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(54) **GAMING METHOD, GAMING APPARATUS FOR PERFORMING THE GAMING METHOD, AND COMPUTER PROGRAM PRODUCT STORING A GAMING PROGRAM OF THE GAMING METHOD**

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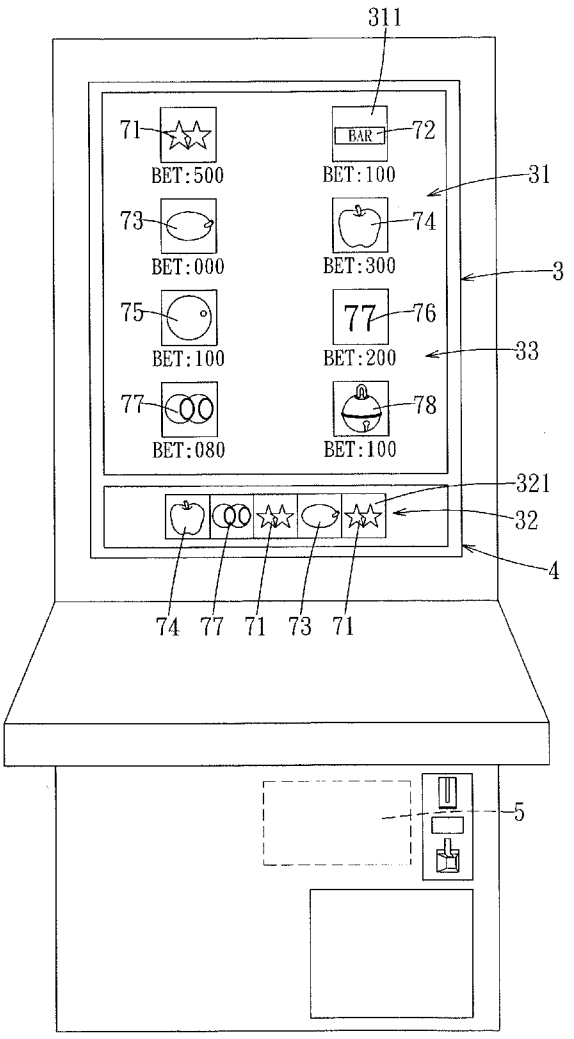
(57) **ABSTRACT**

A gaming method is implemented using an electronic gaming apparatus, and includes: upon initiating a game, displaying a betting cell group including a plurality of betting cells, each displaying a randomly selected indicium; after bets are placed on selected ones of the betting cells, displaying a game-result cell group including a plurality of game-result cells, each displaying a randomly selected indicium; determining if at least one of the indicia displayed in the game-result cells matches the indicia displayed in the selected ones of the betting cells, and if yes, granting an award to the player on the basis of the bets placed by the player and predetermined winning criteria. A gaming apparatus and a computer program product are also disclosed.



