progressive winning outcome and
at least one multiple progressive winning outcome;

a plurality of progressive jackpots; and

wherein, in response to the randomly selected outcome being the at least one
single progressive winning outcome, the gaming terminal awarding the
15 player one of the plurality of progressive jackpots and in response to
the randomly selected outcome being the at least one multiple
progressive winning outcome, the gaming terminal awarding the player
at least two of the plurality of progressive jackpots.

32. The gaming terminal of claim 31, wherein the plurality of symbols are located
20 on a plurality of mechanical reels.

33. The gaming terminal of claim 31, wherein the wagering game is a bonus game
that is triggered by a bonus-game outcome occurring in a basic game.

34. The gaming terminal of claim 31, wherein the plurality of progressive jackpots
are color-coded for identification of the progressive jackpots being awarded.

25 35. A gaming system, comprising:

at least one display;

at least one gaming terminal for playing a wagering game that allows a player
to be eligible for a plurality of progressive jackpots; and

a controller coupled to the at least one gaming terminal and the at least one
30 display, the controller operative to

(i) determine whether a player at the gaming terminal has achieved a single progressive-jackpot winning outcome or a multiple-progressive jackpot winning outcome,

5 (ii) award one of the plurality of progressive jackpots in response to the single progressive-jackpot winning outcome being achieved, and

(iii) award at least two of the plurality of progressive jackpots in response to the multiple-progressive jackpot winning outcome being achieved.

36. The system of claim 35, wherein the amounts of the plurality of progressive
10 jackpots are revealed to a player through the display, the display being proximate to the at least one gaming terminal.

37. The system of claim 35, wherein the single progressive-jackpot winning outcome and the multiple-progressive jackpot winning outcome are randomly selected by the controller and communicated to the at least one gaming terminal.

15 38. The system of claim 35, wherein the multiple-progressive jackpot outcome results in less than all of the plurality of progressive jackpots being awarded.

39. The system of claim 35, wherein the single progressive-jackpot winning outcome and the multiple-progressive jackpot winning outcome are one of the randomly selected outcomes of the basic game.

20 40. A method for playing a wagering game on a gaming terminal, the gaming terminal having a basic game allowing the player to be eligible for a plurality of color-coded progressive jackpots, the method comprising:

conducting a wagering game having a randomly selected outcome from a plurality of outcomes, the plurality of outcomes including a winning
25 outcome and a plurality of color-coded winning outcomes, each of the plurality of color-coded winning outcomes corresponding to at least one of the plurality of color-coded progressive jackpots;

awarding a player a payout amount in response to the randomly selected outcome being a winning outcome; and

awarding a player at least one of the plurality of progressive jackpots in response to the randomly selected outcome being one of the plurality color-coded winning outcomes.

41. The method of claim 40, wherein the plurality of color-coded progressive jackpots are arranged in a matrix comprising multiple rows and multiple columns.

42. The method of claim 41, wherein each of the multiple rows of the matrix is denoted by a different color.

43. The method of claim 42, wherein each of the multiple columns of the matrix is denoted by a different color.

44. The method of claim 42, wherein the color of each of the plurality of color-coded progressive jackpots randomly changes during the wagering game.

45. The method of claim 42, wherein the amount of each of the plurality of color-coded progressive jackpots is hidden until the end of the wagering game.

46. The method of claim 40, wherein the conducting includes selecting, via a remote controller, one or more of the plurality of color-coded winning outcomes and instructing the gaming terminal of the selected one or more of the plurality of color-coded winning outcomes.

47. A gaming terminal comprising:

a wagering game having a plurality of symbols that indicate a randomly selected outcome of the wagering game; and

a plurality of progressive jackpots for which a player is eligible in response to playing the wagering game, each of the plurality of progressive jackpots having at least two characteristics associated therewith allowing for an identification as a winning progressive jackpot.

48. The gaming terminal of claim 47, wherein, in response to the randomly selected outcome in the wagering game being one of a plurality of progressive winning outcomes, the gaming terminal awarding a player at least one of the plurality of progressive jackpots.

49. The gaming terminal of claim 47, wherein one of the characteristics is one selected from the group consisting of orientation within a defined pattern, odd or even numbers, a plurality of colors, a plurality of shapes, and a plurality of alphanumeric.

50. The gaming terminal of claim 47, wherein the at least two characteristics of each of the plurality of progressive jackpots include a row characteristic and a column characteristic within a matrix in which the plurality of progressive jackpots are displayed.

5 51. The gaming terminal of claim 50, wherein the gaming terminal includes a display that displays the matrix to the player.

52. The gaming terminal of claim 50, wherein the randomly selected outcome of the wagering game indicates the at least two characteristics identifying the progressive jackpot that has been achieved.

10 53. A gaming terminal comprising:

at least one display for displaying a wagering game having a plurality of symbols that indicate a randomly selected outcome of the wagering game and for displaying a plurality of progressive jackpots, each of the progressive jackpots corresponding to a symbol of the wagering game;

15 wherein, in response to the symbol corresponding to one of the plurality of progressive jackpots crossing a payline of the wagering game, the gaming terminal highlighting the corresponding one of the progressive jackpots on the display.

54. The terminal of claim 53, wherein the at least one display comprises a first display for displaying the plurality of progressive jackpots and a second display for displaying the wagering game, the first display including a light cup behind each of the plurality of progressive jackpots.

55. The terminal of claim 53, wherein the plurality of symbols are located on a plurality of mechanical reels.

25 56. The terminal of claim 53, wherein the plurality of symbols are located on a video screen.

57. A method for conducting a wagering game comprising:

conducting a wagering game having a plurality of symbols, the wagering game allowing the player to be eligible for a plurality of progressive jackpots, each of the plurality of progressive jackpots corresponding to one of the plurality of symbols such that one of the plurality of progressive

30

jackpots is awarded in response to the corresponding symbol landing on a payline of the wagering game;

highlighting the one of the plurality of progressive jackpots to be awarded whenever the corresponding symbol moves past the payline; and

5 awarding the one of the plurality of progressive jackpots in response to the corresponding symbol stopping on the payline.

58. The method of claim 57, wherein the enlightening is performed by a plurality of light cups.

59. The method of claim 57, wherein the plurality of progressive jackpots are arranged in a matrix having multiple rows and multiple columns.

60. A method for playing a wagering game on a gaming terminal, the wagering game allowing the player to be eligible for a plurality of progressive jackpots, the method comprising:

conducting a wagering game;

15 determining whether the player has achieved one of the plurality of progressive jackpots;

activating a reel having symbols indicative of which one of the plurality of progressive jackpots has been achieved; and

20 indicating one or more of the plurality of progressive winning outcomes by stopping the reel with a selected one or more of the symbols in a display area.

61. The method of claim 60, wherein the reel is a mechanical reel.

62. The method of claim 60, wherein the reel is on a video screen.

63. The method of claim 60, further comprising displaying the reel only after the randomly selected outcome of the wagering game is displayed.

64. The method of claim 63, wherein the activating comprises illuminating the reel.

65. The method of claim 60, wherein the plurality of progressive jackpots are arranged in a matrix having a plurality of rows and a plurality of columns.

66. The method of claim 65, wherein the reel includes a plurality of pay lines, each of the plurality of pay lines corresponding to an identifier assigned to at least one of the plurality of rows and the plurality of columns.

67. A gaming terminal for playing a wagering game, comprising:

5 a first reel set having a plurality of symbols that indicate a randomly selected outcome of the wagering game, the wagering game allowing the player to be eligible for a plurality of progressive jackpots;

a second reel set for displaying symbols corresponding to one or more of the plurality of progressive jackpots, the second reel set not being
10 displayed during the playing of the wagering game; and

wherein, in response to the player winning one or more of the plurality of progressive jackpots, the second reel set is activated to indicate the one or more progressive jackpot that has been won.

68. The gaming terminal of claim 67, wherein the plurality of progressive jackpots
15 are color-coded and the second reel set includes coloring coding.

69. The gaming terminal of claim 67, wherein the wagering game includes a single progressive winning outcome and a multiple progressive winning outcome.

70. The gaming terminal of claim 69, wherein in response to the single progressive winning outcome being achieved, the gaming terminal awards a player one of the
20 plurality of progressive jackpots.

71. The gaming terminal of claim 69, wherein in response to the multiple progressive winning outcome being achieved, the gaming terminal awards a player at least two of the plurality of progressive jackpots.

72. The gaming terminal of claim 67, wherein the second reel set is one reel and
25 the symbols on the second reel set include symbols corresponding to at least two characteristics for identifying the one or more progressive jackpots that has been won.

73. The gaming terminal of claim 67, further comprising a secondary display displaying the plurality of progressive jackpots in a matrix.

74. The gaming terminal of claim 73 wherein the second reel set includes a
30 plurality of pay lines, each of the pay lines corresponding to at least one of a row or a column in the matrix.

75. A gaming system, comprising:

at least one gaming terminal for playing a wagering game allowing a player to be eligible for a plurality of progressive jackpots, the wagering game having a randomly selected outcome, the gaming terminal including a main display having a plurality of reels, such that one of the plurality of reels includes a plurality of symbols corresponding to the plurality of progressive jackpots and the others of the plurality of reels including a plurality of symbols indicating the randomly selected outcome; and a controller coupled to the at least one gaming terminal and operative to reveal the one of the plurality of reels corresponding to the plurality progressive jackpots in response to the randomly selected outcome being a progressive-jackpot winning outcome.

76. The system of claim 75, wherein the at least one gaming terminal includes a secondary display for displaying the plurality of progressive jackpots.

77. The system of claim 76, wherein each of the plurality of progressive jackpots is displayed at a corresponding one of a plurality locations within a pattern on the secondary display, the one of the plurality of reels including a plurality of symbols corresponding to one or more locations for identifying one or more of the winning progressive jackpots.

78. The system of claim 75, wherein the controller is located remotely from the gaming terminal and is operative to award the progressive jackpot in response to the randomly selected outcome being the progressive-jackpot winning outcome.

