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(19) **United States**(12) **Patent Application Publication**  
**Webb et al.**(10) **Pub. No.: US 2004/0209663 A1**(43) **Pub. Date: Oct. 21, 2004**(54) **GAMING DEVICE HAVING A PRIMARY  
GAME SCHEME INVOLVING A SYMBOL  
GENERATOR AND SECONDARY AWARD  
TRIGGERING GAMES**continuation of application No. 09/689,495, filed on  
Oct. 12, 2000, now Pat. No. 6,461,241.**Publication Classification**(76) Inventors: **Bayard S. Webb**, Sparks, NV (US);  
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(US)(51) **Int. Cl.<sup>7</sup>** ..... **A63F 9/24**(52) **U.S. Cl.** ..... **463/16**Correspondence Address:  
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**CHICAGO, IL 60690-1135 (US)**(57) **ABSTRACT**

A gaming device with a primary game scheme which includes one or more symbol generators and one or more secondary games. When the symbol generator generates one or more predetermined symbols, the gaming device operates one or more secondary games. If the player reaches a win condition in one or more secondary games, the gaming device provides the player with an award. This type of game scheme adds excitement to bonus rounds and increases player entertainment.

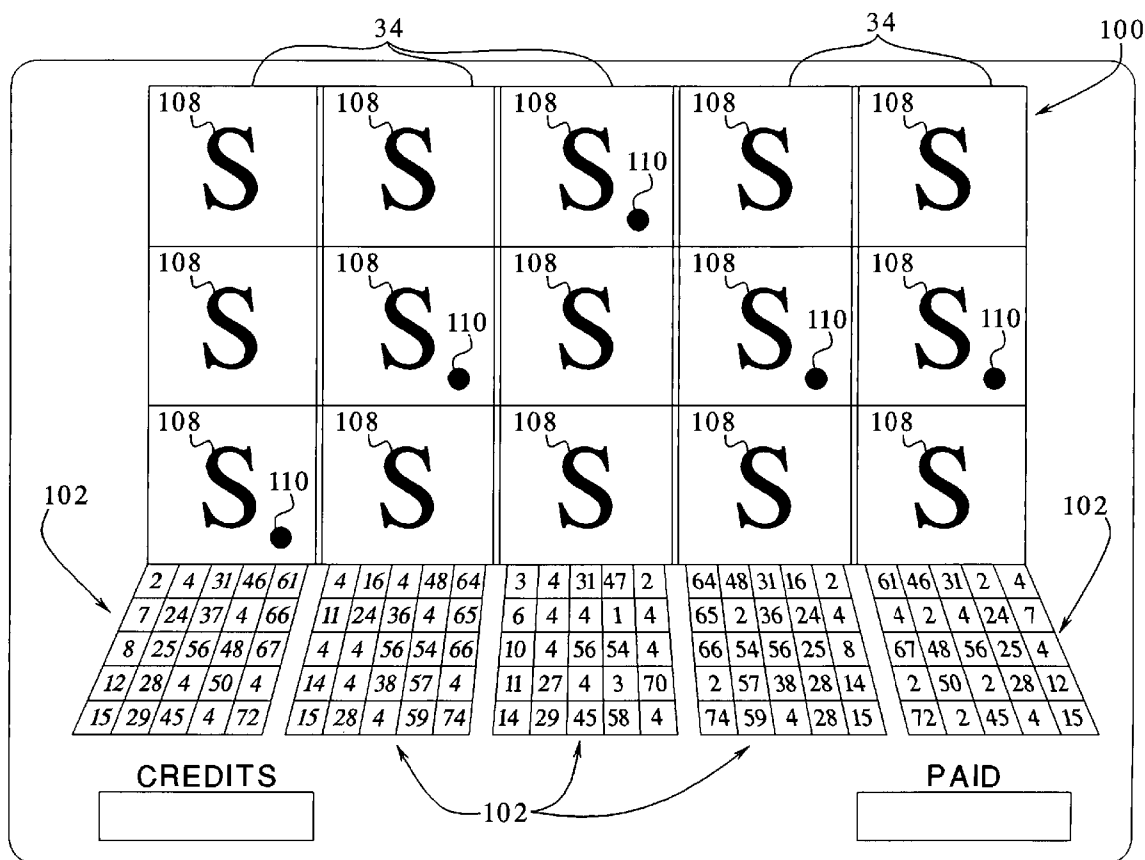
(21) Appl. No.: **10/715,005**(22) Filed: **Nov. 17, 2003****Related U.S. Application Data**(63) Continuation of application No. 10/174,789, filed on  
Jun. 19, 2002, now Pat. No. 6,682,419, which is a