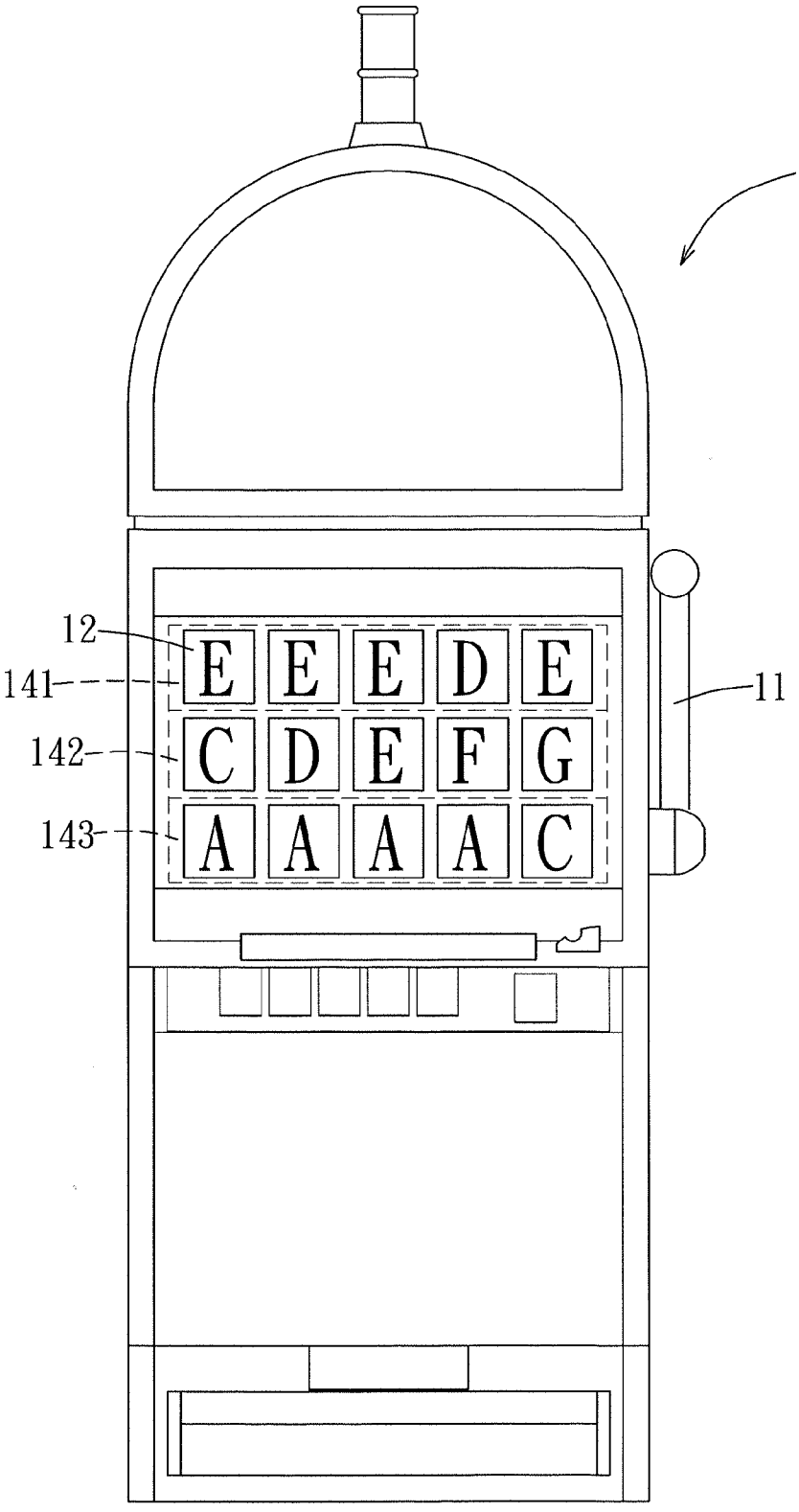


FIG. 1
PRIOR ART

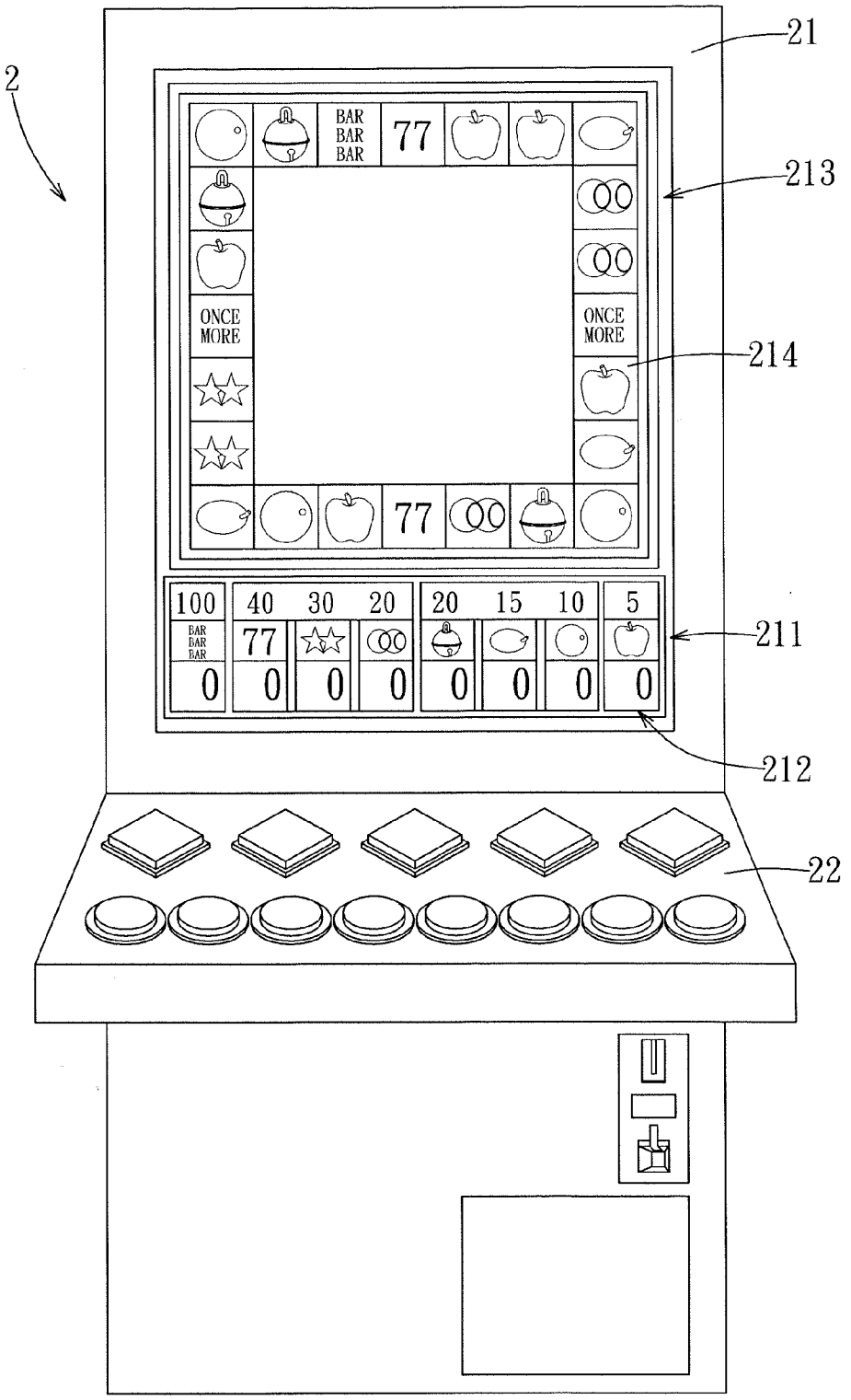


FIG. 2
PRIOR ART

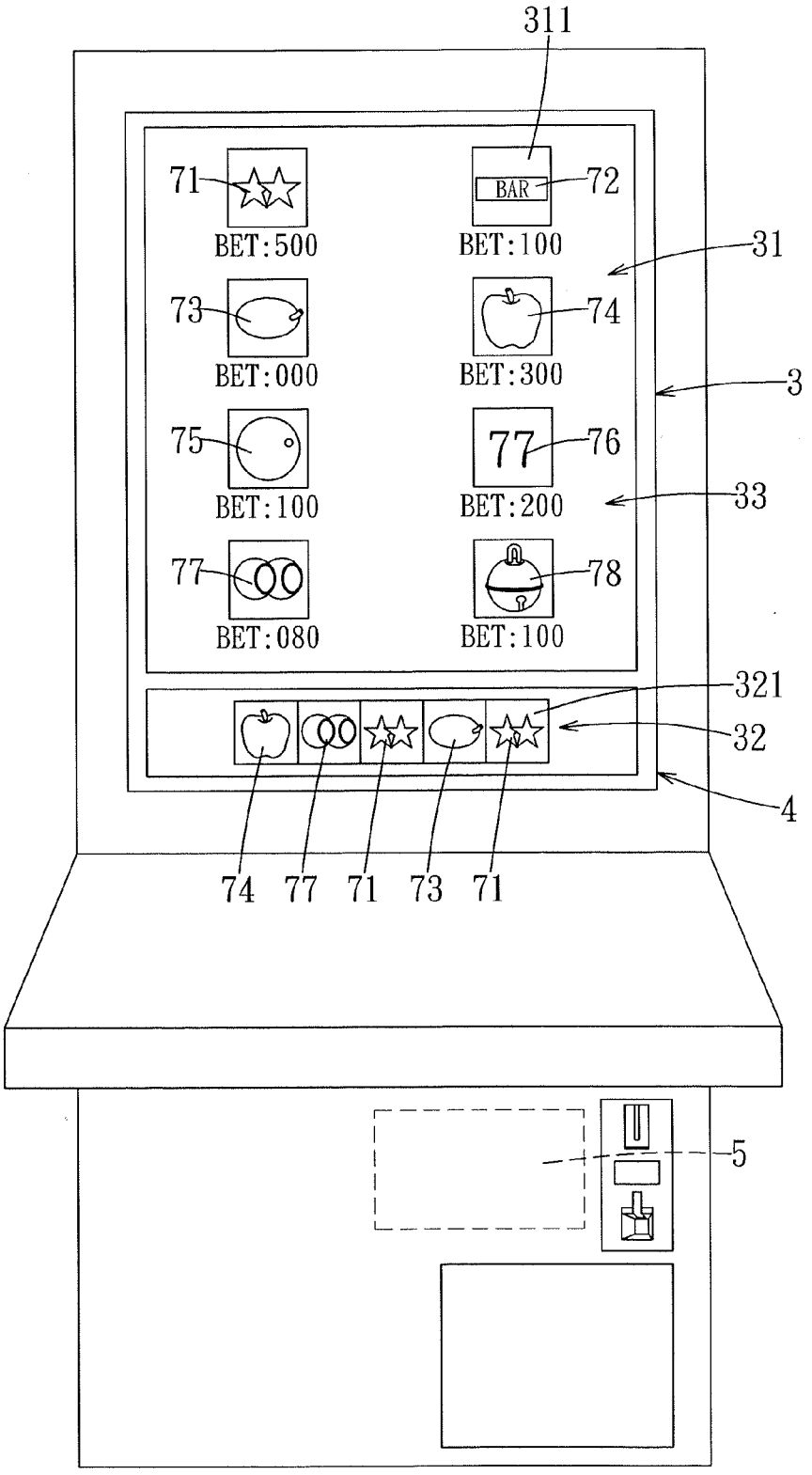

311
71
BAR
72
BET:500
BET:100
31
73
74
BET:000
BET:300
3
75
77
76
BET:100
BET:200
33
77
78
BET:080
BET:100
321
32
4
74
77
71
73
71
5