79. A method for playing a wagering game on a gaming terminal, the wagering game allowing the player to be eligible for a plurality of progressive jackpots, the method comprising:

conducting the wagering game;

awarding a player a payout amount in response to a randomly selected outcome in the wagering game being a winning outcome;

in response to achieving one of the plurality of progressive-jackpot winning outcomes, providing a player with options to (i) obtain the one of the plurality of progressive jackpots that has been won, or (ii) allow the

random selection from the remaining ones of the plurality of progressive jackpots to be awarded;
awarding a player the one of the plurality of progressive jackpots in response to the player selecting option (i); and
5 in response to the player selecting option (ii), randomly selecting from the remaining ones of the plurality of progressive jackpots and awarding the randomly selected one of the plurality of progressive jackpots to the player.

80. The method of claim 79, comprising only revealing the amounts of the plurality of progressive jackpots at the end of the basic game.

81. The method of claim 79, comprising only revealing the amounts of an awarded progressive jackpot after the player has selected option (ii).

82. The method of claim 79, wherein the one of the plurality of progressive-jackpot winning outcomes is the randomly selected outcome in the wagering game.

15 83. A gaming terminal comprising:
a wagering game having a randomly selected outcome of the wagering game;
and
a plurality of progressive jackpots for which the player is eligible in response to playing said wagering game;
20 wherein, in response to the achieving a progressive winning outcome, the gaming terminal providing the player the option of (i) obtaining one of the plurality of progressive jackpots or (ii) declining the one of the plurality of progressive jackpots and receiving another one of the plurality of progressive jackpots that is randomly selected

25 84. A method for playing a progressive wagering game, comprising:
providing a gaming terminal for playing the wagering game that allows a player to be eligible for a plurality of progressive jackpots, each of the plurality of progressive jackpots being associated with at least two characteristics;
30 determining whether one or more of the plurality of progressive jackpots has been achieved by the player; and

indicating to the player the achieved one or more of the plurality of progressive jackpots by displaying at least two characteristics associated with the achieved one or more of the plurality of progressive jackpots.

85. The method of claim 84, wherein the indicating includes displaying the plurality of progressive jackpots in a matrix.

86. The method of claim 85, wherein the characteristics of each of the plurality of progressive jackpots include a row characteristic and a column characteristic within the matrix.

87. The method of claim 84, wherein at least one of the two characteristics is selected from the group consisting of orientation within a defined pattern, odd or even numbers, a plurality of colors, a plurality of shapes, and a plurality of alphanumerics.

88. The method of claim 84, wherein the determining includes displaying a progressive-jackpot winning outcome as a randomly selected outcome in the wagering game.

89. The method of claim 88, wherein the displaying includes displaying symbols in the wagering game, said symbols providing the two characteristics.

90. A method for playing a progressive wagering game, comprising:
providing a gaming terminal for playing the wagering game that allows a player to be eligible for a plurality of progressive jackpots;
displaying the plurality of progressive jackpots, each of the plurality of progressive jackpots being displayed with at least two characteristics;
and
in response to the player achieving one of the plurality of progressive jackpots, indicating to the player the at least two characteristics associated with the one of the plurality of progressive jackpots.

91. The method of claim 90, wherein the indicating includes displaying a progressive-jackpot winning outcome as a randomly selected outcome in the wagering game.

92. The method of claim 90, wherein the wagering game is a basic game having a randomly selected outcome.

93. The method of claim 92, further comprising triggering the progressive wagering game in response to the randomly selected outcome being a progressive triggering combination.

94. The method of claim 93, wherein the progressive wagering game includes a
5 plurality of player-selectable elements, each of the plurality of the player-selectable elements being associated with one of a plurality of progressive symbols.

95. The method of claim 94, further comprising, in response to a selection of one of the plurality of player-selectable elements, revealing the one of the plurality of progressive symbols.

10 96. The method of claim 95, wherein, in response to a predetermined number of the one of the plurality of progressive symbols being revealed, awarding the player one of the plurality of progressive jackpots associated with the one of the plurality of progressive symbols.

