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(54) **GAMING DEVICE HAVING MULTIPLE AUDIO, VIDEO OR AUDIO-VIDEO EXHIBITIONS ASSOCIATED WITH RELATED SYMBOLS**

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Publication Classification

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(57) **ABSTRACT**

The present invention is a gaming device that provides a gaming device that displays a plurality of related symbols, wherein each symbol has a different exhibition associated with it. The gaming device includes a display adapted to display the symbols and the exhibitions, whereby when a symbol is selected, the display provides the associated exhibition. In one preferred embodiment, the gaming device includes an exhibition library that stores a plurality of exhibitions. Each time a symbol is selected, the gaming device selects an exhibition from the exhibition library, associates it with that symbol, and displays it.

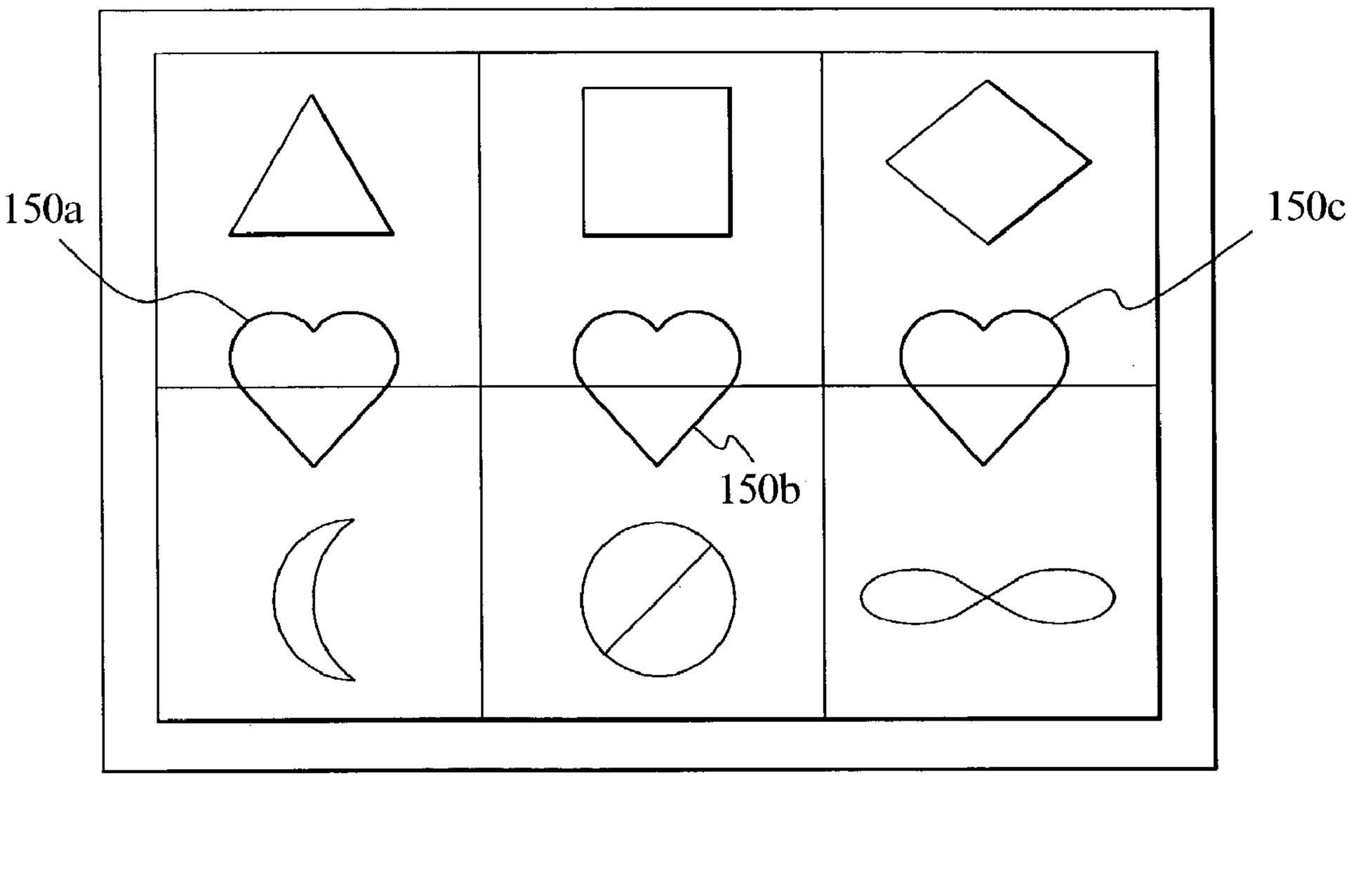


FIG. 1A

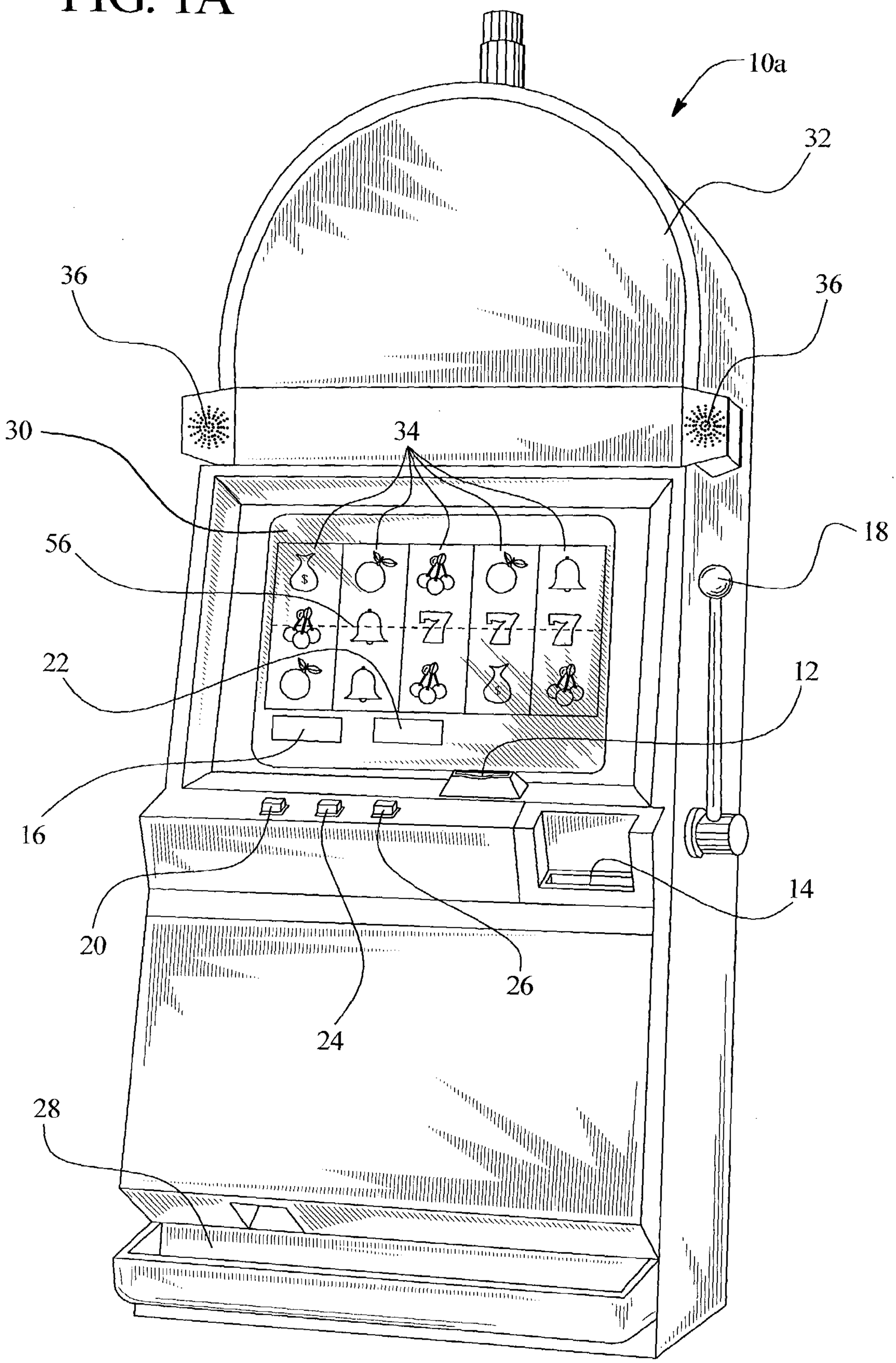


FIG. 1B

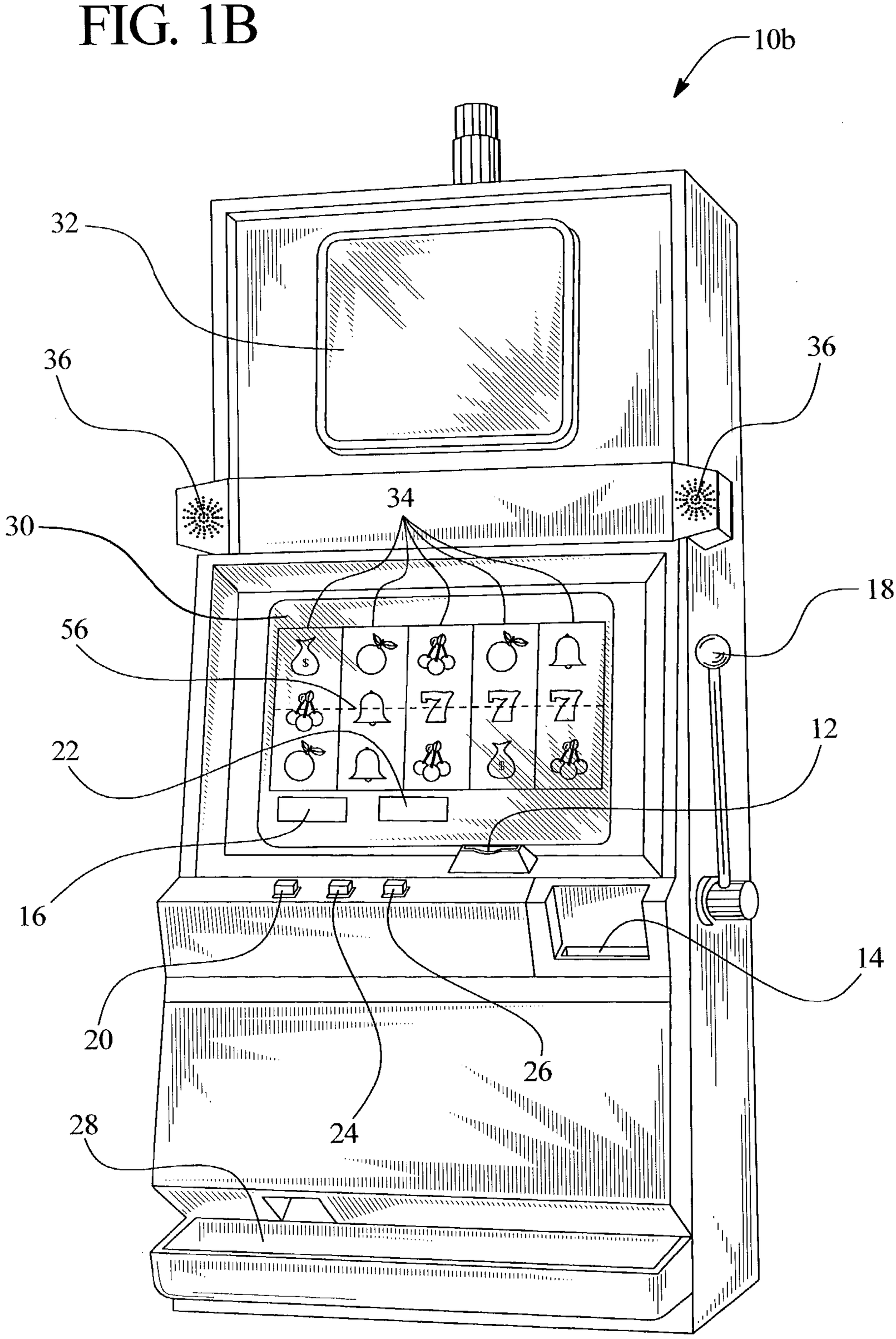


FIG. 2

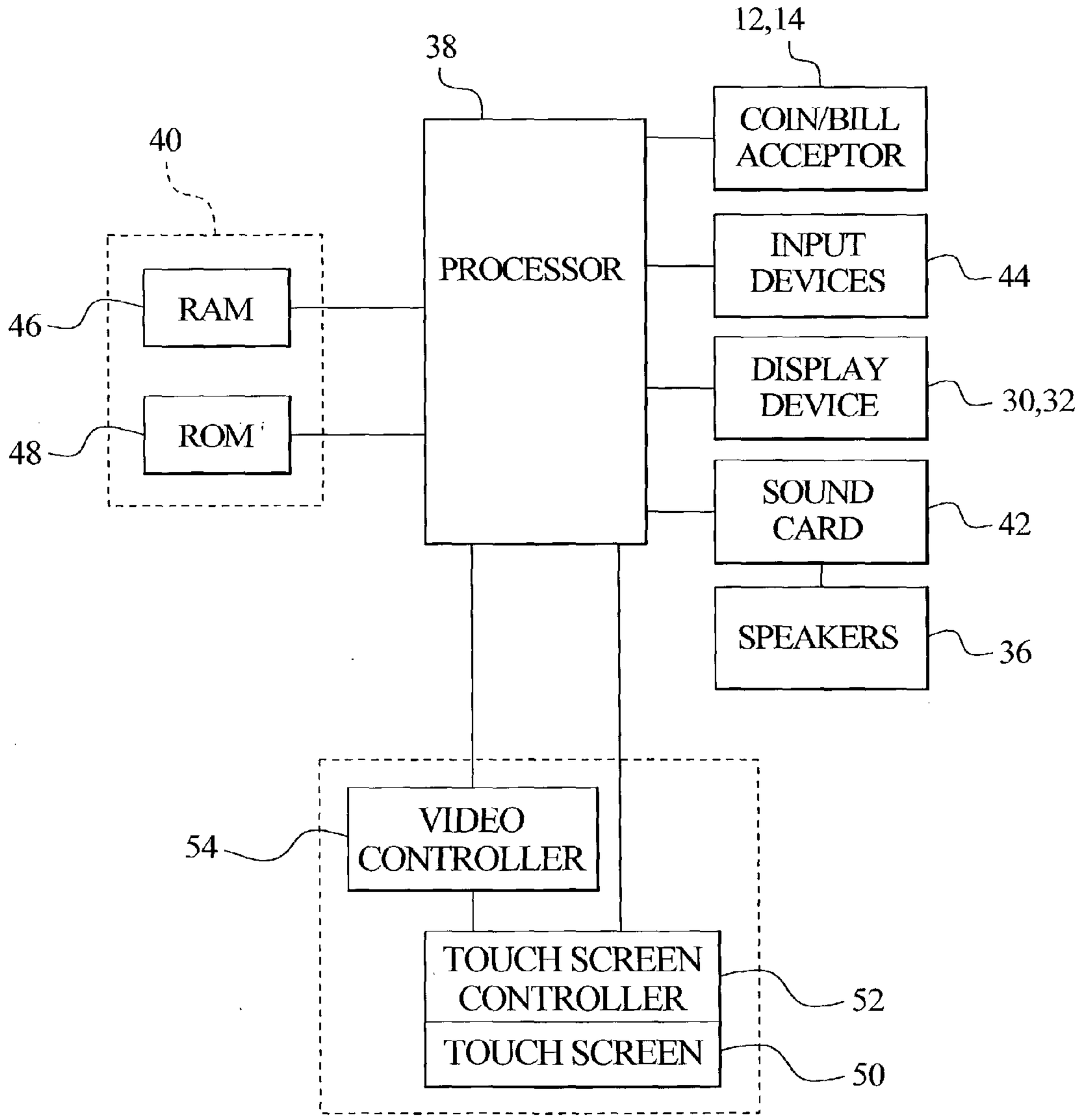

12,14
38
40
COIN/BILL ACCEPTOR
PROCESSOR
INPUT DEVICES
44
RAM
46
DISPLAY DEVICE
30,32
ROM
48
SOUND CARD
42
SPEAKERS
36
VIDEO CONTROLLER
54
TOUCH SCREEN CONTROLLER
52
TOUCH SCREEN
50