FIG.1A

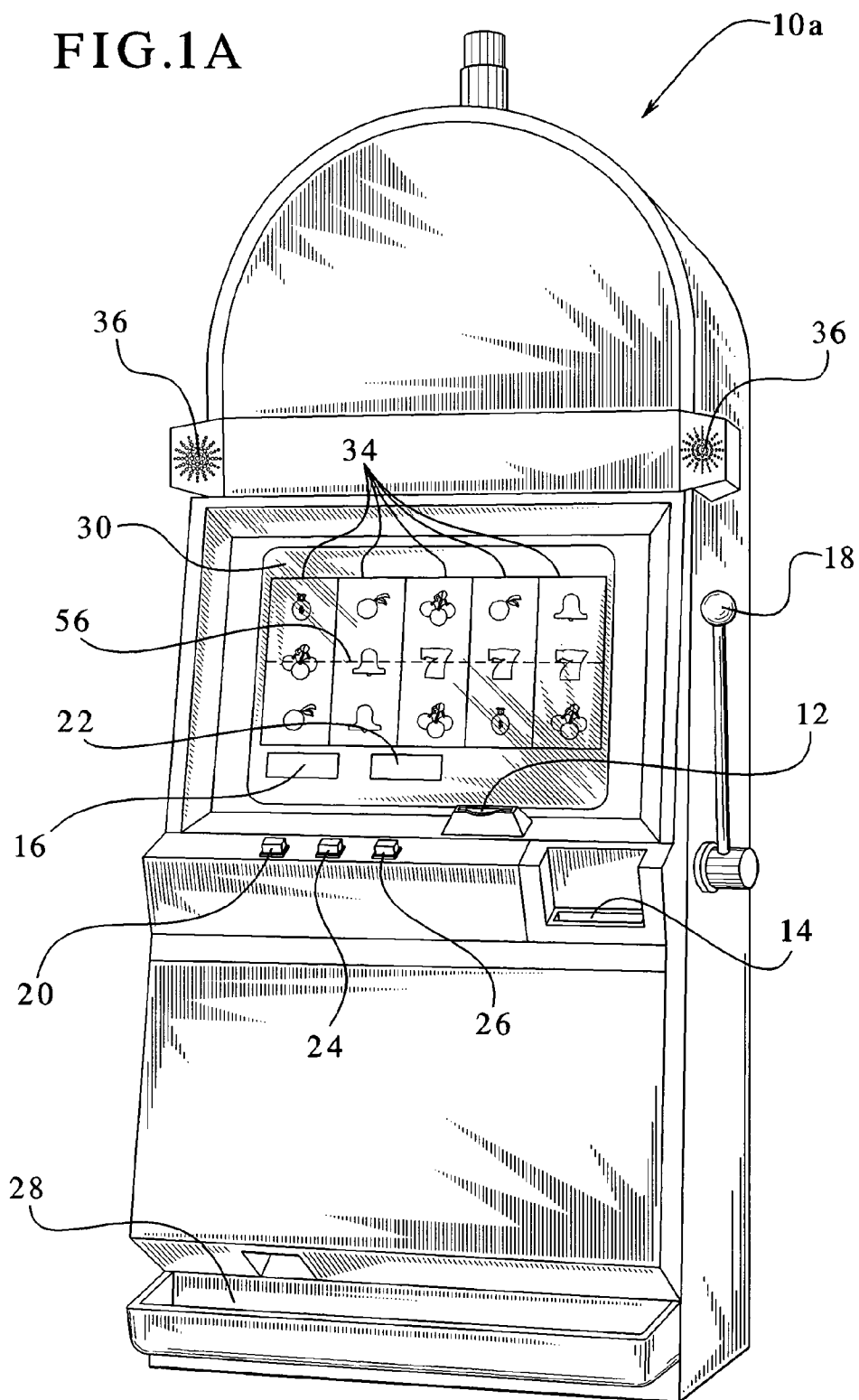


FIG. 1B

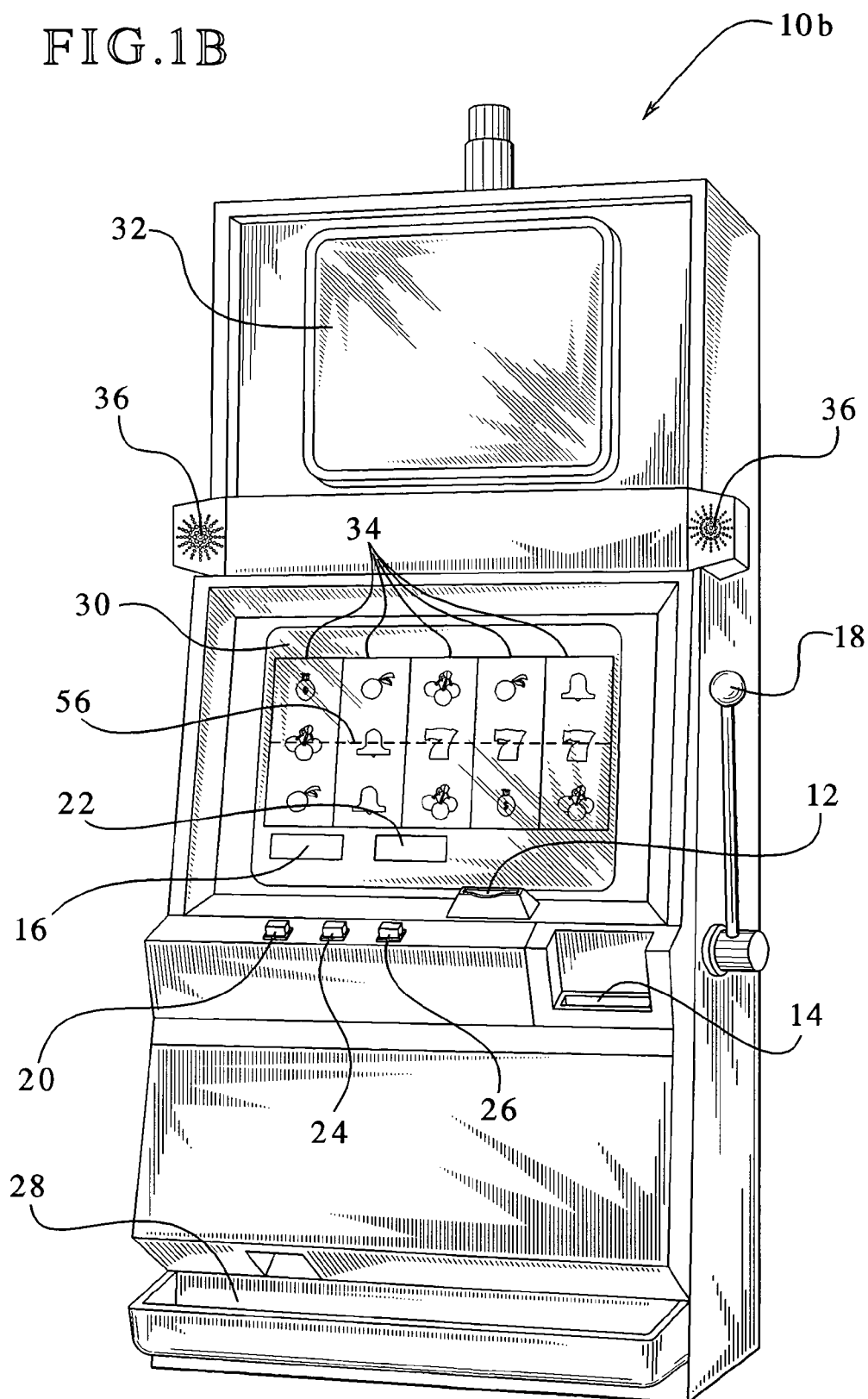


FIG.2

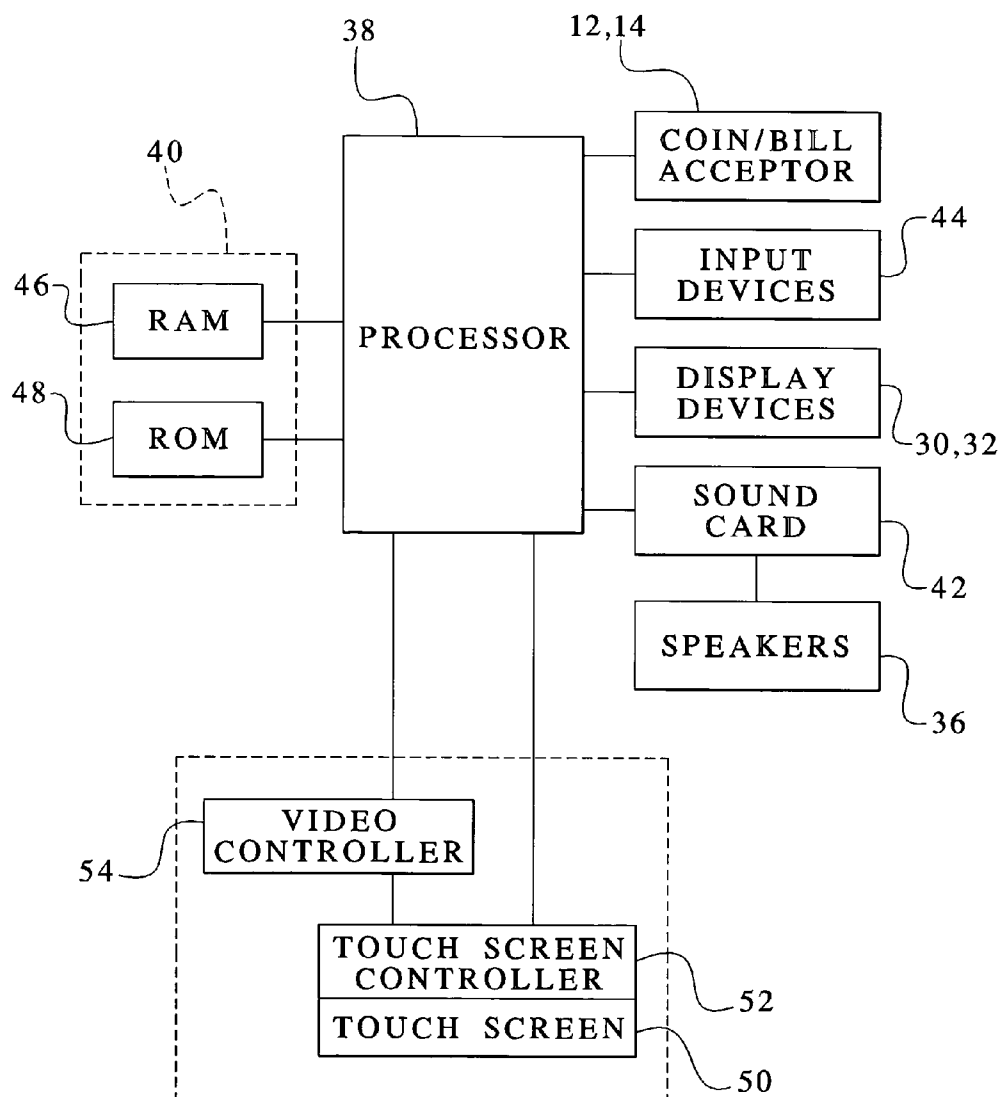
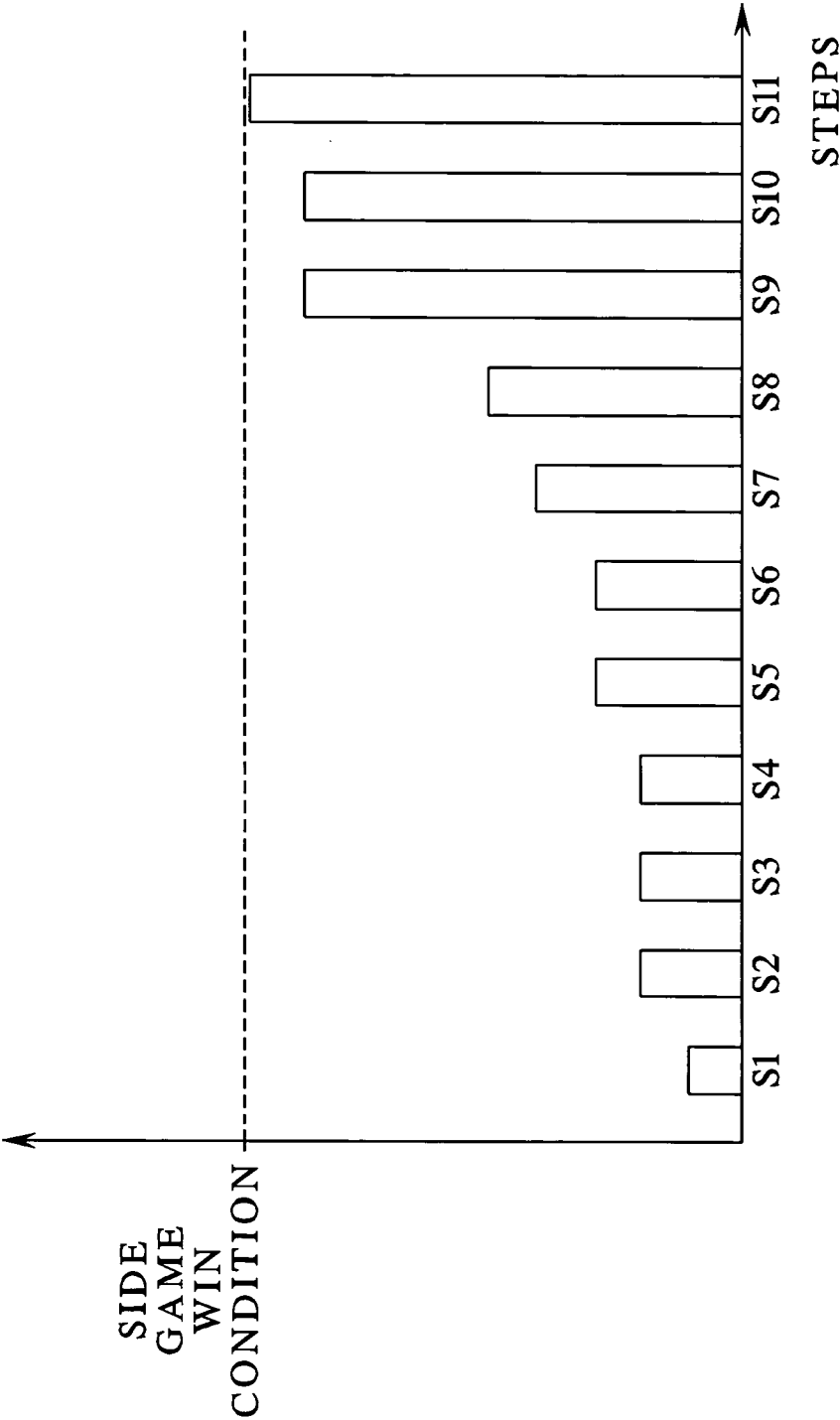