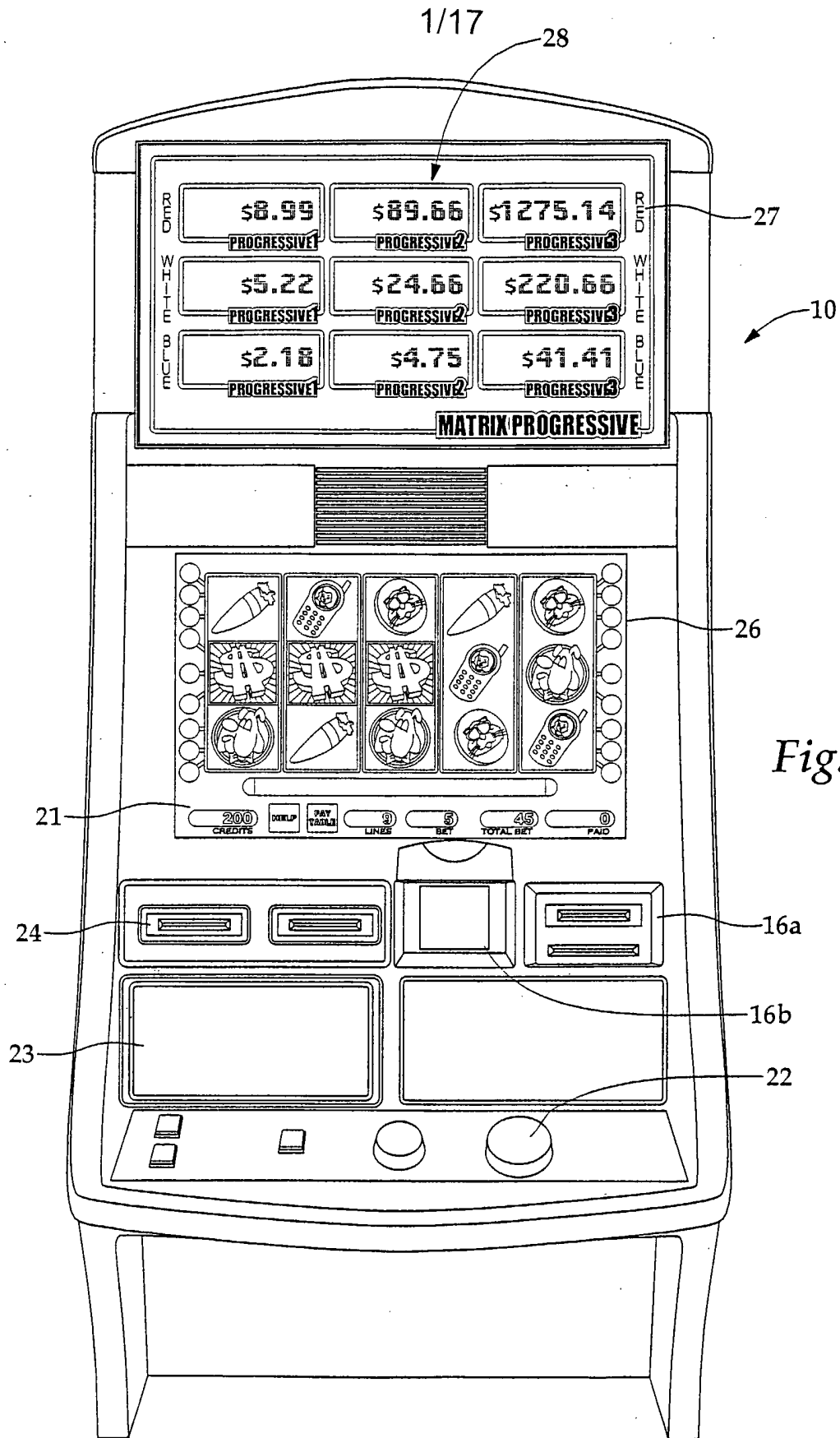


Fig.1

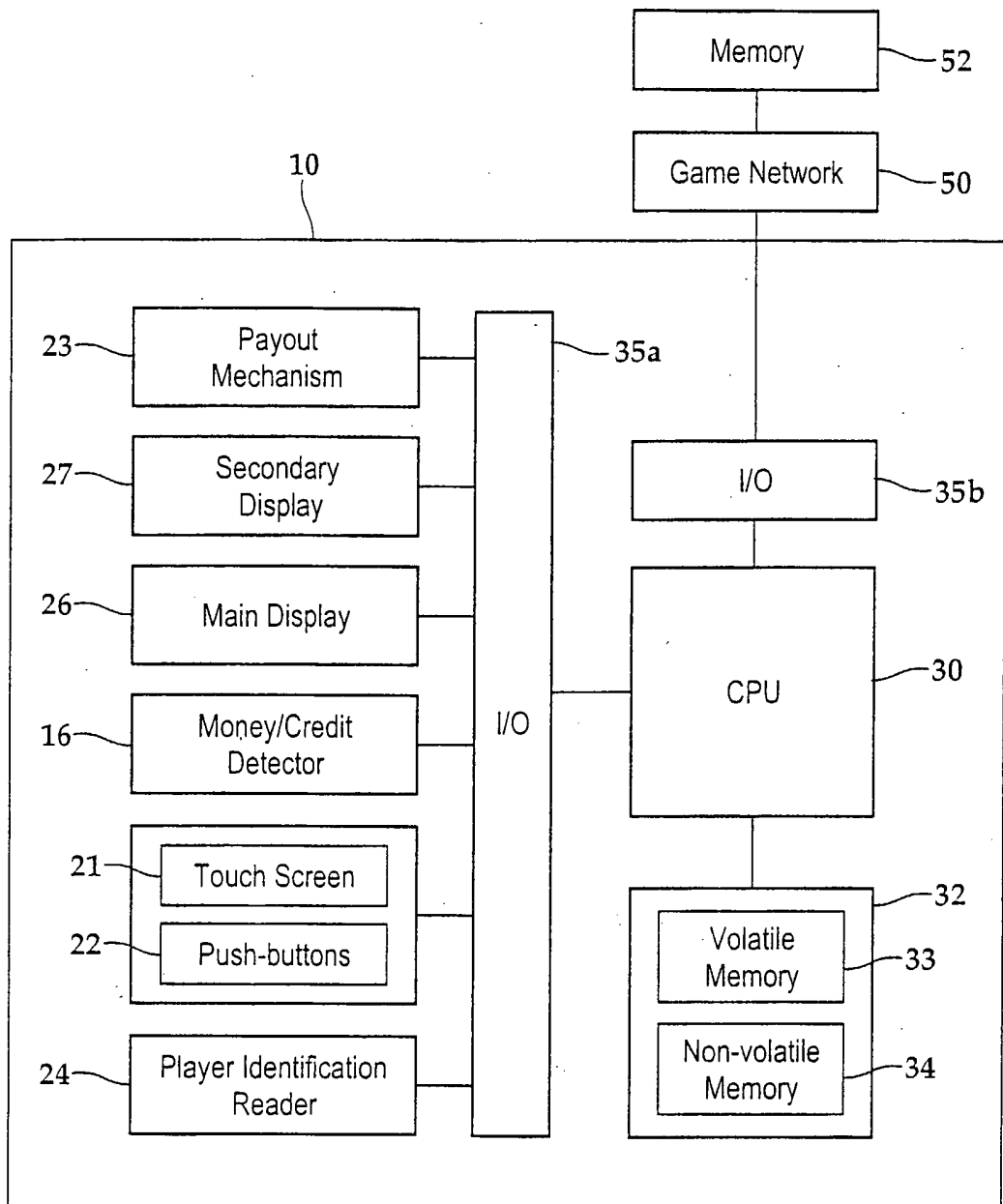


Fig.2

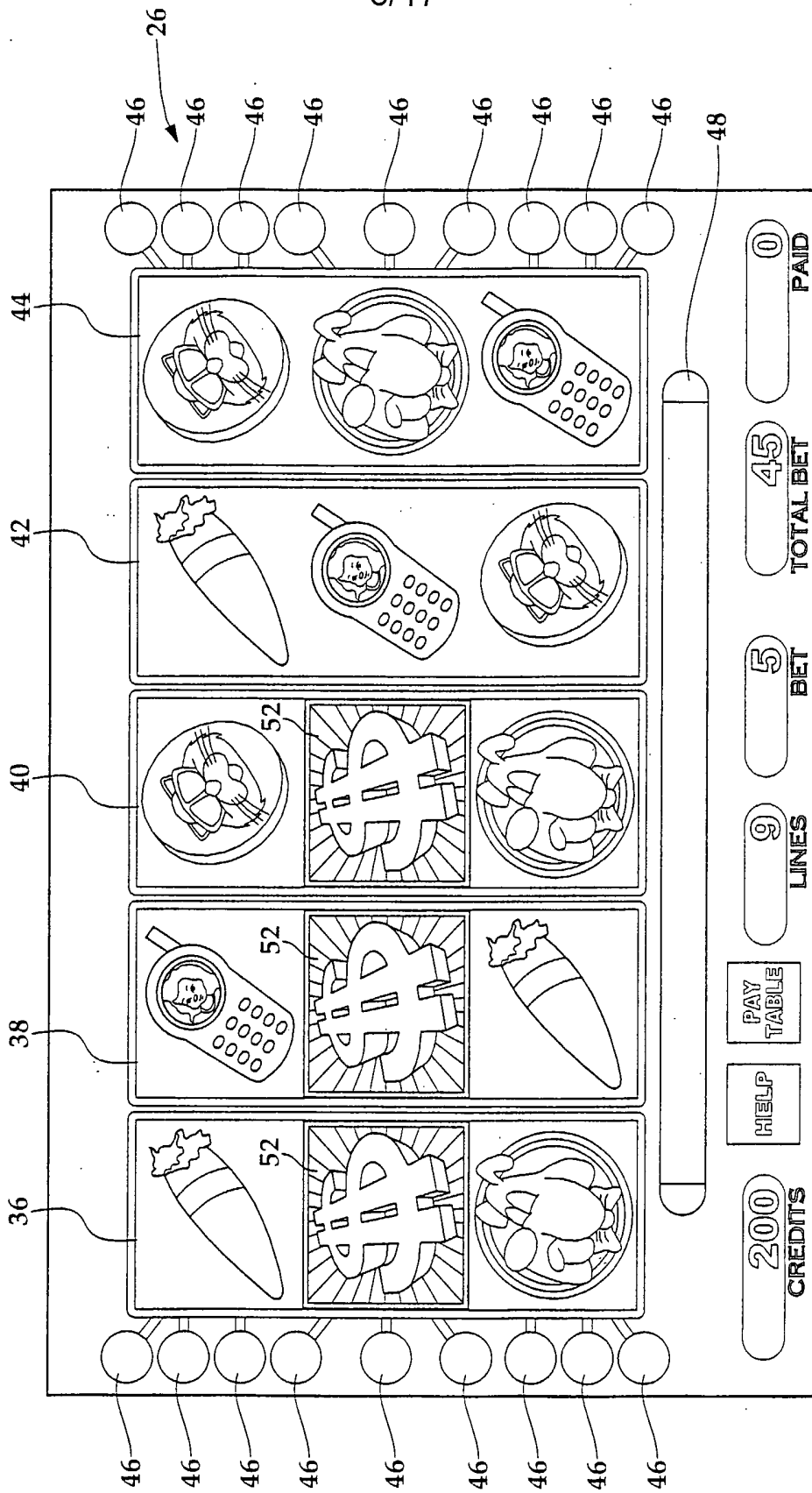


Fig.3

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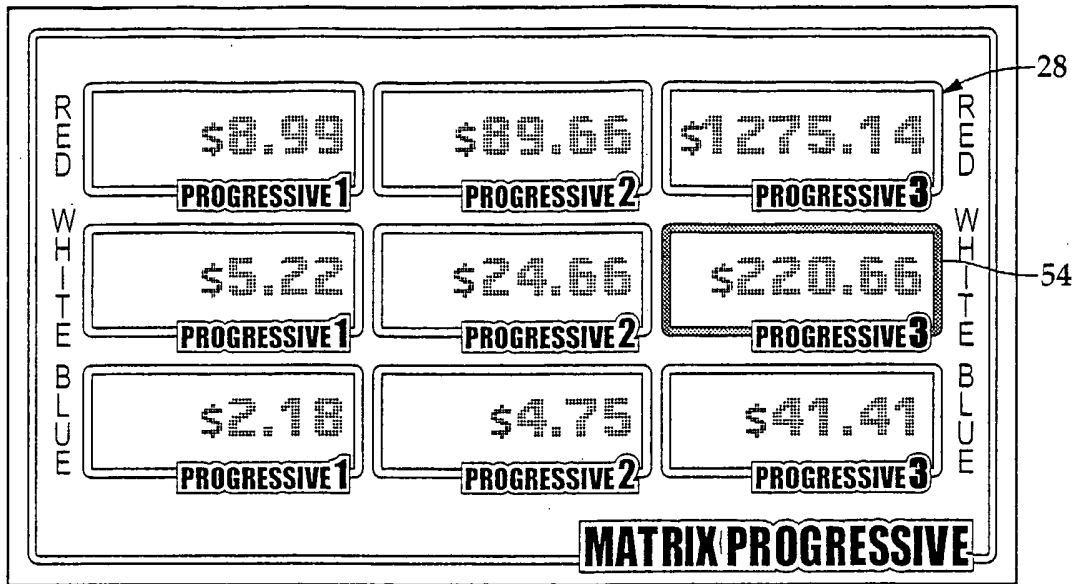