FIG. 3

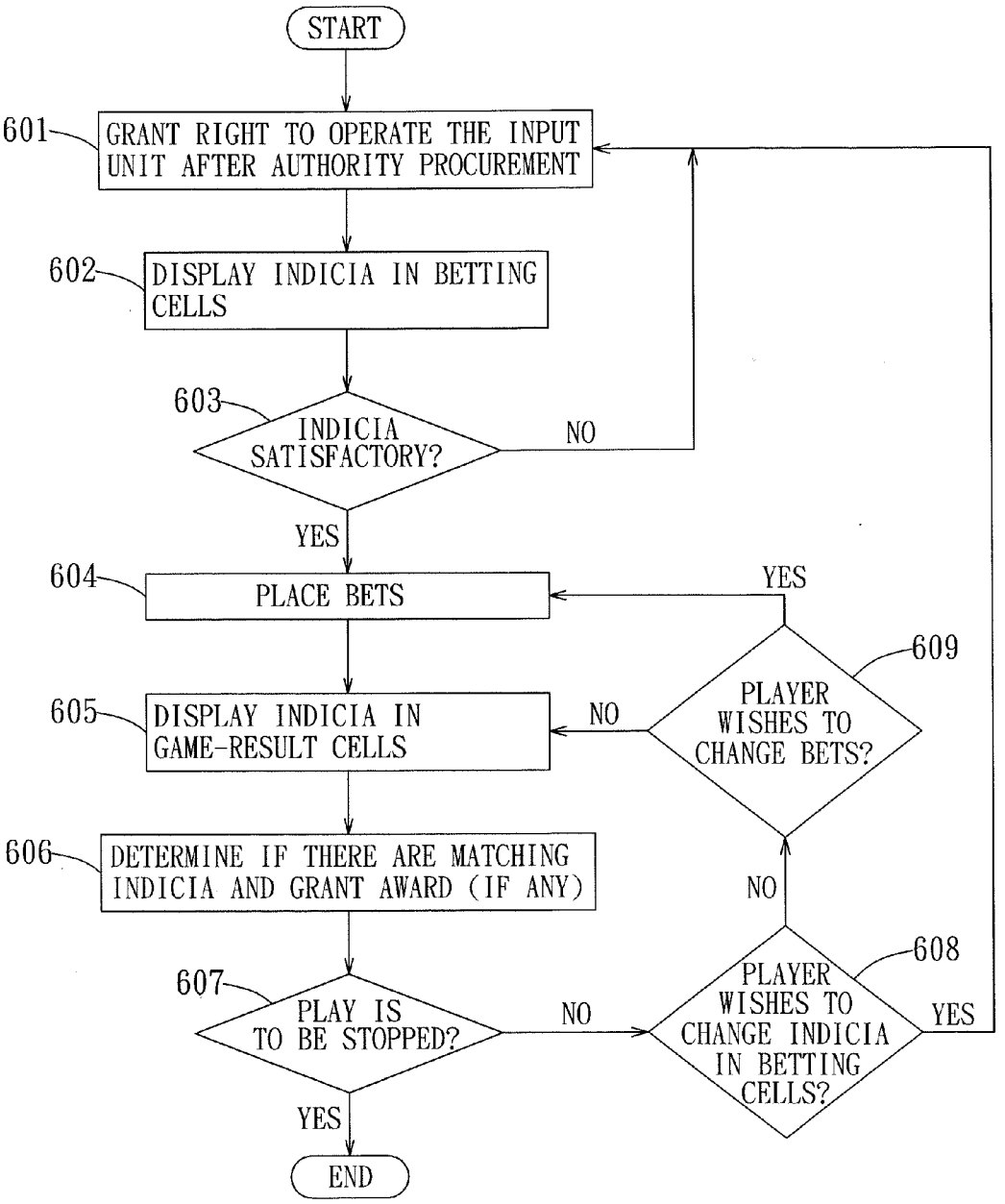

START
601
GRANT RIGHT TO OPERATE THE INPUT UNIT AFTER AUTHORITY PROCUREMENT
602
DISPLAY INDICIA IN BETTING CELLS
603
INDICIA SATISFACTORY?
NO
YES
604
PLACE BETS
YES
609
PLAYER WISHES TO CHANGE BETS?
605
DISPLAY INDICIA IN GAME-RESULT CELLS
NO
606
DETERMINE IF THERE ARE MATCHING INDICIA AND GRANT AWARD (IF ANY)
NO
608
PLAYER WISHES TO CHANGE INDICIA IN BETTING CELLS?
YES
607
PLAY IS TO BE STOPPED?
NO
YES
END

FIG. 4

GAMING METHOD, GAMING APPARATUS FOR PERFORMING THE GAMING METHOD, AND COMPUTER PROGRAM PRODUCT STORING A GAMING PROGRAM OF THE GAMING METHOD

CROSS-REFERENCE TO RELATED APPLICATION

[0001] This application claims priority of Taiwanese application no. 096100063, filed on Jan. 2, 2007.

BACKGROUND OF THE INVENTION

[0002] 1. Field of the Invention

[0003] The invention relates to a gaming method for a pattern matching game, a gaming apparatus for performing the gaming method, and a computer program product that stores a gaming program of the gaming method.

[0004] 2. Description of the Related Art

[0005] FIG. **1** illustrates a conventional slot machine **1**. When playing with the slot machine **1**, a player places a bet, and pulls a lever **11** to initiate rotation of a reel unit **12**. When the reel unit **12** stops rotating, a pattern of indicia is displayed. An award is then granted to the player on the basis of the bet placed by the player and predetermined winning criteria.

[0006] In the following example to illustrate how awards are granted in the slot machine **1**, it is assumed that the reel unit **12** displays the pattern shown in FIG. **1** at the end of a game round, and the predetermined winning criteria include the display of the same indicium in at least three adjacent cells of a row **141**, **142**, **143** of the reel unit **12**. Since the same indicium "E" appears in three adjacent cells of the row **141**, and the same indicium "A" appears in four adjacent cells of the row **143**, corresponding awards are granted on the basis of the bet placed by the player and a preset payout multiplier table.

[0007] In the conventional slot machine **1**, since the probability of obtaining an award by meeting the predetermined winning criteria is usually relatively small, the player simply repeats a series of bet-placing and lever-pulling actions for long periods of time. Hence, the player will easily lose interest and eventually quit playing.

[0008] Referring to FIG. **2**, another conventional electronic gaming apparatus **2** is shown to include a display unit **21** and an input unit **22**. The display unit **21** is used to display a betting cell group **211** including eight betting cells **212**, and a game-result cell group **213** including a plurality of game-result cells **214** arranged in a ring. Each of the betting cells **212** displays a corresponding payout multiplier, a corresponding indicium, and a bet placed thereon by a player. Each of the game-result cells **214** displays a fixed indicium selected from the indicia of the betting cells **212**. Since the total number of the game-result cells **214** is larger than eight, the indicia in some of the game-result cells **214** appear more frequently than the others, and are thus associated with a lower payout multiplier than the others.