FIG.3



102 FIG. 4A

<u>104</u>	<u>104</u>	<u>104</u>	<u>104</u>	<u>104</u>
<u>104</u>	<u>104</u>	<u>104</u>	<u>104</u>	<u>104</u>
<u>104</u>	<u>104</u>	<u>104</u>	<u>104</u>	<u>104</u>
<u>104</u>	<u>104</u>	<u>104</u>	<u>104</u>	<u>104</u>
<u>104</u>	<u>104</u>	<u>104</u>	<u>104</u>	<u>104</u>

FIG. 4B 102

<u>104</u>	<u>104</u>	<u>104</u>	<u>104</u>	<u>104</u>
<u>104</u>	<u>104</u>	<u>104</u>	<u>104</u>	<u>104</u>
<u>104</u>	<u>104</u>	<u>104</u>	<u>104</u>	<u>104</u>
<u>106</u> <u>104</u>	<u>106</u> <u>104</u>	<u>106</u> <u>104</u>	<u>106</u> <u>104</u>	<u>106</u> <u>104</u>
<u>104</u>	<u>104</u>	<u>104</u>	<u>104</u>	<u>104</u>

FIG. 5A

<u>104</u>	<u>104</u>	<u>104</u>
<u>104</u>	<u>104</u>	<u>104</u>
<u>104</u>	<u>104</u>	<u>104</u>

FIG. 5B

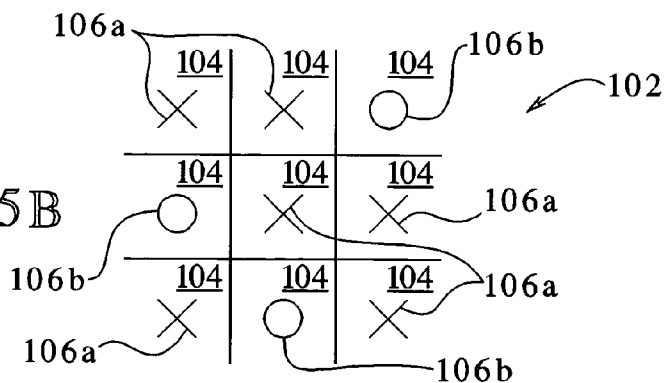
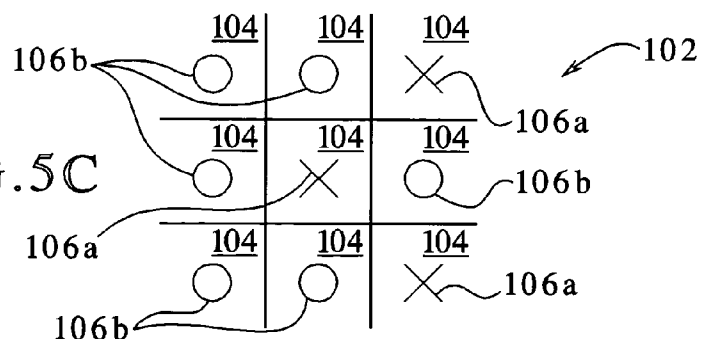