FIG. 3

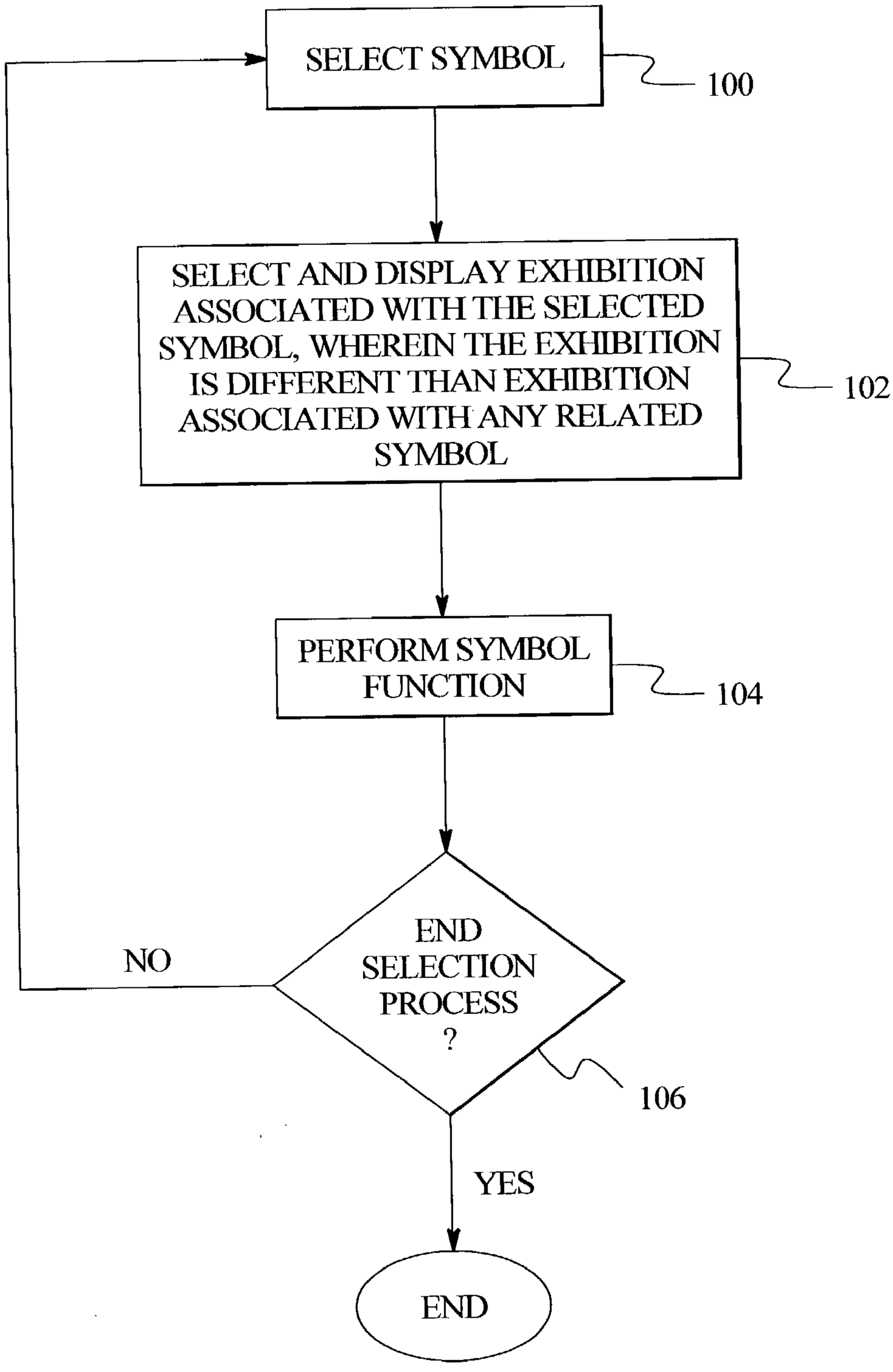
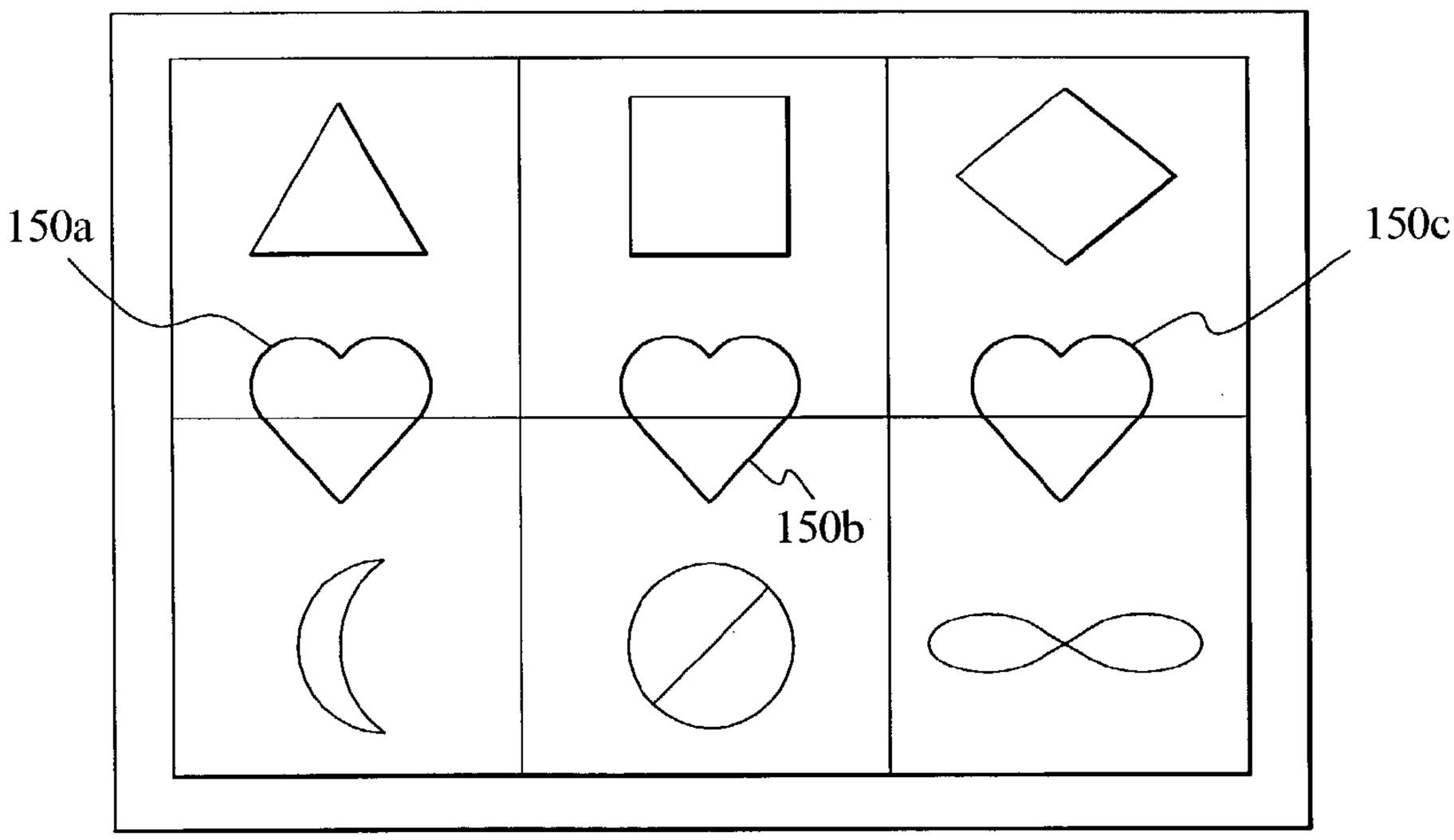

SELECT SYMBOL
100
SELECT AND DISPLAY EXHIBITION ASSOCIATED WITH THE SELECTED SYMBOL, WHEREIN THE EXHIBITION IS DIFFERENT THAN EXHIBITION ASSOCIATED WITH ANY RELATED SYMBOL
102
PERFORM SYMBOL FUNCTION
104
END SELECTION PROCESS ?
106
NO
YES
END

FIG. 4

A	E	G	C	D
H	B	C	F	H
C	F	G	B	A
D	A	H	D	G
B	E	F	E	H

FIG. 5



GAMING DEVICE HAVING MULTIPLE AUDIO, VIDEO OR AUDIO-VIDEO EXHIBITIONS ASSOCIATED WITH RELATED SYMBOLS

PRIORITY CLAIM

[0001] This application is a continuation of and claims priority to and the benefit of U.S. patent application Ser. No. 09/689,529, filed Oct. 12, 2000.