[0009] When playing a game, the player places bets on selected ones of the betting cells **212** through the input unit **22**, and the bets placed by the player for the selected ones of the betting cells **212** are displayed. Then, after the player operates the input unit **22**, the game-result cells **214** are caused to flash sequentially, and a winning game-result cell **214** is the game result cell **214** that is lit continuously at the end of a time period. If the indicium of the winning game-result cell **214** matches that of one of the betting cells **212** where the player placed the bets, an award is granted to the player on the basis of the bet placed on the matching betting cell **212** and the corresponding payout multiplier, whereas the other bets placed on the non-matching betting cells **212** are surrendered to the electronic gaming apparatus **2**.

[0010] In the conventional electronic gaming apparatus **2**, since there is only one winning game-result cell **214** at the end of a game round, the player will feel that the likelihood of being granted an award is relatively small.

SUMMARY OF THE INVENTION

[0011] Therefore, the object of the present invention is to provide a gaming method in which the player is accorded greater control over the progress and outcome of a pattern matching game so as to overcome the above drawbacks of the prior art.

[0012] According to one aspect of the present invention, there is provided a gaming method to be implemented using an electronic gaming apparatus. The gaming method comprises:

[0013] a) in response to operation of the electronic gaming apparatus by a player for initiating a game, displaying a betting cell group including a plurality of betting cells, each of the betting cells displaying an indicium selected automatically and randomly by the electronic gaming apparatus from a predetermined set of indicia;

[0014] b) enabling the player to place bets on selected ones of the betting cells, and displaying the bets placed by the player for the selected ones of the betting cells;

[0015] c) displaying a game-result cell group including a plurality of game-result cells, each of the game-result cells displaying an indicium selected automatically and randomly by the electronic gaming apparatus from the predetermined set of indicia; and

[0016] d) if it is determined that at least one of the indicia displayed in the game-result cells matches the indicia displayed in the selected ones of the betting cells where the player placed the bets, granting an award to the player on the basis of the bets placed by the player and predetermined winning criteria to thereby complete a game round.

[0017] According to another aspect of the present invention, there is provided a gaming apparatus that comprises: a display unit; a game processing unit coupled to the display unit and configured to perform steps of the gaming method of this invention; and an input unit coupled to the game processing unit and allowing input by a user.

[0018] According to yet another aspect of the present invention, there is provided a computer program product comprising a computer-readable storage medium that stores a gaming program for causing an electronic gaming apparatus to execute steps of the gaming method of this invention.

BRIEF DESCRIPTION OF THE DRAWINGS

[0019] Other features and advantages of the present invention will become apparent in the following detailed description of the preferred embodiment with reference to the accompanying drawings, of which:

[0020] FIG. **1** is a schematic diagram of a conventional slot machine;

[0021] FIG. **2** is a schematic diagram of another conventional gaming apparatus;

[0022] FIG. **3** is a schematic diagram of the preferred embodiment of an electronic gaming apparatus according to the present invention; and

[0023] FIG. **4** is a flowchart to illustrate the preferred embodiment of a gaming method according to the present invention.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

[0024] Referring to FIG. **2**, an electronic gaming apparatus according to a preferred embodiment of the present invention is shown to comprise a display unit **3**, a game processing unit **5** coupled to the display unit **3** and configured to perform steps of a gaming method, and an input unit **4** coupled to the game processing unit **5** and allowing input by a user.

[0025] The display unit **3** is for displaying a betting region **31** and a game-result region **32**. The betting region **31** is for displaying a betting cell group including a plurality of betting cells **311**. The game-result region **32** is for displaying a game-result cell group including a plurality of game-result cells **321**. In this embodiment, the display unit **3** includes a screen for displaying virtual (or computer-generated) reels of a betting reel unit corresponding to the betting cells **311** of the betting cell group, and for displaying virtual (or computer-generated) reels of a game-result reel unit corresponding to the game-result cells **321** of the game-result cell group. The display unit **3** further displays indication regions **33** adjacent to the betting cells **311**, respectively. In this embodiment, the betting region **31** and the game-result region **32** are vertically disposed side-by-side to each other. In this embodiment, the number of the betting cells **311** is eight, whereas the number of the game-result cells **321** is five. However, the actual numbers of the betting cells **311** and the game-result cells **321** are not limited thereto and can vary in other embodiments of the invention. Moreover, by disposing the indication regions **33** respectively adjacent to the betting cells **311**, bets placed by the player on the betting cells **311** can be clearly indicated. Since there are eight betting cells **311**, the number of the indication regions **33** is also eight in this embodiment.

[0026] It is noted that implementation of the display unit **3** should not be limited to a single screen. The display unit **3** may be implemented as two separate screens or two side-by-side screens in other embodiments of the invention. Moreover, instead of using virtual reels, display of the betting reel unit and/or the game-result reel unit may be made possible using conventional mechanical reel modules. As such, the display unit **3** may include a display screen module and a mechanical reel module corresponding to the betting cell group and the game-result cell group, respectively. Alternatively, the display unit **3** may include a pair of mechanical reel modules that correspond to the betting cell group and the game-result cell group, respectively.

[0027] In addition, instead of being vertically disposed side-by-side to each other, the betting region **31** and the game-result region **32** may be horizontally disposed side-by-side to each other. Alternatively, one of the betting region **31** and the game-result region **32** may be surrounded by the other one of the betting region **31** and the game-result region **32**. Moreover, instead of being disposed respectively adjacent to the betting cells **311**, the indication regions **33** may be grouped together at one portion of the display unit **3**, and may be visually linked to the betting cells **311** by color, symbol, etc., to enable the player to view the bets placed for the betting cells **311**. Furthermore, if the betting reel unit corresponding to the betting cell group is implemented using a mechanical reel module, small displays, such as diode displays, may be utilized for the indication regions **33**.