FIG. 5C



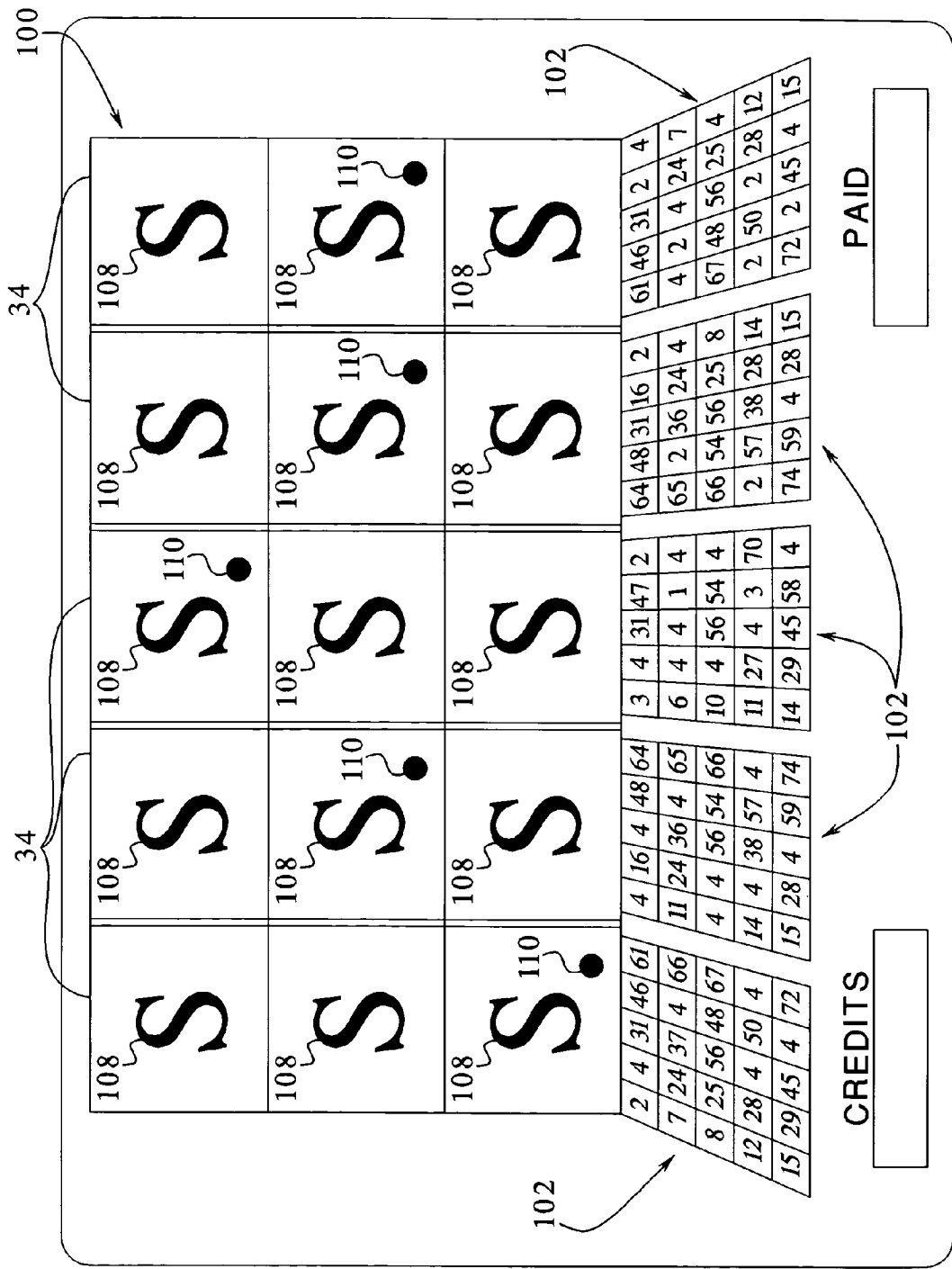


FIG. 6

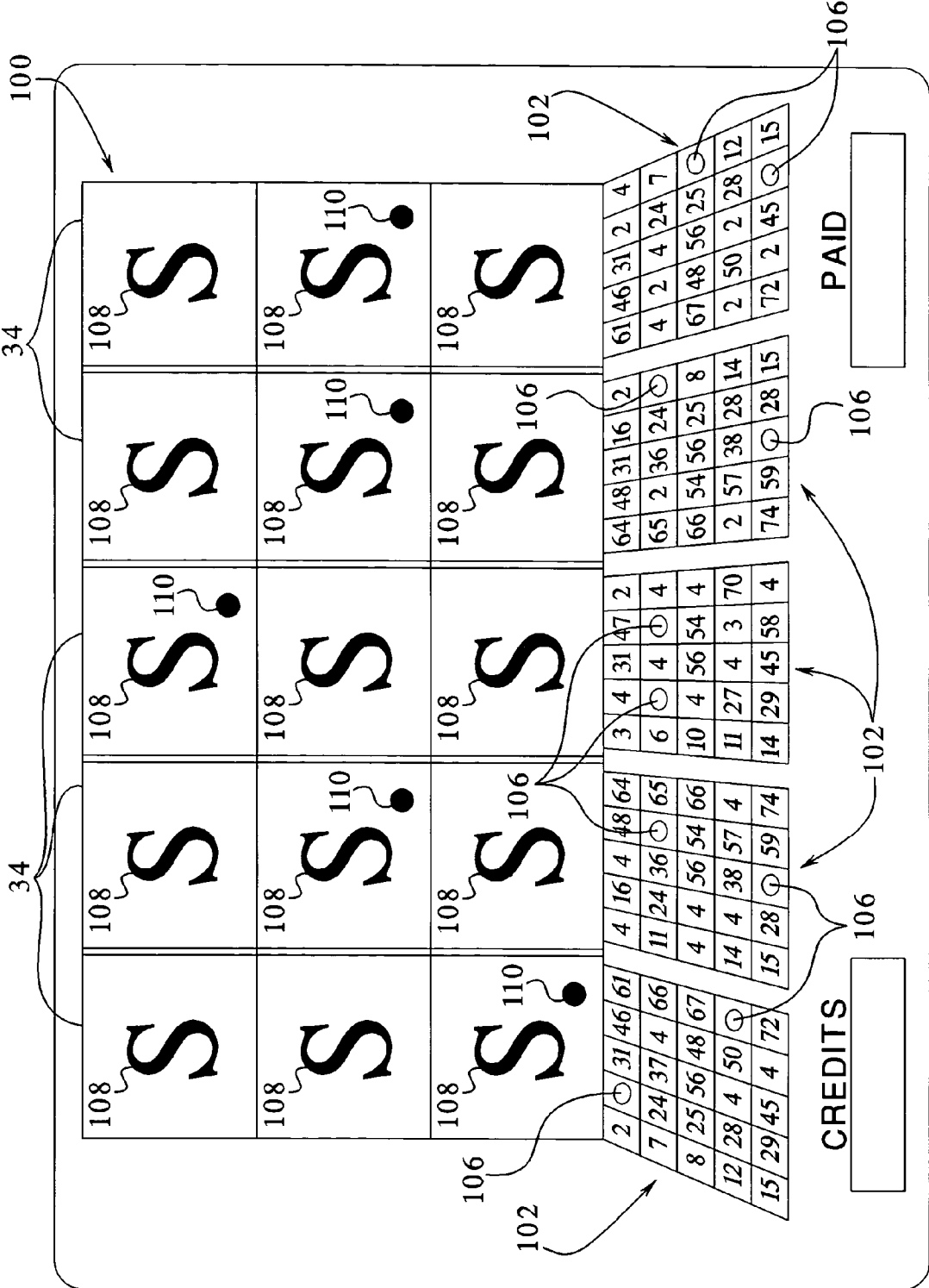
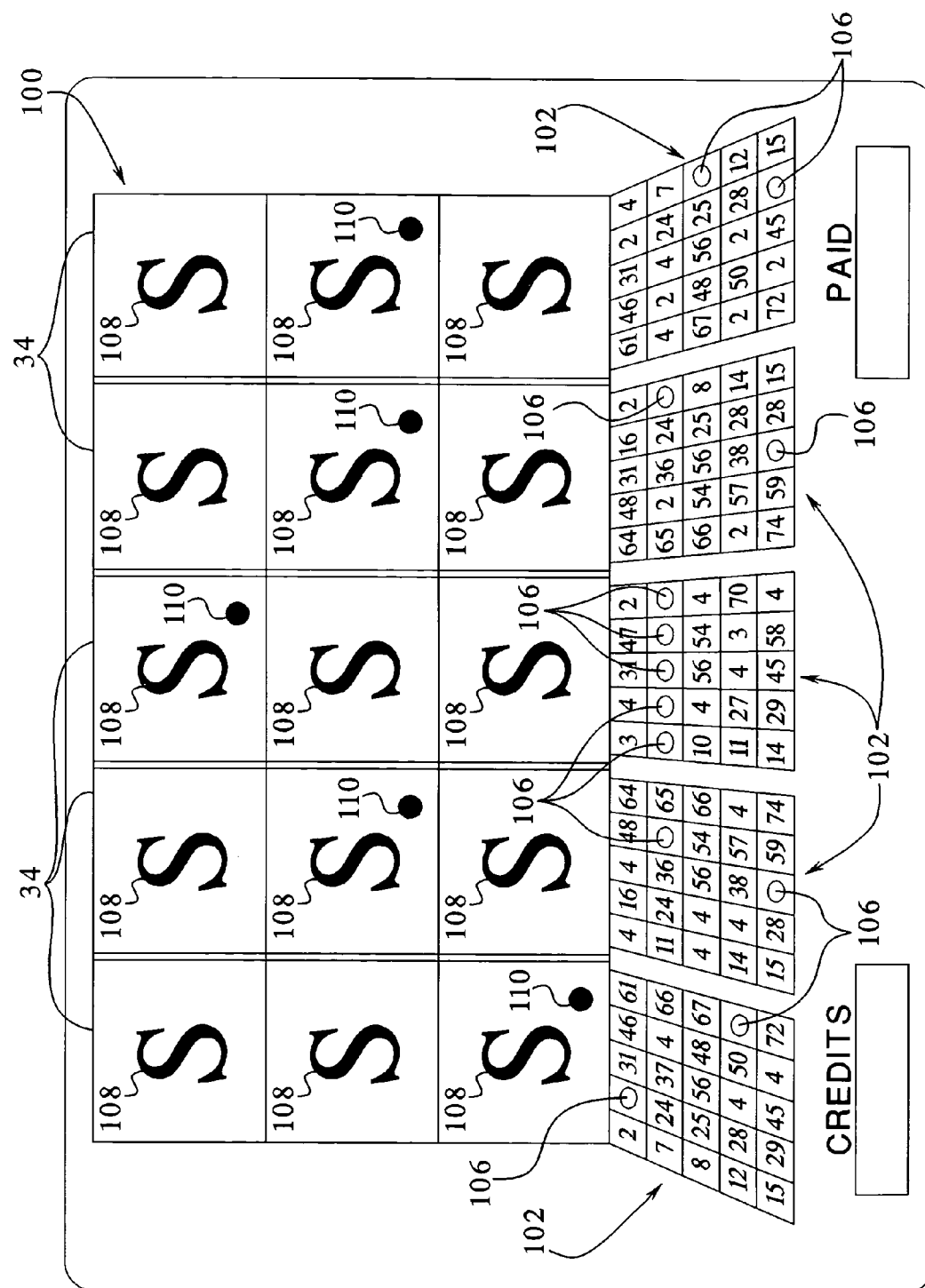


FIG. 7





**GAMING DEVICE HAVING A PRIMARY GAME  
SCHEME INVOLVING A SYMBOL GENERATOR  
AND SECONDARY AWARD TRIGGERING GAMES**

**PRIORITY CLAIM**

[0001] This application is a continuation of and claims the benefit of U.S. patent application Ser. No. 10/174,789, filed Jun. 19, 2002, which is incorporated in its entirety herein, and which is a continuation of and claims the benefit of U.S. patent application Ser. No. 09/689,495, filed Oct. 12, 2000, now issued as U.S. Pat. No. 6,461,241.