Fig. 4

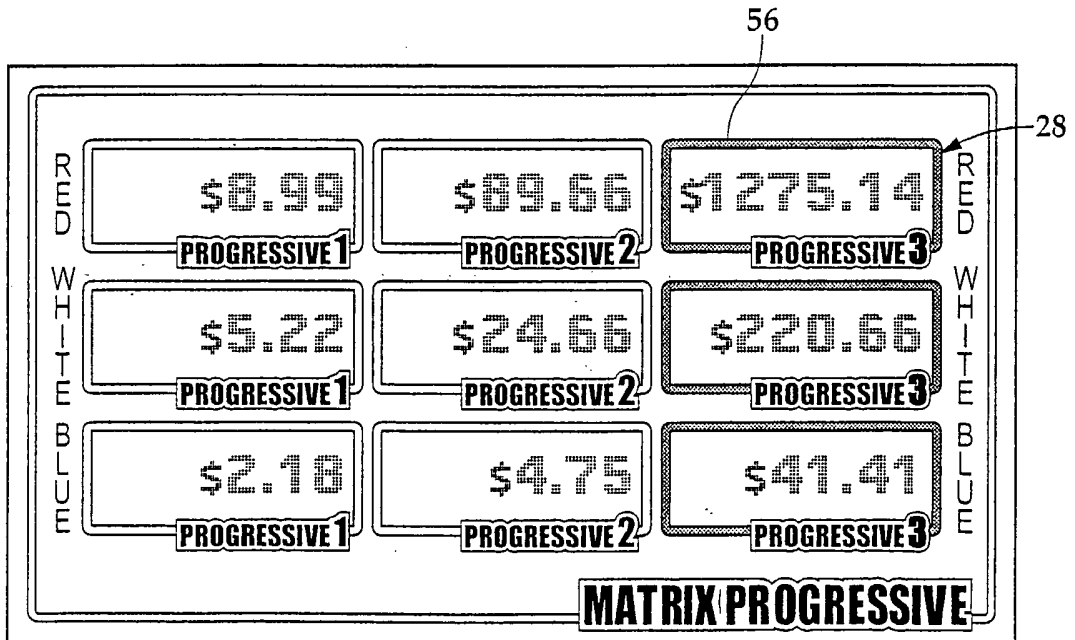


Fig. 5

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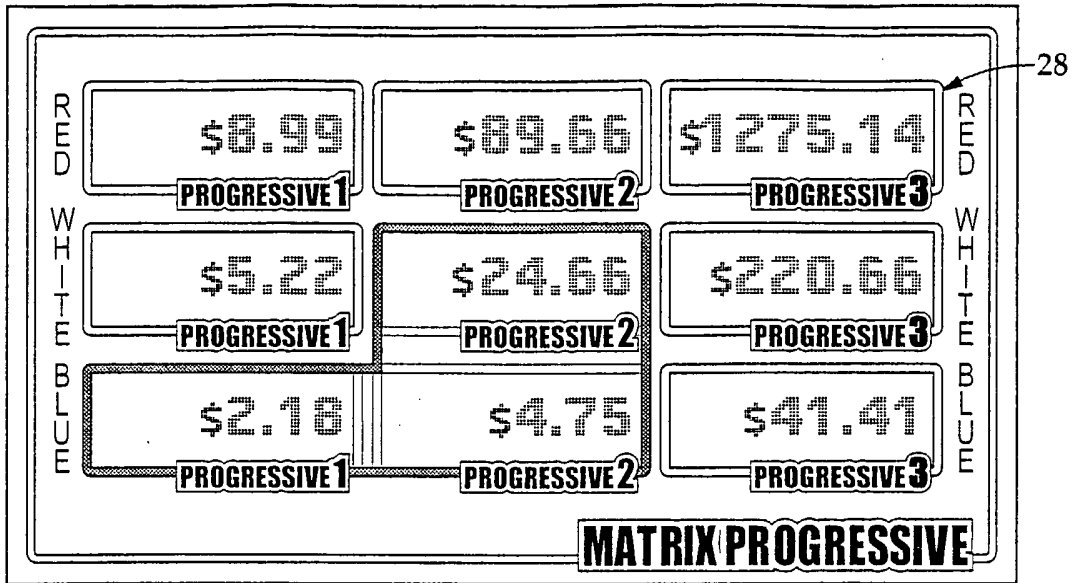


Fig.6

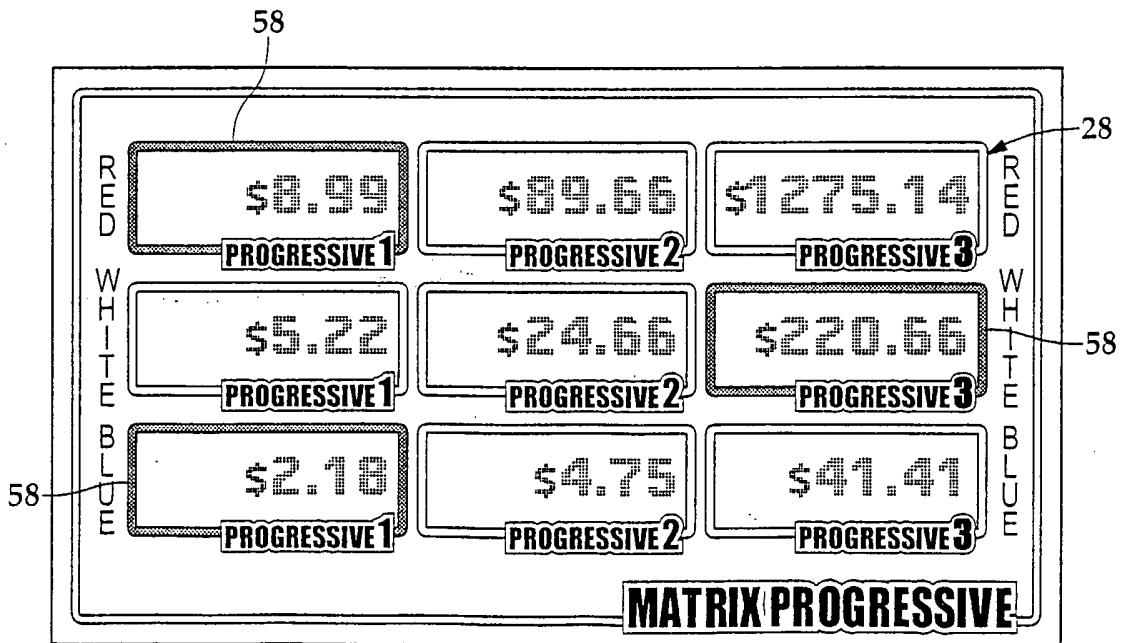


Fig.7

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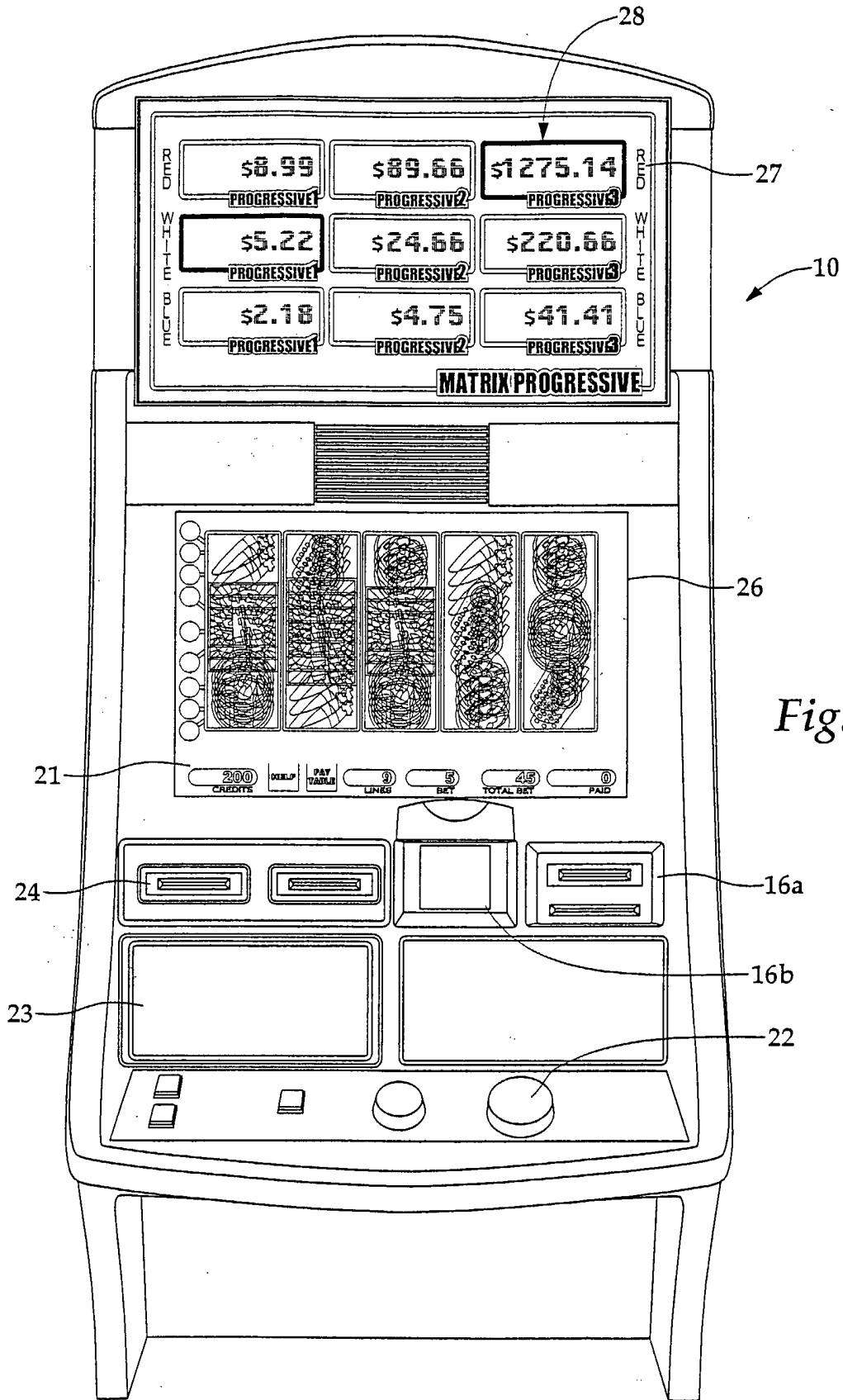