[0028] The input unit **4** is operable to initiate rotation of the betting reel unit or the game-result reel unit such that each betting cell **311** and each game-result cell **321** displays an indicium selected automatically and randomly by the game processing unit **5** from a predetermined set of indicia. The set of indicia in this embodiment includes a grape (not shown), a cherry (not shown), a twin-star **71**, a BAR **72**, a tomato **73**, an apple **74**, an orange **75**, a double "7" **76**, a watermelon **77**, and a bell **78**, totaling ten symbols. Moreover, in this embodiment, the display unit **3** and the input unit **4** are integrated into a touch control screen, thereby reducing costs associated with use of a separate control board. Alternatively, the input unit **4** may be implemented using a dedicated control board (not shown) including a plurality of buttons (not shown) for controlling start of play, for controlling rotation of the betting reel unit and the game-result reel unit, and for placing bets.

[0029] The game processing unit **5** is coupled electrically to the display unit **3** and the input unit **4**, and includes a computer-readable storage medium (such as a memory component, not shown in the Figures) that stores a gaming program for causing the game processing unit **4** to execute the steps of the gaming method.

[0030] Referring to FIGS. **3** and **4**, the gaming method according to a preferred embodiment of this invention includes the following steps:

[0031] First, in step **601**, the player deposits an amount of coins or tokens for authority procurement so as to be granted a right to operate the input unit **4** of the electronic gaming apparatus.

[0032] Next, in step **602**, the player is permitted to operate the input unit **4** for initiating a game and, in response to operation of the input unit **4**, the betting reel unit of the display unit **3** is shown undergoing rotation. Each of the betting cells **311** of the betting cell group displays an indicium selected automatically and randomly by the game processing unit **5** from the predetermined set of indicia when the betting reel unit stops rotating.

[0033] Subsequently, in step **603**, it is determined if the player is satisfied with the indicia displayed in the betting cells **311**. If the player is not satisfied, the flow goes back to step **601**, where after depositing another amount of coins or tokens for authority procurement, the player is able to operate the input unit **4** once again so that the process of automatic and random selection of the indicia displayed in the betting cells **311** of the betting cell group is repeated. The purpose of authority procurement is solely to discourage the player from occupying the electronic gaming apparatus for long periods of time without placing actual bets.

[0034] On the other hand, if the player is satisfied, the flow proceeds to step **604**, where the player is allowed to place bets on selected ones of the betting cells **311** through the input unit **4**, and where the bets placed by the player for the selected betting cells **311** are shown on the corresponding indication regions **33** of the display unit **3**.

[0035] After the player places the bets, the flow goes to step **605**, where in response to operation of the input unit **4**, the game-result reel unit of the display unit **3** is shown undergoing rotation. Each of the game-result cells **321** of the game-result cell group displays an indicium selected automatically

and randomly by the game processing unit **5** from the predetermined set of indicia when the game-result reel unit stops rotating.

[0036] Thereafter, in step **606**, the game processing unit **5** determines if at least one of the indicia displayed in the game-result cells **321** matches those displayed in the selected betting cells **311** where the player placed the bets, and, if affirmative, grants an award to the player on the basis of the bets placed by the player and predetermined winning criteria to thereby complete a game round. It is noted that, in step **606**, the bets placed by the player on the betting cells **311** displaying the indicia that do not match those displayed in the game-result cells **321** are surrendered to the electronic gaming apparatus. In this embodiment, the predetermined winning criteria include computation of the award based on the winning bet and a predetermined payout multiplying rule, or direct grant of a bonus.

[0037] Taking the screen of the display unit **3** shown in FIG. **3** as an example, the following bets were placed for the various betting cells **311**: 500 points for twin-star **71**; 100 points for BAR **72**; no points for tomato **73**; 300 points for apple **74**; 100 points for orange **75**; 200 points for double "7" **76**; 80 points for watermelon **77**; and 100 points for bell **78**. The following indicia are displayed by the game-result cells **321**: apple **74**; watermelon **77**; twin-star **71**; tomato **73**; and twin-star **71**. Since bets were placed for the betting cells **311** associated with apple **74**, watermelon **77** and twin-star **71**, corresponding awards are granted accordingly. No corresponding award is granted in connection with tomato **73** since a bet was not placed for the betting cell **311** associated therewith. Furthermore, since orange **75**, double "7" **76**, bell **78** and BAR **72** do not match the indicia in the game-result cells **321**, the bets placed for the betting cells **311** associated with these four indicia are surrendered to the electronic gaming apparatus.

[0038] Next, in step **607**, the player is prompted to determine whether the player wishes to stop playing.

[0039] If the player does not wish to stop playing, the flow goes to step **608**, where it is determined if the player wishes to change the indicia displayed in the betting cells **311**. If it is determined that the player wishes to change the indicia displayed in the betting cells **311**, the flow goes back to step **601** for changing the indicia displayed in the betting cells **311**.

[0040] On the other hand, if it is determined that the player does not wish to change the indicia displayed in the betting cells **311**, the flow goes to step **609**, where it is determined if the player wishes to change the bets placed among the betting cells **311**. If it is determined that the player wishes to change the bets placed among the betting cells **311**, the flow goes back to step **604** to allow the player to change the bets placed thereby. Otherwise, the flow goes directly to step **605**.