**CROSS-REFERENCE TO RELATED  
APPLICATIONS**

[0002] This application is related to the following commonly-owned co-pending patent applications: "GAMING DEVICE HAVING A SELECTIVELY ACCESSIBLE BONUS SCHEME," Ser. No. 09/657,916, Attorney Docket No. 0112300-011; "GAMING DEVICE HAVING A PRIMARY GAME SCHEME INVOLVING A SYMBOL GENERATOR AND SECONDARY AWARD TRIGGERING GAMES," Ser. No. 09/689,495, Attorney Docket No. 0112300-470, now U.S. Pat. No. 6,461,241; "GAMING DEVICE HAVING A PRIMARY GAME SCHEME INVOLVING A SYMBOL GENERATOR AND SECONDARY AWARD TRIGGERING GAMES," Ser. No. 10/174,789, Attorney Docket No. 0112300-1019; "GAMING DEVICE HAVING A PRIMARY GAME SCHEME INVOLVING A SYMBOL GENERATOR AND SECONDARY AWARD TRIGGERING GAMES," Ser. No. 10/174,790, Attorney Docket No. 0112300-1020; "GAMING DEVICE HAVING A FIRST GAME SCHEME INVOLVING A SYMBOL GENERATOR, A SECOND GAME AND A FIRST GAME TERMINATOR," Ser. No. 10/231,679, Attorney Docket No. 0112300-1056.

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**DESCRIPTION**

[0004] The present invention relates in general to a gaming device, and more particularly to a gaming device which has a primary game scheme which involves at least one symbol generator and at least one secondary game which is used to trigger one or more awards.

**BACKGROUND OF THE INVENTION**

[0005] Contemporary gaming devices such as slot machines include a primary game and one or more bonus rounds. The primary games typically enable a player to generate one or more symbols using a symbol generator. The traditional symbol, generator is a set of reels, where each reel displays a plurality of symbols. If the player reaches a predetermined combination of symbols, the player wins a value. In addition, if the player reaches a bonus triggering event, the gaming device advances the player to a bonus

round where the player can accumulate additional values. The traditional bonus triggering event occurs when the player reaches a predetermined combination of symbols on a plurality of reels.

[0006] The existing primary games provide players with values and bonus triggering events based upon symbols that a player reaches using a symbol generator. These gaming devices do not include secondary games which accompany the symbol generator, wherein the secondary games also provide the player with values, bonus triggering events or other awards.

[0007] To increase player enjoyment and excitement, it is desirable to provide players with new game schemes for gaming devices which include a symbol generator and one or more secondary games for providing players with awards such as values and bonus triggering events.

**SUMMARY OF THE INVENTION**

[0008] The present invention overcomes the above shortcomings by providing a gaming device having a primary game which includes one or more, but preferably one, symbol generator and one or more secondary games. A symbol generator can be any mechanism in physical or video form, any mathematical calculation or model, any computer program or any technique which generates one or more symbols. Preferably, the symbol generator is a set of rotating reels where each reel displays a set of symbols. However, a symbol generator can involve other concepts such as a rotating wheel divided into a plurality of areas with symbols on those areas, a set of dice, one or more coins or a physical or virtual container which mixes a plurality of symbols and generates one or more symbols.

[0009] A secondary game can be any activity which provides a player with the opportunity to gain an award. The term award, as used herein includes one or more values or an opportunity to gain one or more values. Such an opportunity can be provided by triggering a bonus round. Preferably, a secondary game requires the player to complete a plurality of steps before reaching a win condition. When the player reaches a win condition in the secondary game, the gaming device provides the player with an award. Some examples of the preferred secondary games which require step-by-step progression are: (a) games which require a player to align a predetermined number of markers on a grid in a particular pattern; (b) games which involve the player competing against the gaming device, incorporating concepts such as those used in tic-tac toe, chess or checkers; and (c) games involving races and chases where the race or chase is carried out in a step-by-step process.

[0010] In operation, when the symbol generator generates one or more predetermined symbols, the gaming device operates or plays one or more secondary games. The gaming device may do so by enabling the player to use an input device to play the secondary game or the gaming device may automatically play the secondary game. If the player reaches a win condition in the secondary game, the gaming device provides the player with an award.

[0011] In one preferred embodiment, the symbol generator is a plurality of reels displaying a plurality of symbols, and each reel is associated with an independent secondary game. The secondary game involves a grid including a plurality of

locations. When the player aligns a predetermined number of markers in a predetermined pattern on the grid, a win condition occurs. In operation, if a reel displays a predetermined symbol, the gaming device operates or plays the secondary game associated with that reel. The gaming device does so by displaying a marker at a particular location on the associated secondary game. Where the gaming device locates the marker can be predetermined or determined by the computer of the gaming device during the game. Preferably, the reel indicates where the marker will be located with a symbol which bears a message. Each time the reels spin, the process of generating a predetermined symbol and displaying a marker on the associated secondary game repeats itself until a win condition occurs. However, it should be appreciated that the symbols on a reel will not include a marker upon each spin of the reels.

[0012] In this embodiment, it is also preferable that each location on the grid of each secondary game is associated with a value. When a marker is positioned on the location, the player gains the value associated with that location. It is also preferable that the gaming device uses a cross-game symbol in conjunction with displaying a marker on a secondary game. A cross-game symbol is any symbol which is used by or displayed on the symbol generator and which is also used by or displayed on the secondary games. Preferably, the cross-game symbol is the same as the marker. Here, each reel displays at least one cross-game symbol, and when the symbol generator generates one or more predetermined symbols, the gaming device moves the cross-game symbol from the reels to the secondary games associated with such reels.

[0013] The game scheme of the present invention adds one or more secondary games to the traditional symbol generator used in primary games. When the symbol generator generates one or more predetermined symbols, the gaming device operates or plays one or more secondary games. When a player reaches a win condition in a secondary game, the gaming device provides the player with one or more of a variety of awards. Preferably, the award is a credit, bonus value or the triggering of a bonus round where the player can accumulate additional bonus value or credits.

[0014] It is therefore an object of the present invention to provide a gaming device having a game scheme involving a symbol generator and secondary award triggering games.

[0015] Other objects, features and advantages of the invention will be apparent from the following detailed disclosure, taken in conjunction with the accompanying sheets of drawings, wherein like numerals refer to like parts, elements, components, steps and processes.

#### BRIEF DESCRIPTION OF THE DRAWINGS

[0016] FIG. 1A is a perspective view of one embodiment of the gaming device of the present invention;

[0017] FIG. 1B is a perspective view of another embodiment of the gaming device of the present invention;

[0018] FIG. 2 is a schematic block diagram of the electronic configuration of one embodiment of the gaming device of the present invention;

[0019] FIG. 3 is a bar graph illustrating a plurality of steps taken to reach a secondary game win condition in one embodiment of the present invention;

[0020] FIGS. 4A and 4B are top plan views of a secondary game in one embodiment of the present invention;

[0021] FIGS. 5A and 5B and 5C are top plan views of another secondary game in one embodiment of the present invention;

[0022] FIG. 6 is a top plan view of an alternative embodiment of the selections and symbols of the bonus scheme of the present invention;

[0023] FIG. 7 is a flow diagram of one embodiment of the bonus scheme of the present invention;

[0024] FIG. 8 is a flow diagram of one embodiment of the bonus scheme of the present invention; and

[0025] FIG. 9 is a flow diagram of one embodiment of the bonus scheme of the present invention.

#### DETAILED DESCRIPTION OF THE INVENTION

[0026] Gaming Device and Electronics

[0027] Referring now to the drawings, two embodiments of the gaming device of the present invention are illustrated in FIGS. 1A and 1B as gaming device 10a and gaming device 10b, respectively. Gaming device 10a and/or gaming device 10b are generally referred to herein as gaming device 10. Gaming device 10 is preferably a slot machine having the controls, displays and features of a conventional slot machine. It is constructed so that a player can operate it while standing or sitting, and gaming device 10 is preferably mounted on a console. However, it should be appreciated that gaming device 10 can be constructed as a pub-style table-top game (not shown) which a player can operate preferably while sitting. Furthermore, gaming device 10 can be constructed with varying cabinet and display designs, as illustrated by the designs shown in FIGS. 1A and 1B. Gaming device 10 can also be implemented as a program code stored in a detachable cartridge for operating a hand-held video game device. Also, gaming device 10 can be implemented as a program code stored on a disk or other memory device which a player can use in a desktop or laptop personal computer or other computerized platform.

[0028] Gaming device 10 can incorporate any primary game such as slot, poker or keno, any of their bonus triggering events and any of their bonus round games. The symbols and indicia used on and in gaming device 10 may be in mechanical, electrical or video form.

[0029] As illustrated in FIGS. 1A and 1B, gaming device 10 includes a coin slot 12 and bill acceptor 14 where the player inserts money, coins or tokens. The player can place coins in the coin slot 12 or paper money or ticket vouchers in the bill acceptor 14. Other devices could be used for accepting payment such as readers or validators for credit cards or debit cards. When a player inserts money in gaming device 10, a number of credits corresponding to the amount deposited is shown in a credit display 16. After depositing the appropriate amount of money, a player can begin the game by pulling arm 18 or pushing play button 20. Play button 20 can be any play activator used by the player which starts any game or sequence of events in the gaming device.