Fig. 8

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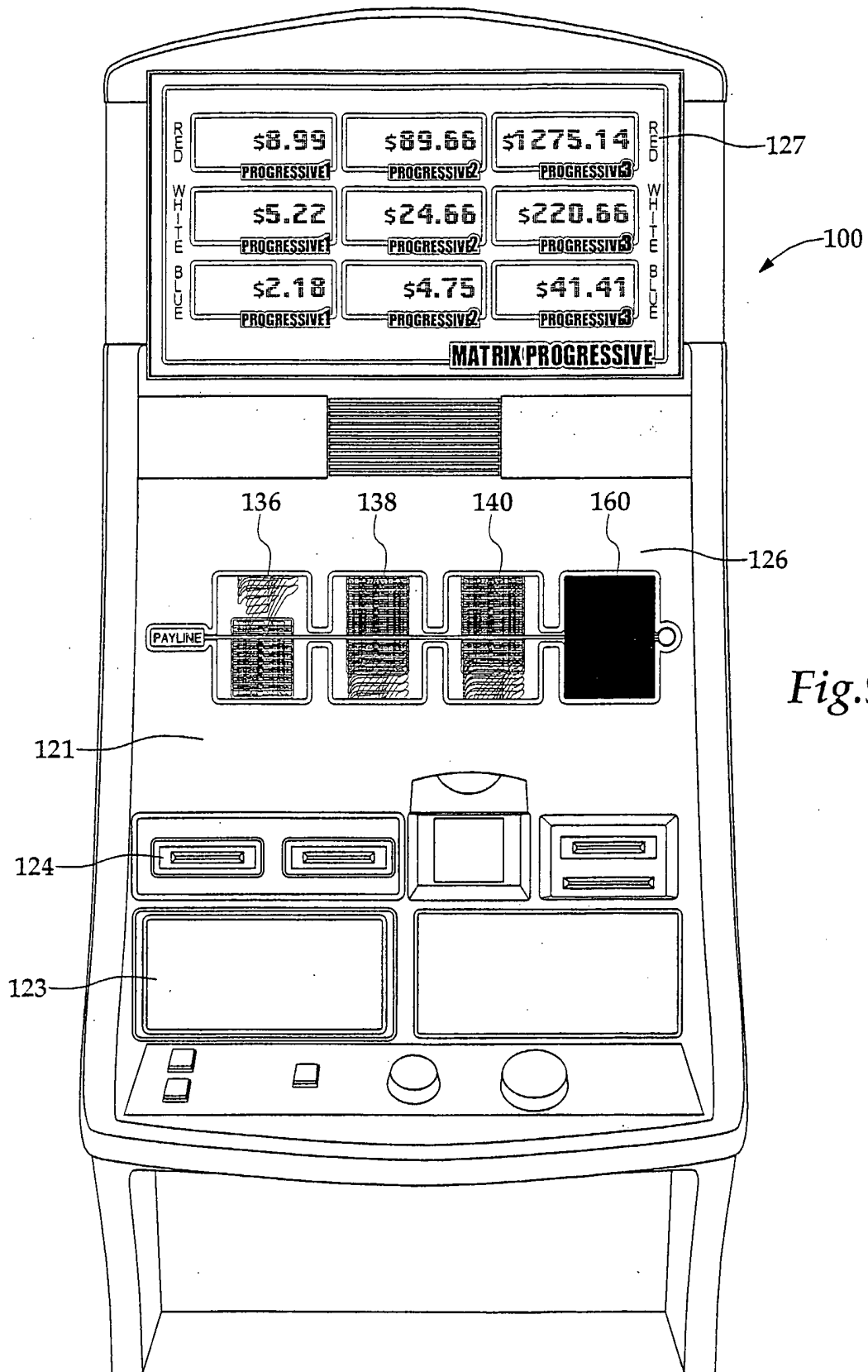
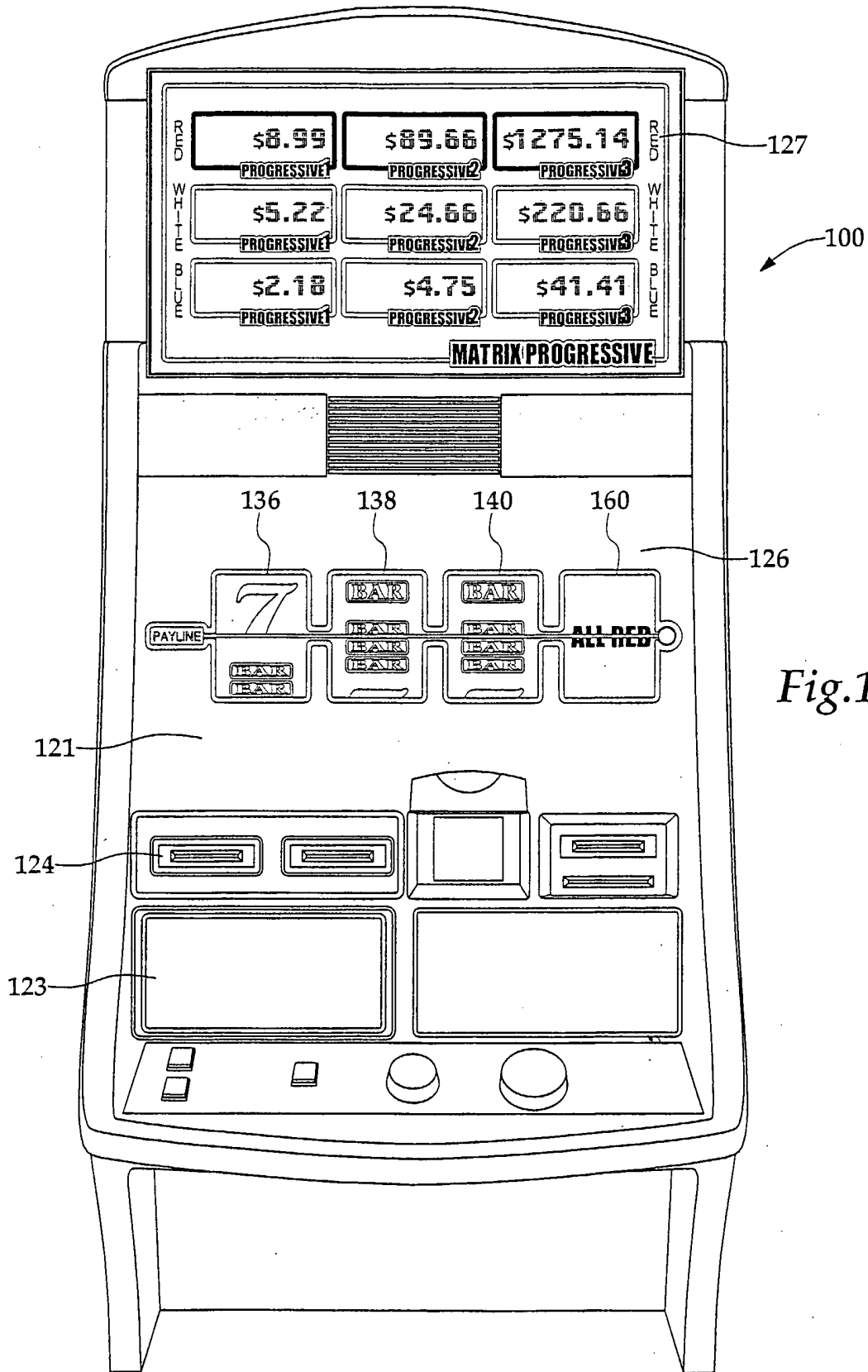


Fig.9

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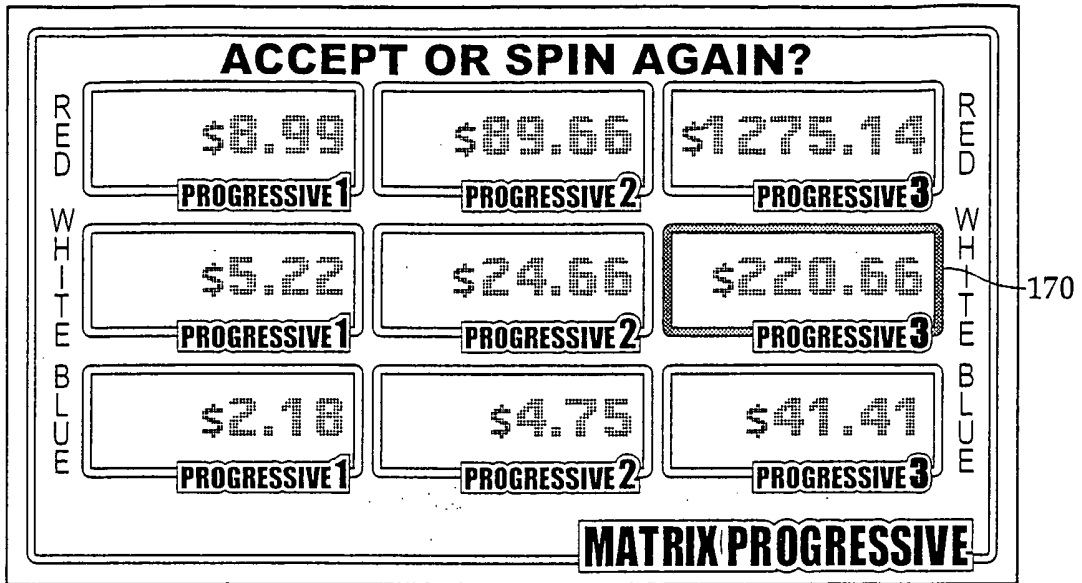