CROSS-REFERENCES TO RELATED APPLICATIONS

[0002] This application is related to the following commonly-owned copending patent applications: "GAMING DEVICE WITH TRAVELING REEL SYMBOLS," Ser. No. 09/606,928, Attorney Docket No. 0112300-007; "GAMING DEVICE WITH MULTI-PURPOSE REELS," Ser. No. 09/606,733, Attorney Docket No. 0112300-017; "GAMING DEVICE HAVING TOUCH ACTIVATED ALTERNATING OR CHANGING SYMBOL," Ser. No. 09/602,331, Attorney Docket No. 0112300-029; "GAMING DEVICE PROVIDING TOUCH ACTIVATED SYMBOL INFORMATION," Ser. No. 09/680,349, Attorney Docket No. 0112300-030; "GAMING DEVICE HAVING INTERACTING SYMBOLS," Ser. No. 09/686,308, Attorney Docket No. 0112300-144; "GAMING DEVICE WITH TRAVELING REEL SYMBOLS," Ser. No. 09/689,197, Attorney Docket No. 0112300-153; and "GAMING DEVICE HAVING A SYMBOL COVERING FEATURE," Ser. No. 09/684,275, Attorney Docket No. 0112300-154.

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DESCRIPTION

[0004] The present invention relates in general to a gaming device, and more particularly to a gaming device having multiple audio, video and audio-video exhibitions associated with related symbols to entertain players.

BACKGROUND OF THE INVENTION

[0005] Gaming devices currently exist with bonus rounds in which a player has one or more opportunities to obtain bonus awards by selecting one or more masked awards from a group or plurality of masked awards displayed to the player. When the player chooses a masked award from the group, the game removes the mask and either awards the player with a bonus value or terminates the bonus round with a bonus terminator. The outcome depends upon whether the player selects an award or a terminator.

[0006] In the above game, the controller of the gaming device randomly places a predetermined number of masked awards and terminators in the group at the beginning of the bonus round and maintains the positioning until the bonus round terminates. When the player selects a masked award, the player receives the value of the award, and the game typically displays a message that the player may continue and enables the player to select another masked award. The player then selects another masked award, and the process continues until the player selects a masked terminator. European Patent Application No. EP 0 945 837 A2 filed on Mar. 18, 1999 and assigned on its face to WMS Gaming, Inc. discloses a bonus round of this type.

[0007] Various other known gaming devices provide bonus games where the awards are masked. In such games, the masked awards are generally represented by a symbol or image displayed to the player (often on a touch screen). When the player touches or selects a symbol, the game displays an audio, video or audio-video exhibition to entertain the player. Heretofore such, audio, video and audio video exhibitions have been identical for identical or related symbols displayed by the gaming device. The players can become bored based on this repetitive play of one or more audio, video or audio-video exhibitions.

SUMMARY OF THE INVENTION

[0008] The gaming device of the present invention includes a bonus round that provides multiple different audio, video or audio-video exhibitions associated with identical or related symbols provided by the gaming device. More particularly, the gaming device of the present invention provides a plurality of symbols or images in conjunction with a primary game (such as a slot machine game) or a secondary game (such as a bonus game). Several of these symbols are identical or related in some way (i.e., they are different images of the same character or object). Such identical or related symbols are hereinafter referred to as related symbols.

[0009] The present invention provides each related symbol with different audio, video or audio-video exhibitions to entertain the player. The exhibitions associated with each related symbol may be predetermined or randomly determined from a group of exhibitions.

[0010] In the preferred embodiment, the gaming device randomly associates the exhibitions with the symbols. In one embodiment, a plurality of exhibitions are stored on the gaming device creating an exhibition library. Each time the player makes a selection, the controller randomly selects one of the exhibitions from the library and associates it with that selection (i.e., provides the exhibition to the player in an audio, video or audio-video format).

[0011] It is therefore an object of the present invention to provide a gaming device, wherein the game includes multiple audio, video or audio-video exhibitions associated with identical symbols.

[0012] 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

[0013] **FIGS. 1A and 1B** are front elevational views of a general embodiment of the gaming device of the present invention;

[0014] **FIG. 2** is a schematic block diagram of the electronic configuration of one embodiment of the gaming device of the present invention;

[0015] **FIG. 3** is flow diagram of one embodiment of the gaming scheme of the present invention;

[0016] **FIG. 4** is a front elevational view of a plurality of symbols of one embodiment of the present invention; and

[0017] **FIG. 5** is a front elevational view of a standard reel configuration with a winning combination on the payline.

DETAILED DESCRIPTION OF THE INVENTION

Gaming Device and Electronics

[0018] 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 **10***a* and gaming device **10***b,* respectively. Gaming device **10***a* and/or gaming device **10***b* 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.

[0019] 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, although they are preferably in video form.

[0020] 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 voucher 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.

[0021] 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.

[0022] 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.

[0023] 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**. In the slot machine embodiment, gaming device **10** 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 display, 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.

[0024] 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 providing sounds or playing music.

[0025] 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.

[0026] 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**. For the present invention, 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 (such as on the symbols as described below). 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.

[0027] 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 hardwired 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."

[**0028**] 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.

[**0029**] In addition to winning credits in this manner, the gaming device **10** may also provide 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 gaming machines can include one or more paylines, such as payline **56**, wherein the paylines can be horizontal, diagonal or any combination thereof.