[0030] As shown in FIGS. 1A and 1B, gaming device 10 also includes a bet display 22 and a bet one button 24. The

player places a bet by pushing the bet one button **24**. The player can increase the bet by one credit each time the player pushes the bet one button **24**. When the player pushes the bet one button **24**, the number of credits shown in the credit display **16** decreases by one, and the number of credits shown in the bet display **22** increases by one.

[0031] At any time during the game, a player may “cash out” and thereby receive a number of coins corresponding to the number of remaining credits by pushing a cash out button **26**. When the player “cashes out,” the player receives the coins in a coin payout tray **28**. The gaming device **10** may employ other payout mechanisms such as credit slips redeemable by a cashier or electronically recordable cards which keep track of the player’s credits.

[0032] Gaming device **10** also includes one or more display devices. The embodiment shown in **FIG. 1A** includes a central display device **30**, and the alternative embodiment shown in **FIG. 1B** includes a central display device **30** as well as an upper display device **32**. Gaming device **10** preferably displays a plurality of reels **34**, preferably three to five reels **34** in mechanical or video form at one or more of the display devices. However, it should be appreciated that the display devices can display any visual representation or exhibition, including but not limited to movement of physical objects such as mechanical reels and wheels, dynamic lighting and video images. A display device can be any viewing surface such as glass, a video monitor or screen, a liquid crystal display or any other display mechanism. If the reels **34** are in video form, the display device for the video reels **34** is preferably a video monitor.

[0033] Each reel **34** displays a plurality of indicia such as bells, hearts, fruits, numbers, letters, bars or other images which preferably correspond to a theme associated with the gaming device **10**. Furthermore, gaming device **10** preferably includes speakers **36** for making sounds or playing music.

[0034] As illustrated in **FIG. 2**, the general electronic configuration of gaming device **10** preferably includes: a processor **38**; a memory device **40** for storing program code or other data; a central display device **30**; an upper display device **32**; a sound card **42**; a plurality of speakers **36**; and one or more input devices **44**. The processor **38** is preferably a microprocessor or microcontroller-based platform which is capable of displaying images, symbols and other indicia such as images of people, characters, places, things and faces of cards. The memory device **40** can include random access memory (RAM) **46** for storing event data or other data generated or used during a particular game. The memory device **40** can also include read only memory (ROM) **48** for storing program code which controls the gaming device **10** so that it plays a particular game in accordance with applicable game rules and pay tables.

[0035] As illustrated in **FIG. 2**, the player preferably uses the input devices **44**, such as pull arm **18**, play button **20**, the bet one button **24** and the cash out button **26** to input signals into gaming device **10**. In certain instances it is preferable to use a touch screen **50** and an associated touch screen controller **52** instead of a conventional video monitor display device. Touch screen **50** and touch screen controller **52** are connected to a video controller **54** and processor **38**. A player can make decisions and input signals into the gaming device **10** by touching touch screen **50** at the appropriate

places. As further illustrated in **FIG. 2**, the processor **38** can be connected to coin slot **12** or bill acceptor **14**. The processor **38** can be programmed to require a player to deposit a certain amount of money in order to start the game.

[0036] It should be appreciated that although a processor **38** and memory device **40** are preferable implementations of the present invention, the present invention can also be implemented using one or more application-specific integrated circuits (ASIC’s) or other hard-wired devices, or using mechanical devices (collectively referred to herein as a “processor”). Furthermore, although the processor **38** and memory device **40** preferably reside on each gaming device **10** unit, it is possible to provide some or all of their functions at a central location such as a network server for communication to a playing station such as over a local area network (LAN), wide area network (WAN), Internet connection, microwave link, and the like. The processor **38** and memory device **40** is generally referred to herein as the “computer” or “controller.”

[0037] With reference to **FIGS. 1A, 1B** and **2**, to operate the gaming device **10** in one embodiment the player must insert the appropriate amount of money or tokens at coin slot **12** or bill acceptor **14** and then pull the arm **18** or push the play button **20**. The reels **34** will then begin to spin. Eventually, the reels **34** will come to a stop. As long as the player has credits remaining, the player can spin the reels **34** again. Depending upon where the reels **34** stop, the player may or may not win additional credits.

[0038] In addition to winning credits in this manner, preferably gaming device **10** also gives players the opportunity to win credits in a bonus round. This type of gaming device **10** will include a program which will automatically begin a bonus round when the player has achieved a qualifying condition in the game. This qualifying condition can be a particular arrangement of indicia on a display device. The gaming device **10** preferably uses a video-based central display device **30** to enable the player to play the bonus round. Preferably, the qualifying condition is a predetermined combination of indicia appearing on a plurality of reels **34**. As illustrated in the five reel slot game shown in **FIGS. 1A** and **1B**, the qualifying condition could be the number seven appearing on three adjacent reels **34** along a payline **56**. It should be appreciated that the present invention can include one or more paylines, such as payline **56**, wherein the paylines can be horizontal, diagonal or any combination thereof.

[0039] Game Scheme

[0040] The game scheme of the present invention includes one or more symbol generators **100**, preferably one, in a primary game and one or more secondary games **102**. The preferable symbol generator **100** (shown in **FIGS. 6, 7** and **8**) is a set of video reels **34**. However, it should be appreciated that the present invention can include any type of symbol generator **100**. Similarly, the present invention can include any type of secondary game **102**. Preferably, the secondary game **102** requires the player to complete a predetermined plurality of steps before achieving a win condition in the secondary game **102**.

[0041] As illustrated in **FIG. 3**, one preferred secondary game **102** could require a player to complete eleven steps before achieving a win condition. The steps are indicated by

the notation, S1 through S11. This example is included merely for illustrative purposes and any secondary game 102 can require any number of steps to be taken. This type of step-by-step secondary game 102 preferably incorporates one or more concepts of the following types of games: (a) games requiring a player to align a predetermined number of markers in a predetermined pattern on a grid, such as bingo; (b) tic-tac-toe; (c) chess; (d) checkers; (e) games where the player competes against the gaming device, such as race games or chase games; and (f) any other game where the player is unable to achieve a win condition in one step.

[0042] Two such step-by-step secondary games 102 are shown in FIGS. 4A, 4B, 5A, 5B and 5C. In FIGS. 4A and 4B, the secondary game 102 involves a plurality of locations 104 arranged in a grid. The object of the game is to position a complete row or column of markers 106 on the grid. In the example shown in FIG. 4A, the secondary game 102 initiates with no markers 106 being displayed on any of the locations 104. With each step, the gaming device positions a marker 106 on a location 104. Where the gaming device locates a marker 106 can be predetermined by the gaming device or determined by the gaming device during the operation of the secondary game 102. In the latter case, the gaming device can determine locations for the marker 106 randomly or by using any predetermined mathematical calculation. When the gaming device establishes a complete row or column of markers 106, a win condition occurs. In the example shown in FIG. 4B, the gaming device established a complete row of markers 106 in the second to last row of the grid of secondary game 102. This event established a win condition.

[0043] FIGS. 5A through 5C illustrate a secondary game 102 which involves the game tic-tac-toe. In this secondary game 102, the player competes against the gaming device. If the player establishes a line of three markers 106a on three locations 104, a win condition occurs. If the gaming device establishes a line of three markers 106b on three locations 104, the secondary game 102 preferably clears all markers from the secondary game 102 and restarts the game. This type of secondary game 102 operates in steps by a player using an input device to display a marker 106a followed by the computer of the gaming device displaying a marker 106b. In FIG. 5A, the secondary game is shown at the beginning of the game with no markers 106. FIG. 5B shows the end of a game, where the player reached a win condition by establishing a diagonal line of markers 106a. FIG. 5C shows a point in the game which preceeds the game being restarted. It should be appreciated that the game scheme of the present invention can include secondary games 102 which would not require steps and secondary games 102 which do require steps. For example, a secondary game could be a type of symbol generator in and of itself.

[0044] FIG. 6 illustrates a preferred embodiment of the present invention which includes the preferred primary game of the present invention and step-by-step secondary games 102. Here, the symbol generator 100 is a set of five reels 34. Each reel 34 displays a plurality of reel symbols 108 identified in FIG. 6 as the capital letter S. When the player activates an input device, such as play button 20, the reels 34 rotate. When the reels 34 stop rotating, if one or more reels 34 display a predetermined symbol 108, the gaming device operates or plays the secondary games 102, each of which is associated with a reel 34.

[0045] The secondary games 102 shown in FIG. 6 generally operate in the same manner of the secondary game 102 illustrated in FIG. 4. However, here the locations of the secondary games 102 are identified by and are associated with numerals as shown in FIGS. 6 through 8. In addition, when the player reaches a predetermined reel symbol 108 on any one reel 34, the gaming device displays a cross-game symbol 110 on that reel 34 and moves the cross-game symbol 110 from the reel 34 to the secondary game 102 associated with that reel 34. Furthermore, in FIG. 7, the cross-game symbol 110 bears a numeric message which indicates the numeral of the location on the grid where the marker 106 will be positioned. In this preferred embodiment, the cross-game symbol 110 is the same as marker 106. Therefore, the gaming device moves the cross-game symbols 110 from the reels 34 to the locations on the secondary games 102. There, the cross-game symbol 110 functions as a marker 106. It should be appreciated that the present invention can be adapted to enable the player to gain value associated with a location when a marker is displayed at a location.