Fig.11

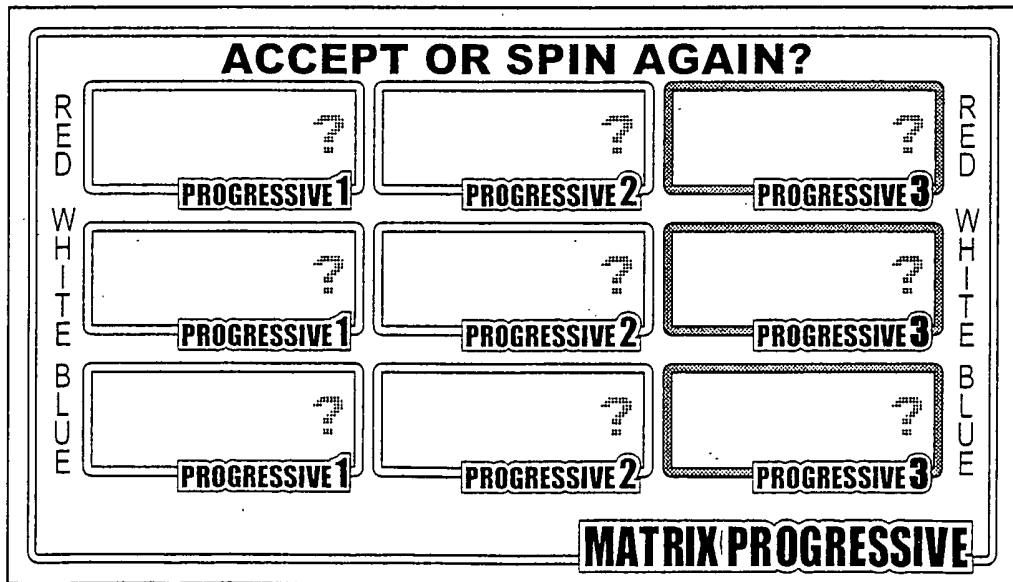


Fig.12

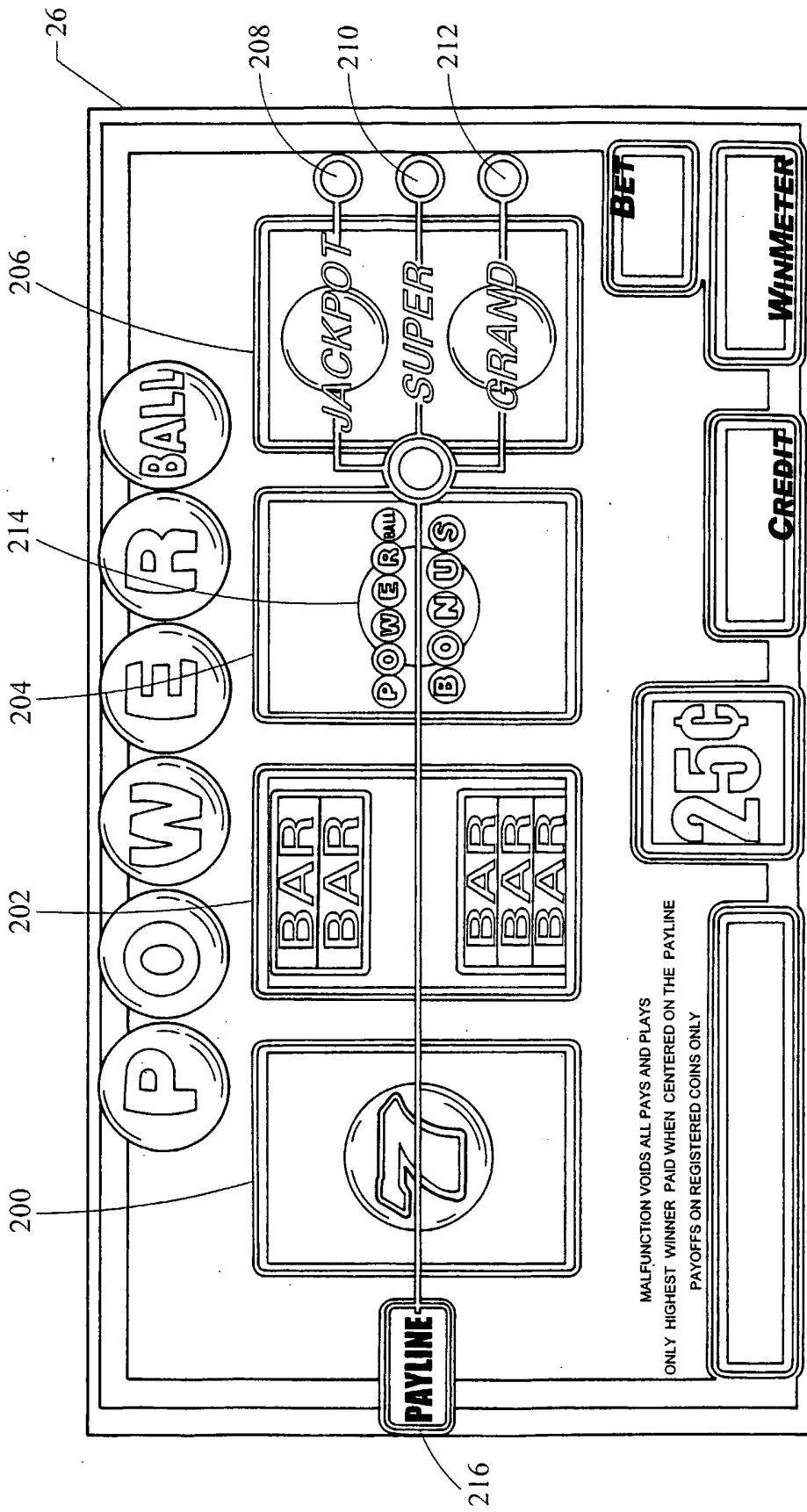


Fig. 13

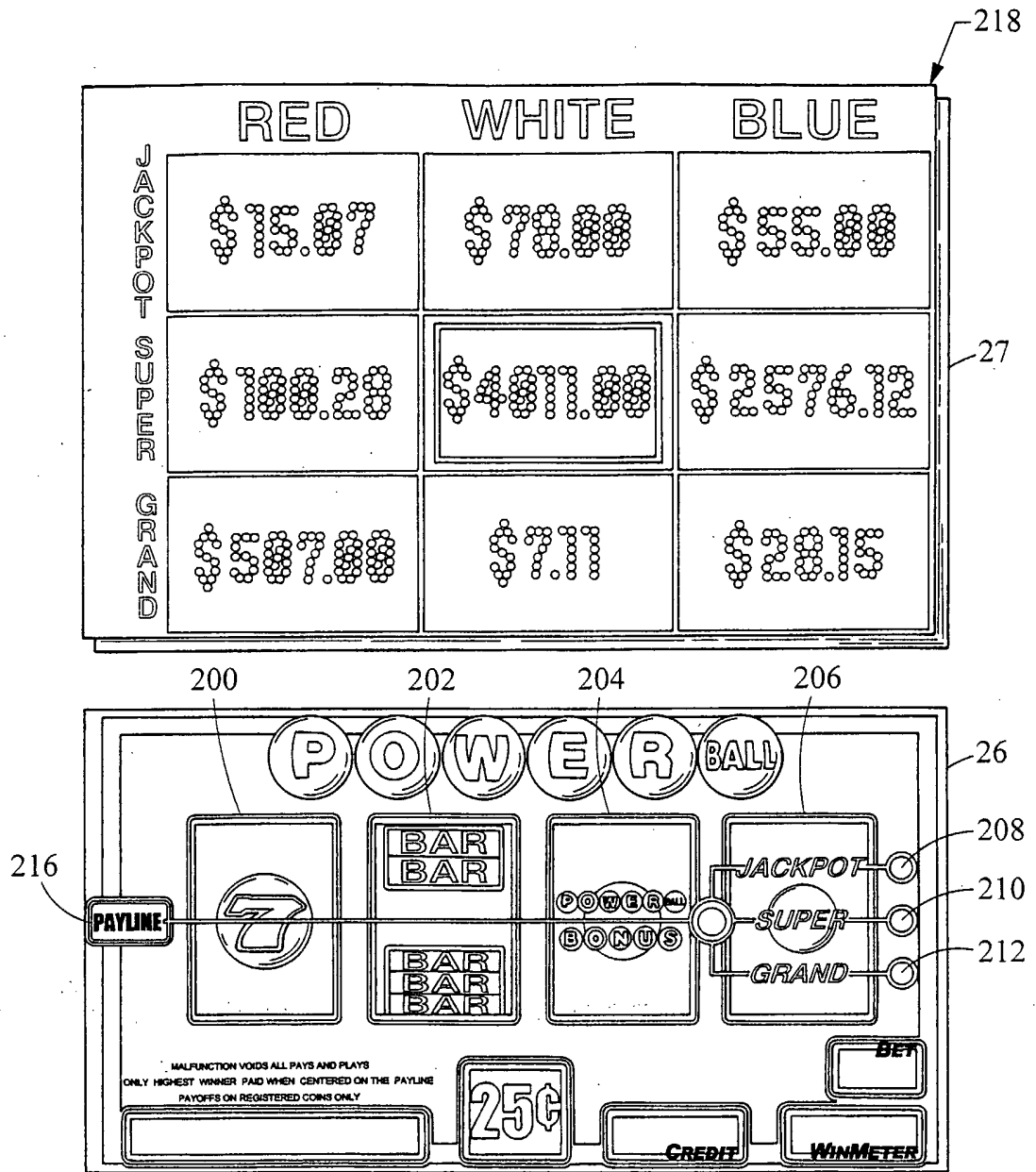


Fig. 14

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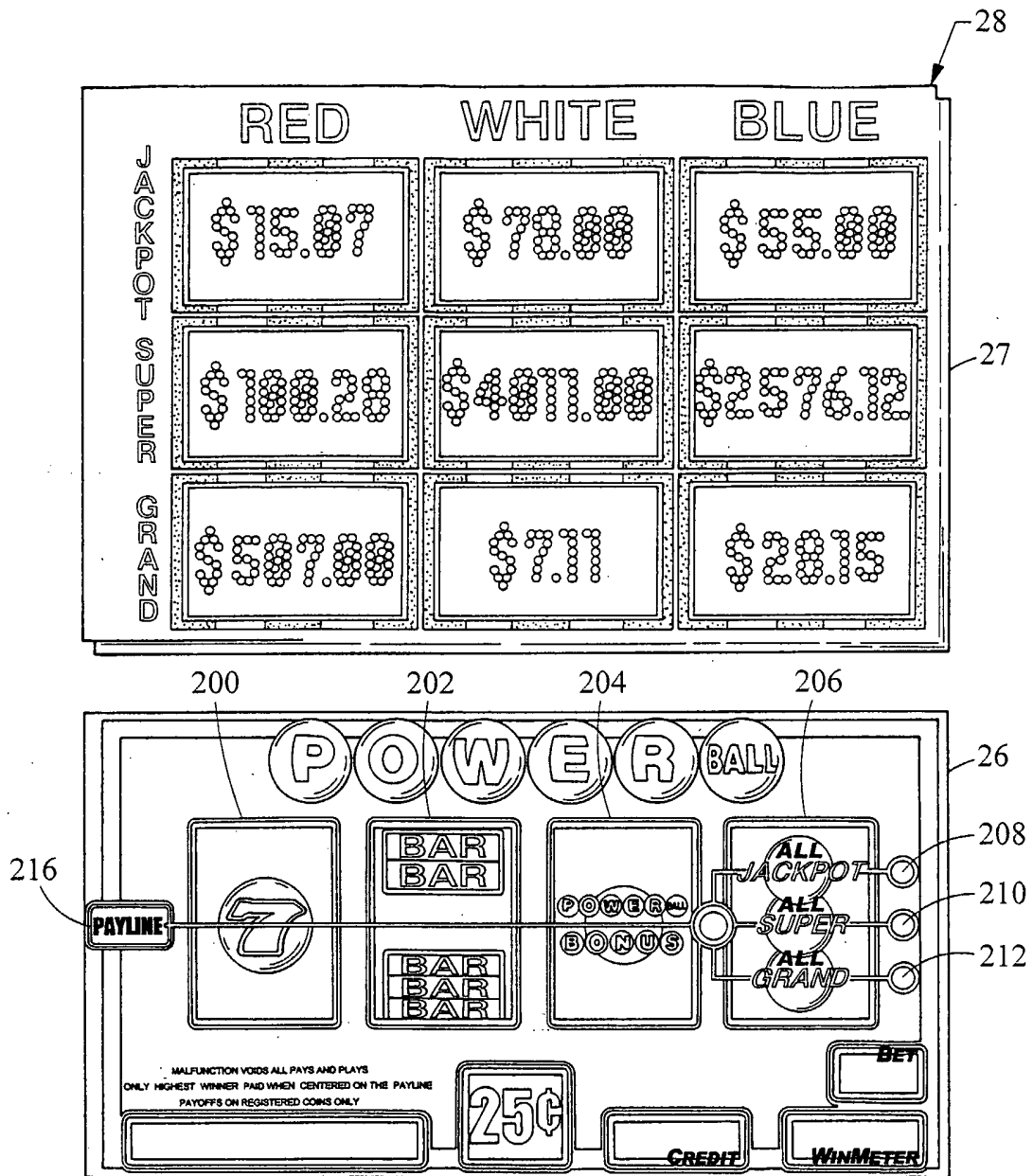