[0041] In the present invention described hereinabove, the indicia displayed by the betting cells **311** are not fixed and are instead automatically and randomly selected by the electronic gaming apparatus in response to operation of the electronic gaming apparatus by the player for initiating a game. Since the player is accorded greater control over the progress and outcome of the game, the interest of the player can be sustained for long periods of time.

[0042] While the present invention has been described in connection with what is considered the most practical and preferred embodiment, it is understood that this invention is not limited to the disclosed embodiment but is intended to cover various arrangements included within the spirit and scope of the broadest interpretation so as to encompass all such modifications and equivalent arrangements.

What is claimed is:

1. A gaming method to be implemented using an electronic gaming apparatus, said gaming method comprising:

a) in response to operation of the electronic gaming apparatus by a player for initiating a game, displaying a betting cell group including a plurality of betting cells, each of the betting cells displaying an indicium selected automatically and randomly by the electronic gaming apparatus from a predetermined set of indicia;

b) enabling the player to place bets on selected ones of the betting cells, and displaying the bets placed by the player for the selected ones of the betting cells;

c) displaying a game-result cell group including a plurality of game-result cells, each of the game-result cells displaying an indicium selected automatically and randomly by the electronic gaming apparatus from the predetermined set of indicia; and

d) if it is determined that at least one of the indicia displayed in the game-result cells matches the indicia displayed in the selected ones of the betting cells where the player placed the bets, granting an award to the player on the basis of the bets placed by the player and predetermined winning criteria to thereby complete a game round.

2. The gaming method of claim **1**, wherein, in step a), the player is able to operate the electronic gaming apparatus repeatedly until the indicia displayed in the betting cells are found by the player to be satisfactory.

3. The gaming method of claim **1**, further comprising, prior to step a), a step e) of:

in response to authority procurement by the player, granting the player a right to operate the electronic gaming apparatus.

4. The gaming method of claim **3**, wherein, in step a), the player is able to operate the electronic gaming apparatus repeatedly through subsequent authority procurements until the indicia displayed in the betting cells are found by the player to be satisfactory.

5. The gaming method of claim **1**, wherein, in step d), the bets placed by the player on the betting cells displaying the indicia that do not match those displayed in the game-result cells are surrendered to the electronic gaming apparatus.

6. The gaming method of claim **1**, further comprising, after step d), a step f) of:

determining whether the player wishes to stop playing.

7. The gaming method of claim **6**, further comprising, after step f), the steps of:

g-1) upon determining that the player does not wish to stop playing, determining if the player wishes to change the indicia displayed in the betting cells; and

g-2) if it is determined that the player wishes to change the indicia in the betting cells, repeating step a) to change the indicia displayed in the betting cells.

8. The gaming method of claim **7**, further comprising the steps of:

h-1) if it is determined in step g-1) that the player does not wish to change the indicia in the betting cells, determining if the player wishes to change the bets placed among the betting cells; and

h-2) proceeding to step b) if it is determined that the player wishes to change the bets previously placed thereby.

9. The gaming method of claim **1**, wherein, in step a), a betting reel unit corresponding to the betting cell group is displayed undergoing rotation such that the indicia are displayed in the betting cells when the betting reel unit stops rotating.

10. The gaming method of claim **1**, wherein, in step c), a game-result reel unit corresponding to the game-result cell group is displayed undergoing rotation such that the indicia are displayed in the game-result cells when the game-result reel unit stops rotating.

11. A gaming apparatus comprising:

a display unit;

a game processing unit coupled to said display unit and configured to perform steps of a gaming method; and

an input unit coupled to said game processing unit and allowing input by a user;

wherein the gaming method includes:

a) in response to operation of said input unit by a player for initiating a game, displaying on said display unit a betting cell group including a plurality of betting cells, each of the betting cells displaying an indicium selected automatically and randomly by said game processing unit from a predetermined set of indicia;

b) enabling the player to place bets on selected ones of the betting cells through said input unit, and displaying on said display unit the bets placed by the player for the selected ones of the betting cells;

c) displaying on said display unit a game-result cell group including a plurality of game-result cells, each of the game-result cells displaying an indicium selected automatically and randomly by said game processing unit from the predetermined set of indicia; and

d) if it is determined that at least one of the indicia displayed in the game-result cells matches the indicia displayed in the selected ones of the betting cells where the player placed the bets, granting an award to the player on the basis of the bets placed by the player and predetermined winning criteria to thereby complete a game round.

12. The gaming apparatus of claim **11**, wherein, in step a), the player is able to operate said input unit repeatedly until the indicia displayed in the betting cells are found by the player to be satisfactory.

13. The gaming apparatus of claim **11**, wherein the gaming method further includes, prior to step a), a step e) of:

in response to authority procurement by the player through said input unit, granting the player a right to operate said input unit.

14. The gaming apparatus of claim **13**, wherein, in step a), the player is able to operate said input unit repeatedly through subsequent authority procurements until the indicia displayed in the betting cells are found by the player to be satisfactory.

15. The gaming apparatus of claim **11**, wherein, in step d), the bets placed by the player on the betting cells displaying the indicia that do not match those displayed in the game-result cells are surrendered to the gaming apparatus.

16. The gaming apparatus of claim **11**, wherein the gaming method further includes, after step d), a step f) of:

determining whether the player wishes to stop playing.