[0046] Initially, it is preferable that in this preferred embodiment the primary game begins with no markers 106 being displayed at any of the secondary games 102, as shown in FIG. 6. However, the present invention can be adapted so that the primary game begins with one or more markers 106 being displayed at one or more of the secondary games 102. In operation, the gaming device causes reels 34 to spin. On each spin the secondary game associated with each reel may or may not progress. As each reel 34 displays predetermined reel symbols 108, the gaming device displays cross-game symbols 110. The cross-game symbols indicate where the marker 106 will be located in the associated secondary game by displaying a numeral momentarily. Then the gaming device moves the cross-game symbols 110 from the reels 34 to the associated secondary games 102 where the cross-game symbols function as markers 106. The present invention can be adapted so that when a marker 106 is located at a location on a secondary game 102, the gaming device provides the player with the value associated with that location.

[0047] In time, one or more secondary games 102 accumulate a plurality of markers 106 as shown in FIG. 7. It should be appreciated that, when a reel displays a predetermined reel symbol 108, the gaming device can display more than one marker 106 at any one secondary game 102. In FIG. 8, secondary game 102 associated with the middle reel 34 displays a complete row of markers 106. In this example, when a player achieves this complete row, the secondary game 102 provides the player with an award. Preferably, the award is the triggering of a bonus round where the player can accumulate additional value. The secondary games can clear and restart themselves when any predetermined event or events occur.

[0048] The game scheme of the present invention provides gaming devices with secondary games which accompany traditional symbol generators in primary games. When a symbol generator generates one or more predetermined symbols, the gaming device operates or plays one or more secondary games. Preferably, the symbol generator is a plurality of reels and each reel is associated with an independent secondary game. Furthermore, it is preferable that secondary games require a player to complete multiple steps

before reaching a win condition in the secondary games. When a win condition occurs, the secondary game provides the player with an award. Preferably, this award is a bonus value, a credit or the triggering of a bonus round.

[0049] While the present invention has been described in connection with what is presently considered to be the most practical and preferred embodiments, it is to be understood that the invention is not limited to the disclosed embodiments, but on the contrary is intended to cover various modifications and equivalent arrangements included within the spirit and scope of the claims. It is thus to be understood that modifications and variations in the present invention may be made without departing from the novel aspects of this invention as defined in the claims, and that this application is to be limited only by the scope of the claims.

The invention is claimed as follows:

1. A gaming device comprising:
  - a primary game;
  - a first symbol generator in the primary game having a plurality of symbols and adapted to generate at least one first predetermined symbol;
  - a second symbol generator in the primary game having a plurality of symbols and adapted to generate at least one second predetermined symbol;
  - at least one first secondary game associated with said first symbol generator;
  - at least one second secondary game associated with said second symbol generator, wherein the first secondary game is independently operable from the second secondary game, and the second secondary game is independently operable from the first secondary game;
  - at least one display device operable to display said first and second secondary games; and
  - a processor programmed to:
    - (a) operate the first secondary game associated with the first symbol generator after the first predetermined symbol is generated by said first symbol generator, and
    - (b) operate the second secondary game associated with the second symbol generator after the second predetermined symbol is generated by said second symbol generator.
2. The gaming device of claim 1, wherein the first and second symbol generators are each reels.
3. The gaming device of claim 1, wherein the first and second symbol generators are each wheels.
4. The gaming device of claim 1, wherein the symbols include a plurality of cards.
5. The gaming device of claim 1, wherein the display device is operable to display to the player that the first secondary game is associated with the first symbol generator and that the second secondary game is associated with the second symbol generator.
6. The gaming device of claim 1, wherein the first secondary game is displayed by the display device adjacent to the first symbol generator, and the second secondary game is displayed by the display device adjacent to the second symbol generator.

7. The gaming device of claim 1, wherein the display device is operable to simultaneously display the first and second secondary games.

8. The gaming device of claim 1, wherein the first secondary game and the second secondary game are different types of games.

9. The gaming device of claim 1, wherein the first secondary game and the second secondary game are each of a same type of game.

10. The gaming device of claim 1, wherein at least one of the first and second secondary games includes another symbol generator.

11. The gaming device of claim 1, wherein the first and second secondary games each include at least one win condition.

12. The gaming device of claim 11, wherein an award is provided to a player when the win condition in one of the first or second secondary games occurs.

13. The gaming device of claim 12, wherein the award is a value.

14. The gaming device of claim 12, wherein the award is an opportunity to gain a value.

15. The gaming device of claim 11, wherein a plurality of steps must occur before reaching the win condition in each of the first and second secondary games.

16. The gaming device of claim 11, wherein the win condition includes a plurality of predetermined secondary game symbols.

17. The gaming device of claim 16, which includes an input device operable to enable the player to determine a location in which each secondary game symbol is placed in at least one of the first or second secondary games.

18. The gaming device of claim 1, wherein the first predetermined symbol causes the generation of at least one secondary game symbol in the first secondary game.

19. The gaming device of claim 18, wherein the first secondary game includes a plurality of locations, and wherein a win condition results when at least two secondary game symbols occur in predetermined locations in said first secondary game.

20. The gaming device of claim 19, wherein at least one location in said first secondary game is associated with a value.

21. The gaming device of claim 20, wherein the player is provided said value if the secondary game symbol is placed in said location.

22. The gaming device of claim 20, wherein the location in which the secondary game symbol is placed in the first secondary game is predetermined.

23. The gaming device of claim 20, wherein the location in which the secondary game symbol is placed in the first secondary game is randomly determined.

24. The gaming device of claim 20, wherein the location in which the secondary game symbol is placed in the first secondary game is determined by the first predetermined symbol.

25. The gaming device of claim 20, wherein the location in which the secondary game symbol is placed in the first secondary game is determined by the player.

26. The gaming device of claim 1, wherein at least one of said first and second symbol generators includes at least one cross-game symbol which functions in the first or second secondary game associated with said first or second symbol generator.

27. The gaming device of claim 26, wherein the cross-game symbol determines a location of at least one secondary symbol in the first secondary game.

28. The gaming device of claim 27, wherein the location of at least one secondary game symbol in the first secondary game is revealed upon the display of a first cross-game symbol on the first symbol generator in the primary game.

29. The gaming device of claim 26, wherein the first cross-game symbol becomes the secondary game symbol in the first secondary game.

30. A gaming device comprising:

a primary game;

a first symbol generator in the primary game having a plurality of symbols and adapted to generate at least one first predetermined symbol;

a second symbol generator in the primary game having a plurality of symbols and adapted to generate at least one second predetermined symbol;

at least one first secondary game associated with said first symbol generator;

at least one second secondary game associated with said second symbol generator, wherein the first secondary game is independently operable from the second secondary game, and the second secondary game is independently operable from the first secondary game; and

at least one display device operable to display said first and second secondary games, wherein a first event occurs in the first secondary game associated with said first symbol generator after the first predetermined symbol is generated by the first symbol generator, and wherein a second event occurs in the second secondary game associated with said second symbol generator after the second predetermined symbol is generated by the second symbol generator.

31. The gaming device of claim 30, wherein the first secondary game and the second secondary game are of the same type of games.

32. The gaming device of claim 30, wherein the first event includes the placement of a secondary game symbol in a location in the first secondary game.

33. The gaming device of claim 30, wherein the first event includes the movement of a cross-game symbol from the first symbol generator to the first secondary game.

34. The gaming device of claim 30, wherein the first event of the first secondary game is the same as the second event of the second secondary game.

35. A method of operating a gaming device, said method comprising:

(a) providing a primary game including a first symbol generator and a second symbol generator, wherein:

(i) said first symbol generator is adapted to generate a plurality of symbols including at least one first predetermined symbol, and

(ii) said second symbol generator is adapted to generate a plurality of symbols including at least one second predetermined symbol;

(b) providing a first secondary game associated with said first symbol generator and a second secondary game associated with said second symbol generator, wherein

the first secondary game is operable independently from the second secondary game, and the second secondary game is operable independently from the first secondary game;

(c) operating the first secondary game associated with said first symbol generator after at least one first predetermined symbol is generated by said first symbol generator; and

(d) operating the second secondary game associated with said second symbol generator after at least one second predetermined symbol is generated by said second symbol generator.

36. The method of claim 35, wherein the first secondary game and the second secondary game are different games.

37. The method of claim 35, which includes indicating that the first secondary game is associated with the first symbol generator and that the second secondary game is associated with the second symbol generator.

38. The method of claim 35, which includes displaying the first secondary game adjacent to the first symbol generator and displaying the second secondary game adjacent to the second symbol generator.