Fig. 15

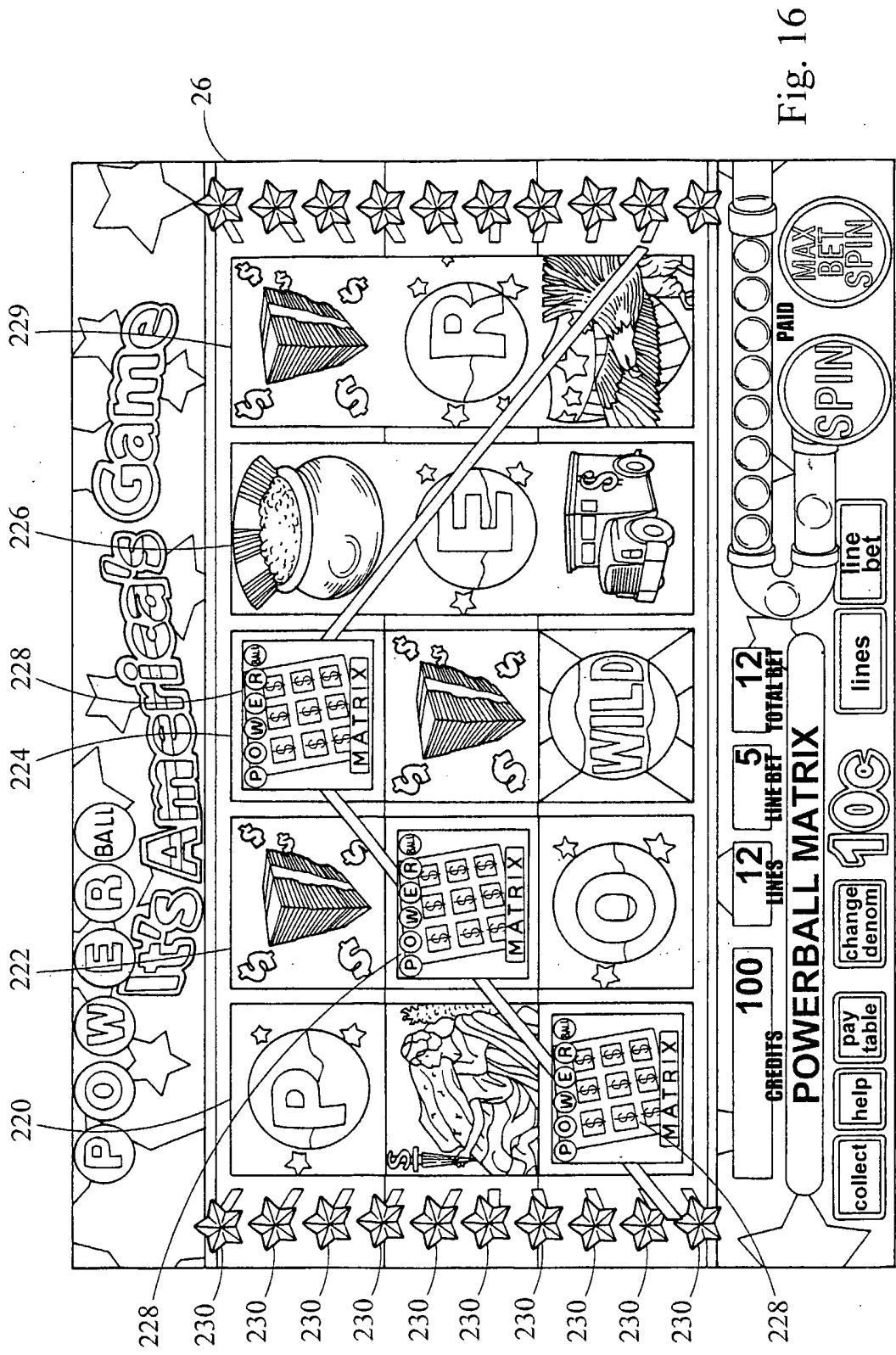


Fig. 16

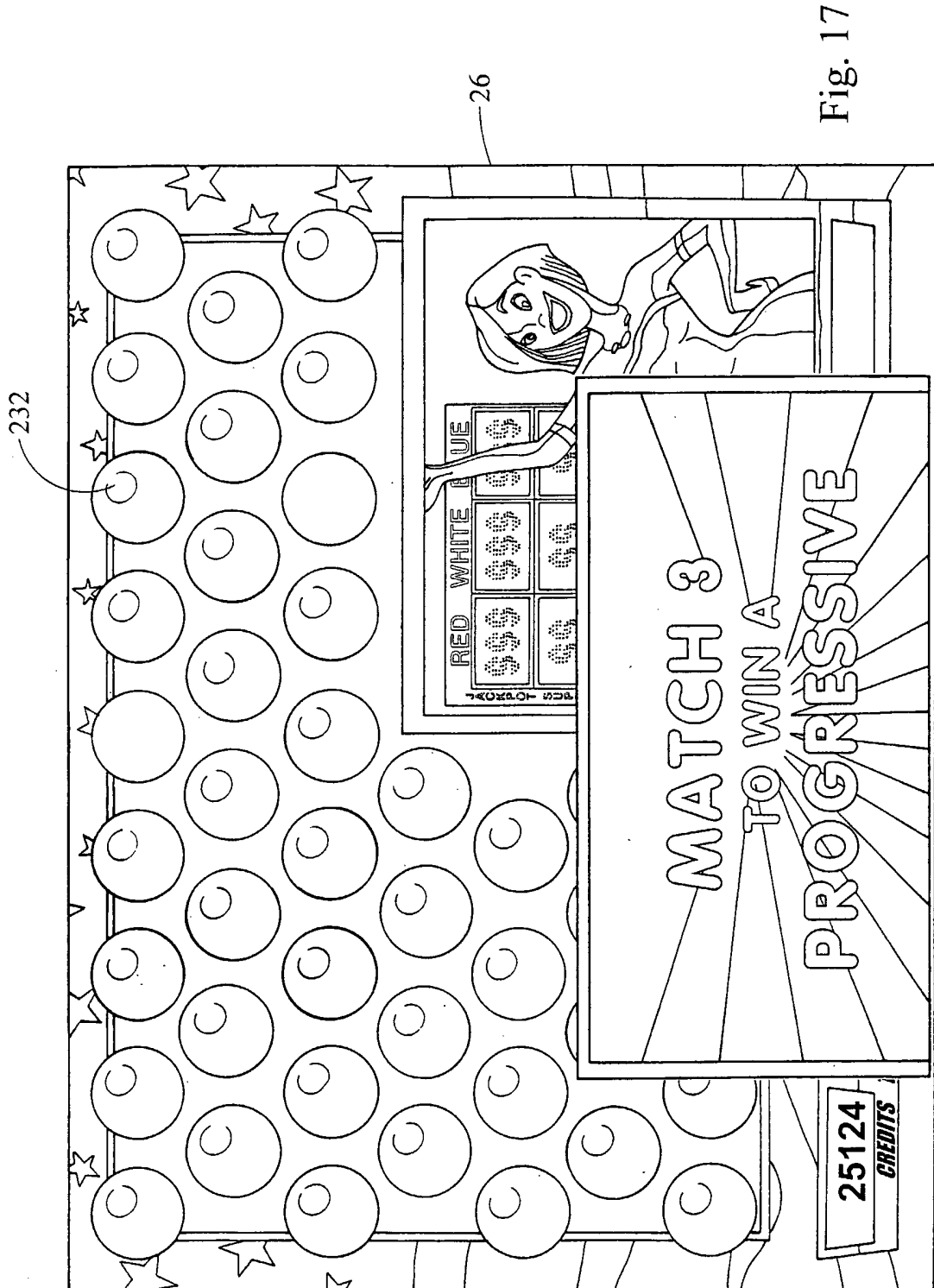
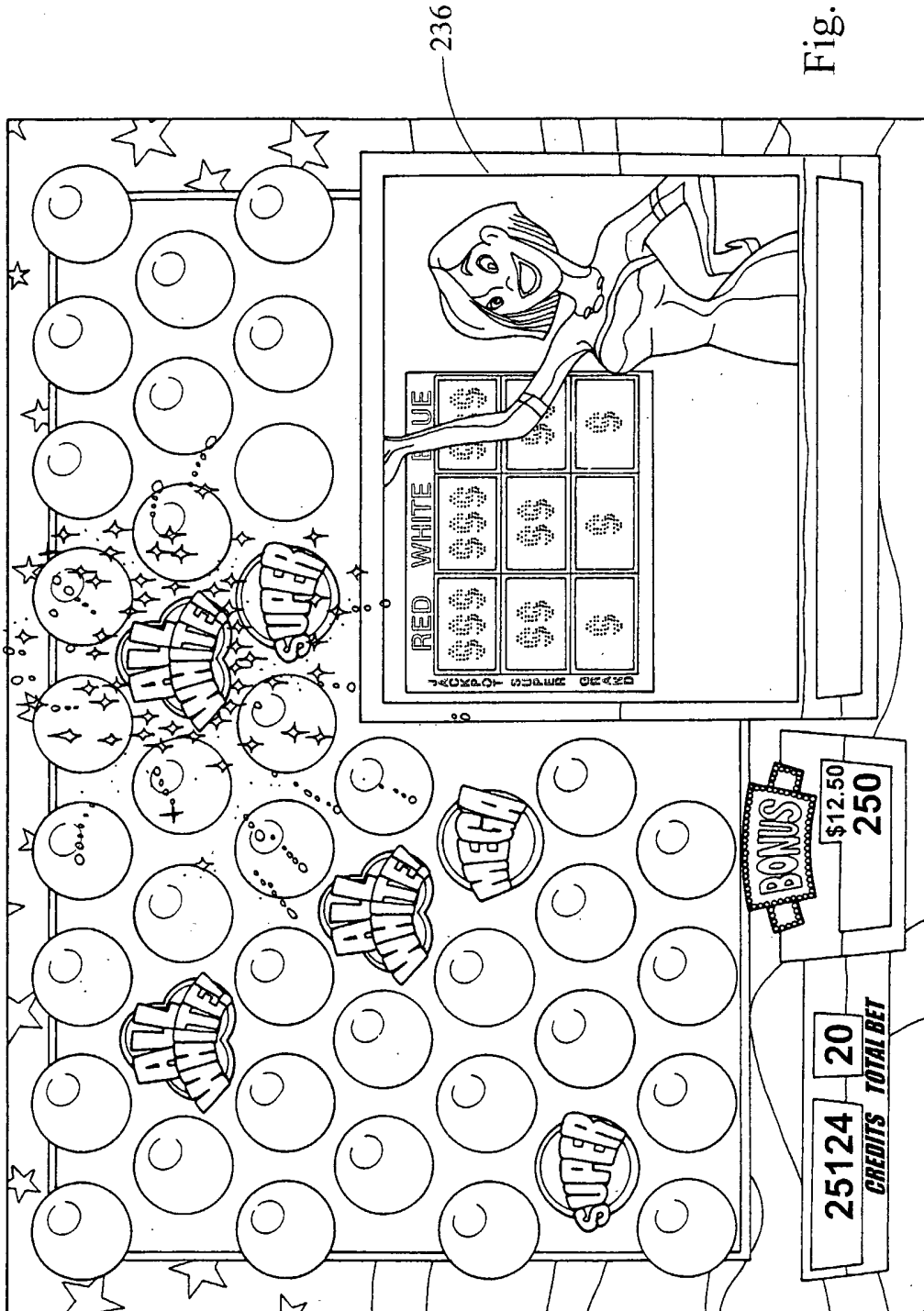