17. The gaming apparatus of claim **16**, wherein the gaming method further includes, after step f), the steps of:

g-1) upon determining that the player does not wish to stop playing, determining if the player wishes to change the indicia displayed in the betting cells; and

g-2) if it is determined that the player wishes to change the indicia in the betting cells, repeating step a) to change the indicia displayed in the betting cells.

18. The gaming apparatus of claim **17**, wherein the gaming method further includes the steps of:

h-1) if it is determined in step g-1) that the player does not wish to change the indicia in the betting cells, determining if the player wishes to change the bets placed among the betting cells; and

h-2) proceeding to step b) if it is determined that the player wishes to change the bets previously placed thereby.

19. The gaming apparatus of claim **11**, wherein said display unit has a betting region for displaying said betting cell group, and a game-result region for displaying said game-result cell group, said betting region and said game-result region being vertically disposed side-by-side to each other.

20. The gaming apparatus of claim **11**, wherein said display unit has a betting region for displaying said betting cell group, and a game-result region for displaying said game-result cell group, said betting region and said game-result region being horizontally disposed side-by-side to each other.

21. The gaming apparatus of claim **11**, wherein said display unit has a betting region for displaying said betting cell group, and a game-result region for displaying said game-result cell group, one of said betting region and said game-result region being surrounded by the other one of said betting region and said game-result region.

22. The gaming apparatus of claim **11**, wherein said display unit includes a display screen for displaying said betting cell group and said game-result cell group.

23. The gaming apparatus of claim **22**, wherein said display unit and said input unit are integrated into a touch control screen.

24. The gaming apparatus of claim **11**, wherein said display unit includes a first display screen for displaying said betting cell group, and a second display screen for displaying said game-result cell group.

25. The gaming apparatus of claim **24**, wherein said display unit and said control unit are integrated into a pair of touch control screens.

26. The gaming apparatus of claim **11**, wherein said display unit includes a display screen module and a mechanical reel module that correspond to said betting cell group and said game-result cell group, respectively.

27. The gaming apparatus of claim **26**, wherein said display screen module of said display unit and said input unit are integrated into a touch control screen.

28. The gaming apparatus of claim **11**, wherein said display unit includes a pair of mechanical reel modules that correspond to said betting cell group and said game-result cell group, respectively.

29. The gaming apparatus of claim **11**, wherein, in step b), the bets placed by the player are displayed in indication regions adjacent to the betting cells, respectively.

30. The gaming apparatus of claim **11**, wherein, in step a), a betting reel unit corresponding to the betting cell group is displayed undergoing rotation such that the indicia are displayed in the betting cells when the betting reel unit stops rotating.

31. The gaming apparatus of claim **11**, wherein, in step c), a game-result reel unit corresponding to the game-result cell

group is displayed undergoing rotation such that the indicia are displayed in the game-result cells when the game-result reel unit stops rotating.

32. A computer program product comprising a computer-readable storage medium that stores a gaming program for causing an electronic gaming apparatus to execute steps of a gaming method including:

a) in response to operation of the electronic gaming apparatus by a player for initiating a game, displaying a betting cell group including a plurality of betting cells, each of the betting cells displaying an indicium selected automatically and randomly by the electronic gaming apparatus from a predetermined set of indicia;

b) enabling the player to place bets on selected ones of the betting cells, and displaying the bets placed by the player for the selected ones of the betting cells;

c) displaying a game-result cell group including a plurality of game-result cells, each of the game-result cells displaying an indicium selected automatically and randomly by the electronic gaming apparatus from the predetermined set of indicia; and

d) if it is determined that at least one of the indicia displayed in the game-result cells matches the indicia displayed in the selected ones of the betting cells where the player placed the bets, granting an award to the player on the basis of the bets placed by the player and predetermined winning criteria to thereby complete a game round.

33. The computer program product of claim **32**, wherein, in step a), the player is able to operate the electronic gaming apparatus repeatedly until the indicia displayed in the betting cells are found by the player to be satisfactory.

34. The computer program product of claim **32**, wherein the gaming method further includes, prior to step a), a step e) of:

in response to authority procurement by the player, granting the player a right to operate the electronic gaming apparatus.

35. The computer program product of claim **34**, wherein, in step a), the player is able to operate the electronic gaming apparatus repeatedly through subsequent authority procurements until the indicia displayed in the betting cells are found by the player to be satisfactory.

36. The computer program product of claim **32**, wherein the gaming method further includes, after step d), a step f) of:

determining whether the player wishes to stop playing.

37. The computer program product of claim **36**, wherein the gaming method further includes, after step f), the steps of:

g-1) upon determining that the player does not wish to stop playing, determining if the player wishes to change the indicia displayed in the betting cells; and

g-2) if it is determined that the player wishes to change the indicia in the betting cells, repeating step a) to change the indicia displayed in the betting cells.

38. The computer program product of claim **37**, wherein the gaming method further includes the steps of:

h-1) if it is determined in step g-1) that the player does not wish to change the indicia in the betting cells, determining if the player wishes to change the bets placed among the betting cells; and

h-2) proceeding to step b) if it is determined that the player wishes to change the bets previously placed thereby.

39. The computer program product of claim **32**, wherein, in step a), a betting reel unit corresponding to the betting cell group is displayed undergoing rotation such that the indicia are displayed in the betting cells when the betting reel unit stops rotating.

40. The computer program product of claim **32**, wherein, in step c), a game-result reel unit corresponding to the game-result cell group is displayed undergoing rotation such that the indicia are displayed in the game-result cells when the game-result reel unit stops rotating.

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