39. The method of claim 35, which includes simultaneously displaying the first and second secondary games.

40. The method of claim 35, which includes repeating steps (c) and (d) until a win condition occurs in at least one of said first and second secondary games.

41. The method of claim 40, wherein the win condition includes at least two secondary game symbols in at least two locations in at least one of said first and second secondary games.

42. The method of claim 40, which includes providing a player an award associated with at least one of said win conditions.

43. The method of claim 35, which includes repeating steps (c) and (d) until a win condition occurs in both of said first and second secondary games.

44. The method of claim 35, which includes generating at least one secondary game symbol in said first secondary game after at least one first predetermined symbol is generated by said first symbol generator.

45. The method of claim 44, which includes providing a player an award associated with a predetermined number of secondary game symbols in said first secondary game.

46. The method of claim 35, which includes causing a cross-game symbol to function on the first symbol generator and in the first secondary game associated with said first symbol generator.

47. The method of claim 35, which includes operating the gaming device through a data network.

48. The method of claim 47, wherein the data network is an internet.

49. The method of claim 35, wherein computer instructions for implementing steps (a) to (d) are stored in a memory device.

50. A method of operating a gaming device, said method comprising:

(a) providing a primary game including a first symbol generator and a second symbol generator, wherein:

(i) said first symbol generator has a plurality of symbols including at least one first predetermined symbol, and

- (ii) said second symbol generator has a plurality of symbols including at least one second predetermined symbol;
  - (b) providing a first secondary game associated with said first symbol generator and a second secondary game associated with said second symbol generator, wherein the first secondary game is operable independently from the second secondary game, and the second secondary game is operable independently from the first secondary game;
  - (c) activating the primary game upon a triggering event;
  - (d) placing a secondary game symbol in a location in the first secondary game after one of the first predetermined symbols is generated by said first symbol generator;
  - (e) placing a secondary game symbol in a location in the second secondary game after one of the second predetermined symbols is generated by said second symbol generator; and
  - (f) repeating steps (c) to (e) until a predetermined number of secondary game symbols occur in at least one predetermined location in at least one of said secondary games.
- 51.** The method of claim 50, wherein the first secondary game and the second secondary game are different.
- 52.** The method of claim 50, which includes randomly determining the location in at least one of said first and second secondary games in which to place the secondary game symbol.
- 53.** The method of claim 50, which includes enabling the player to determine the location in at least said first secondary game in which to place the first secondary game symbol.
- 54.** The method of claim 50, which includes providing a player an award associated with a predetermined number of secondary game symbols in at least one predetermined location in at least one of said first and second secondary games.
- 55.** The method of claim 50, wherein each of said first and second secondary games includes at least one win condition.
- 56.** The method of claim 55, which includes providing an award to a player when the win condition in at least one of said first and second secondary games occurs.
- 57.** The method of claim 50, which includes causing a cross-game symbol to function on said first symbol generator and in said first secondary game associated with said first symbol generator.
- 58.** The method of claim 57, which includes indicating a location in said first secondary game upon the display of the first cross-game symbol on the first symbol generator.
- 59.** The method of claim 58, which includes placing the first cross-game symbol in the location in the first secondary game indicated by said first cross-game symbol when one of the first predetermined symbols is generated by said first symbol generator.
- 60.** The method of claim 50, which includes operating the gaming device through a data network.
- 61.** The method of claim 60, wherein the data network is an internet.
- 62.** The method of claim 50, wherein computer instructions for implementing steps (a) to (f) are stored in a memory device.

**63.** A gaming device comprising:

- a primary game;
  - a first symbol generator in the primary game having a plurality of symbols and adapted to generate at least one first cross-game symbol;
  - a second symbol generator in the primary game having a plurality of symbols and adapted to generate at least one second cross-game symbol;
  - at least one first secondary game associated with said first symbol generator;
  - at least one second secondary game associated with said second symbol generator, wherein the first secondary game is independently operable from the second secondary game, and the second secondary game is independently operable from the first secondary game;
  - at least one display device for displaying said first and second secondary games; and
  - a processor adapted to:
    - (a) operate the first secondary game associated with said first symbol generator after the first cross-game symbol is generated by the first symbol generator, wherein said first cross-game symbol performs a function in said first secondary game, and
    - (b) operate the second secondary game associated with said second symbol generator after the second cross-game symbol is generated by the second symbol generator, wherein said second cross-game symbol performs a function in said second secondary game.
- 64.** The gaming device of claim 63, wherein the first secondary game and second secondary game are different.
- 65.** The gaming device of claim 63, wherein the first cross-game symbol is displayed upon the generation of at least one first predetermined symbol on said first symbol generator.
- 66.** The gaming device of claim 65, wherein the location of a secondary game symbol in the first secondary game is determined upon the display of the first cross-game symbol.
- 67.** The gaming device of claim 63, wherein the second cross-game symbol is displayed upon the generation of at least one second predetermined symbol on said second symbol generator.
- 68.** The gaming device of claim 63, wherein the operation of the first secondary game associated with said first symbol generator is based on the first cross-game symbol.
- 69.** The gaming device of claim 68, wherein the first cross-game symbol indicates the location of the placement of a secondary game symbol in the first secondary game.
- 70.** The gaming device of claim 68, wherein the first cross-game symbol becomes the secondary game symbol in the first secondary game.
- 71.** The gaming device of claim 63, wherein the operation of the second secondary game associated with said second symbol generator is based on the second cross-game symbol.
- 72.** A method of operating a gaming device, said method comprising:
- (a) providing a primary game including a first symbol generator and a second symbol generator, wherein
    - (i) said first symbol generator has a plurality of symbols including at least one first predetermined symbol, and



- (ii) said second symbol generator has a plurality of symbols including at least one second predetermined symbol;
  - (b) providing a first secondary game associated with said first symbol generator and a second secondary game associated with said second symbol generator, wherein the first secondary game operates independently from the second secondary game, and the second secondary game operates independently from the first secondary game;
  - (d) causing a first cross-game symbol to function on the first symbol generator and in the first secondary game associated with said first symbol generator after one of the first predetermined symbols is generated by said first symbol generator; and
  - (e) causing a second cross-game symbol to function on the second symbol generator and in the second secondary game associated with said second symbol generator after one of the second predetermined symbols is generated by said second symbol generator.
- 73.** The method of claim 72, wherein the first secondary game and the second secondary game are different.
- 74.** The method of claim 72, which includes displaying the first cross-game symbol upon the generation of at least one first predetermined symbol on said first symbol generator.
- 75.** The method of claim 72, wherein the function of the first cross-game symbol on the first symbol generator includes determining the location of a secondary game symbol in the first secondary game upon the display of the first cross-game symbol.
- 76.** The method of claim 72, wherein the function in the first secondary game of the first cross-game symbol includes indicating the location of the placement of a secondary game symbol in the first secondary game.
- 77.** The method of claim 76, which includes moving the cross-game symbol from the first symbol generator to the first secondary game.
- 78.** The method of claim 77, wherein the first cross-game symbol becomes the secondary game symbol in the first secondary game.
- 79.** The method of claim 72, wherein the second cross-game symbol is displayed upon the generation of at least one second predetermined symbol on said second symbol generator.
- 80.** The method of claim 72, wherein the function of the first cross-game symbol in the first secondary game is the same as the function of the second cross-game symbol in the second secondary game.

**81.** The method of claim 72, which includes operating the gaming device through a data network.

**82.** The method of claim 81, wherein the data network is an internet.

**83.** The method of claim 72, wherein computer instructions for implementing steps (a) to (e) are stored in a memory device.

**84.** A method of operating a gaming device, said method comprising:

- (a) providing a primary game including a first symbol generator having a plurality of symbols including at least one first cross-game symbol wherein said first cross-game symbol is adapted to:

- (i) function on the first symbol generator, and

- (ii) function in a first secondary game associated with said first symbol generator;

- (b) providing in the primary game a second symbol generator having a plurality of symbols including at least one second cross-game symbol wherein said second cross-game symbol is adapted to:

- (i) function on the second symbol generator, and

- (ii) function in a second secondary game associated with said second symbol generator;

- (c) providing a first secondary game associated with said first symbol generator and a second secondary game associated with said second symbol generator, wherein the first secondary game operates independently from the second secondary game, and operating the second secondary game operates independently from the first secondary game;

- (d) operating the first secondary game associated with said first symbol generator after one of the first cross-game symbols is generated by said first symbol generator, said first secondary game including said first cross-game symbol; and

- (e) operating the second secondary game associated with said second symbol generator after one of the second predetermined symbols is generated by said second symbol generator, said first secondary game including said first cross-game symbol.

**85.** The method of claim 84, wherein the first secondary game and the second secondary game are different.

**86.** The method of claim 84, which includes operating the gaming device through a data network.

**87.** The method of claim 86, wherein the data network is an internet.

**88.** The method of claim 84, wherein computer instructions for implementing steps (a) to (g) are stored in a memory device.

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