Fig. 18



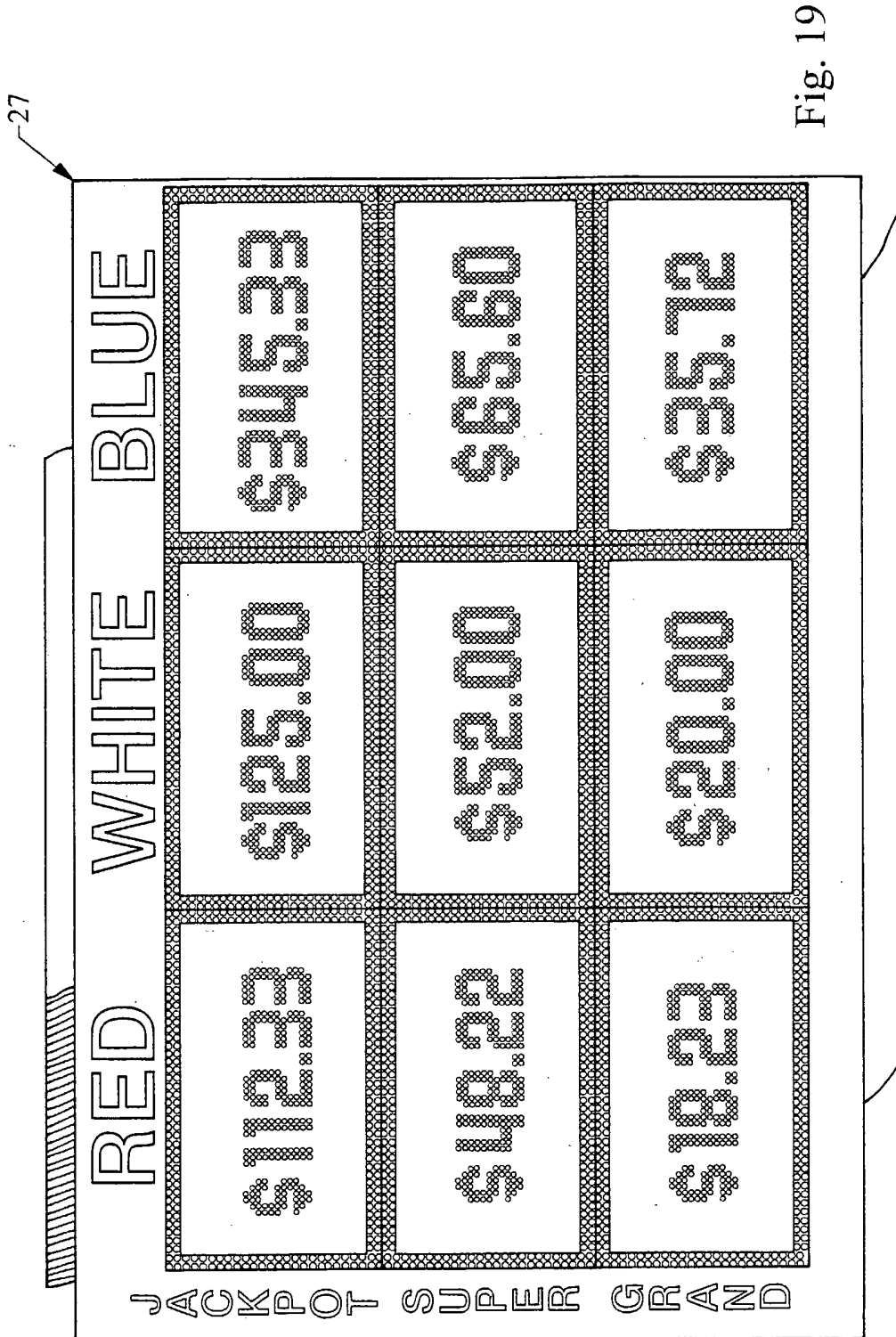


Fig. 19

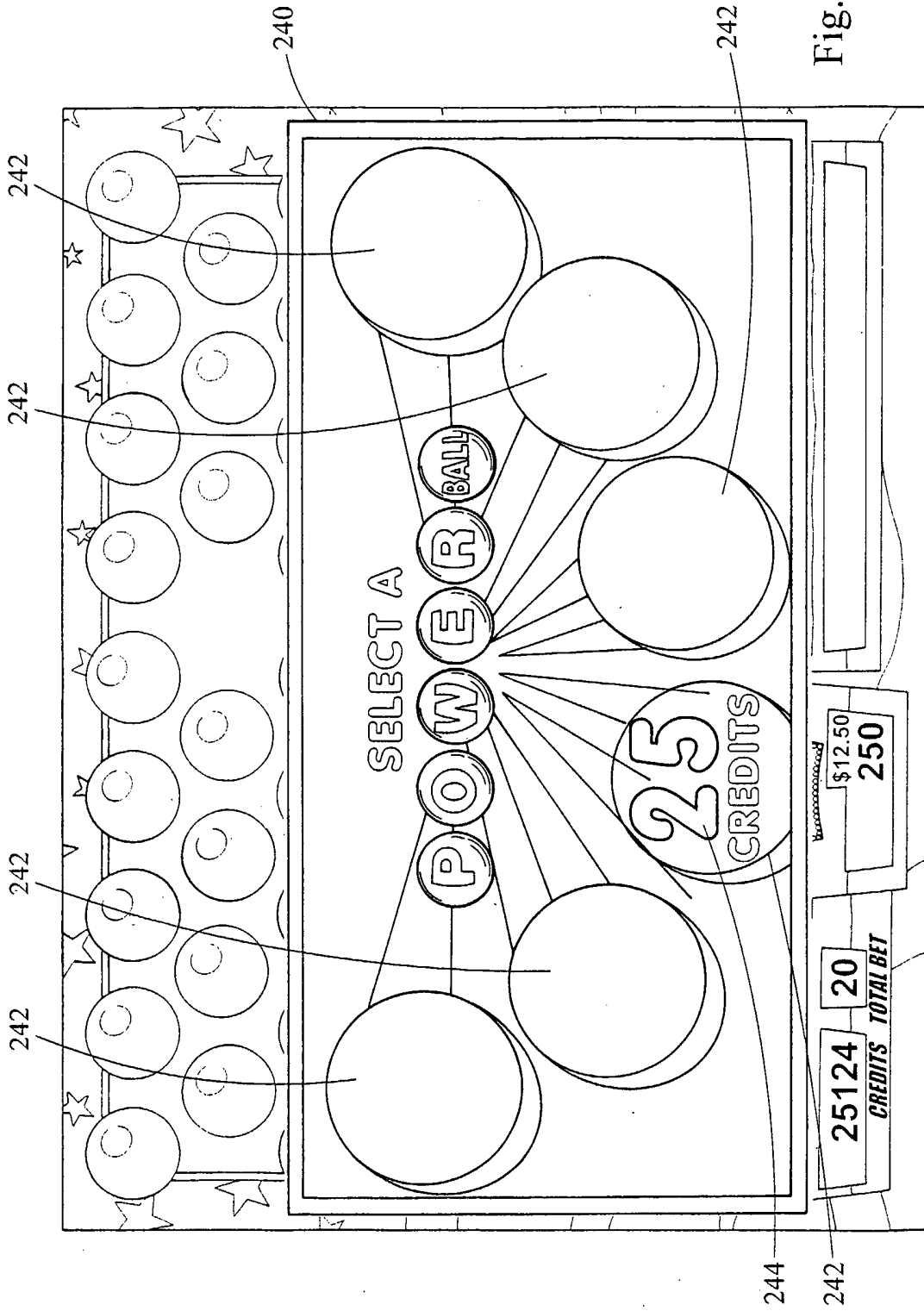


Fig. 20