Multiple Exhibitions

[**0030**] The present invention may be employed in a primary game or a secondary game such as a bonus round. The present invention displays a plurality of symbols. The symbols are preferably images consisting of varying graphics and having various sizes, shapes and colors. The plurality of symbols are displayed on a video or virtual display device as described above. In one preferred embodiment, a plurality of symbols are provided on the video reels or in a grid-like arrangement as illustrated in **FIG. 4**. The symbols can be aligned or spaced apart in an orderly or disorderly fashion.

[**0031**] Preferably, certain of the symbols have related characteristics including being identical symbols. For example, certain related symbols could be red-colored symbols and other related symbols could be blue-colored symbols. Symbols could, for instance, be letters of the alphabet (i.e., a pair of A's, a pair of D's, etc.). In one preferred embodiment, the related symbols are identical images of characters. Alternatively, the symbols could be related in that the symbols are different images of the same character.

[**0032**] It should also be appreciated that the related symbols could have no similarities but nonetheless belong to the same predetermined set. These symbols can be logically related, for example: a horse and buggy, drum sticks and a drum, or a rabbit and carrot. It should be appreciated that any number of related symbols may be employed in the present invention.

[**0033**] When a symbol is selected, the gaming device displays an exhibition associated with that symbol in audio, video or audio-video form. When a related symbol is selected, the gaming device preferably displays a different exhibition. In the preferred embodiment of the present invention, the gaming device displays a different exhibition for related symbols (including each identical symbol selected). Referring now to **FIG. 3**, the symbol is selected as indicated by block **100**, the game displays the exhibition associated with the selected symbol as indicated by block **102**, wherein the exhibition is different than the exhibition associated with any related symbol, the game performs the symbol function as indicated by block **104** and repeats the process if the selection process does not end as indicated by diamond **106**.

[**0034**] In one embodiment, the symbols represent different characters from television programs or movies, while the exhibitions represent audio, video or audio-video sounds or images associated with those characters from the television programs or the movies.

[**0035**] In the preferred embodiment, the gaming device **10** randomly associates the different exhibitions with the related symbols. In one embodiment, a plurality of exhibitions are stored in the memory device **40** of the gaming device **10** creating an exhibition library. It should be appreciated that in one preferred embodiment, the number of exhibitions stored in the library at least equal and preferably exceed, the number of symbols simultaneously provided by the game. Each time the player selects a symbol, the controller randomly selects one of the exhibitions from the library and associates it with that symbol. This type of event can occur without player input. The gaming device can determine if an exhibition is to be played and automatically select an exhibition to show to the player, for instance to celebrate, highlight or describe a win in a base game or bonus round.

[**0036**] In one preferred embodiment of the present invention, after an exhibition is displayed it is eliminated from the available exhibitions in the library until the next implementation (such as a new primary game or bonus round). That eliminated exhibition is not used (i.e., displayed) for the remainder of the implementation. In another embodiment, the exhibition is returned to library so that it has a chance of being selected again in the bonus round. In yet another embodiment of the present invention, one exhibition is associated with each symbol. That is, at the initiation of the bonus round, the controller selects one exhibition from the library and associates it with one symbol, so that each particular symbol in an implementation has its own associated exhibition, different from all the other related symbols. Thereafter, any time that symbol is selected only that exhibition is provided.

[**0037**] Preferably the game device **10** rearranges the symbols and exhibitions associated with the symbols each time a new implementation begins. The rearrangement prevents the symbols from being located in the same place, for instance on the grid **100**, from one implementation to the next implementation.

[0038] The present invention offer players additional entertainment because the player does not know what exhibition the player will receive when the player selects related symbols. It should be appreciated that different exhibitions could include some similar or the same features, frames or images. For instance, two exhibitions associated with an identical symbol could include identical first frames or identical last frames. The first and last frames of an exhibition could also be identical to create a looping effect. The last frame of one exhibition could also be the first frame of another exhibition. It should be appreciated that the occurrence of an event such as a win or loss could determine which exhibition is provided to the player.

[0039] A further alternative embodiment of the present invention is illustrated in **FIG. 5** which displays a conventional video reel. In this embodiment, an exhibition from the exhibition library is associated with two or more symbols on a payline when the symbols result in or cause a win or other event for the player. In different games, different exhibitions are associated with such symbols. For example, in **FIG. 5**, the same exhibition would be associated with each of the heart symbols **150***a*, **150***b* and **150***c*, but in a subsequent game, a different exhibition would be associated with the heart symbols. It should also be appreciated that the exhibition could be selected based on predetermined criteria such as when a symbol is used or what other symbols are combined with said symbol.

[0040] While the present invention is described in connection with what is presently considered to be the most practical and preferred embodiments, it should be appreciated that the invention is not limited to the disclosed embodiments, and is intended to cover various modifications and equivalent arrangements included within the spirit and scope of the claims. Modifications and variations in the present invention may be made without departing from the novel aspects of the invention as defined in the claims, and this application is limited only by the scope of the claims.

The invention is claimed as follows:

1. A gaming device having a game operable upon a wager, the gaming device comprising:

a plurality of symbols in the game, the symbols including a plurality of identical first symbols;

a plurality of exhibitions associated with said symbols including a different exhibition associated with each identical first symbol, each exhibition including a plurality of images and said different exhibitions each including a plurality of different images; and

a display device which displays the symbols and at least one of the exhibitions associated with one of the symbols following an event in the game.

2. The gaming device of claim 1, wherein the event includes a player input of a selection of one of the symbols.

3. The gaming device of claim 1, wherein the display device has an electronic configuration adapted to receive input from a processor.

4. The gaming device of claim 1, wherein the display device has an electronic configuration adapted to receive input through a network.

5. The gaming device of claim 4, wherein the network is selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

6. The gaming device of claim 1, wherein the display device has an electronic configuration adapted to receive input which randomly determines which different exhibitions are associated with the identical first symbols.

7. A gaming device having a game operable upon a wager, the gaming device comprising:

a plurality of symbols including a plurality of related symbols;

a different exhibition associated with each of the related symbols; each different exhibition including a plurality of frames including an identical first frame; and

a display device which displays the symbols and one of the exhibitions associated with at least one of the symbols following an event in the game.

8. The gaming device of claim 7, wherein the event includes a player input of a selection of one of the symbols.

9. The gaming device of claim 7, wherein the display device has an electronic configuration adapted to receive input from a processor.

10. The gaming device of claim 7, wherein the display device has an electronic configuration adapted to receive input through a network.

11. The gaming device of claim 10, wherein the network is selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

12. The gaming device of claim 7, wherein the display device has an electronic configuration adapted to receive input which randomly determines which different exhibitions are associated with the related symbols.

13. A gaming device having a game operable upon a wager, the gaming device comprising:

a plurality of symbols including a plurality of first symbols each having a characteristic of a motion picture;

a different portion of said motion picture associated with each first symbol; and

a display device which displays the first symbols and one of the different portions of the motion picture associated with at least one of the first symbols following an event in the game.

14. The gaming device of claim 13, wherein the event includes a player input of a selection of one of the symbols.

15. The gaming device of claim 13, wherein the display device has an electronic configuration adapted to receive input from a processor.

16. The gaming device of claim 13, wherein the display device has an electronic configuration adapted to receive input through a network.

17. The gaming device of claim 16, wherein the network is selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

18. The gaming device of claim 13, wherein the display device has an electronic configuration adapted to receive input which randomly determines which different portions of the motion picture are associated with the first symbols.

19. The gaming device of claim 13, wherein the characteristic of the motion picture is selected from the group consisting of theme, plot, title, character, and scene.

20. The gaming device of claim 13, wherein the motion picture includes a movie.

21. The gaming device of claim 13, wherein the motion picture includes a television program.

22. A gaming device having a game operable upon a wager, the gaming device comprising:

a plurality of different images of one character, each image having a different characteristic;

a plurality of exhibitions of said character, a different exhibition associated with each image of said character, each said exhibition including a plurality of frames and wherein the first frame of each exhibition is the image of the character; and

a display device which displays the images and one of the exhibitions associated with at least one of the images following an event in the game.

23. The gaming device of claim 22, wherein the event includes a player input of a selection of one of the images.

24. The gaming device of claim 22, wherein the display device has an electronic configuration adapted to receive input from a processor.

25. The gaming device of claim 22, wherein the display device has an electronic configuration adapted to receive input through a network.

26. The gaming device of claim 22, wherein the network is selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

27. The gaming device of claim 22, wherein the display device has an electronic configuration adapted to receive input which randomly determines which of the exhibitions are associated with the images of the character.

28. The gaming device of claim 22, wherein the characteristic is selected from the group consisting of color, size, shape and position.

29. A gaming device having a game operable upon a wager, the gaming device comprising:

a plurality of symbols having an identical identity;

a different exhibition associated with each of the symbols; and

a display device which displays the symbols and one of the exhibitions associated with at least one of the symbols following an event in the game.

30. The gaming device of claim 29, wherein the exhibitions are selected from the group consisting of a visual exhibition and an audiovisual exhibition.

31. The gaming device of claim 29, wherein the event includes a player input selecting one of the symbols.

32. The gaming device of claim 29, wherein the display device has an electronic configuration adapted to receive input from a processor.

33. The gaming device of claim 29, wherein the display device has an electronic configuration adapted to receive input through a network.

34. The gaming device of claim 33, wherein the network is selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

35. The gaming device of claim 29, wherein the display device has an electronic configuration adapted to receive input which randomly determines which of the exhibitions are associated with the symbols.

36. The gaming device of claim 29, wherein the symbols include a character.

37. The gaming device of claim 36, wherein a plurality of the symbols have a difference selected from the group consisting of difference in color, difference in expression, difference in position and difference in outfit.

38. A gaming device having a game operable on a wager, the gaming device comprising:

a plurality of symbols, at least one of the symbols including a variation of another one of the symbols;

a different exhibition associated with each of the symbols; and

at least one output device which displays the symbols and produces one of the exhibitions associated with at least one of the symbols following an event in the game.

39. The gaming device of claim 38, wherein the exhibitions are selected from the group consisting of an audio exhibition, a visual exhibition and an audio-visual exhibition.

40. The gaming device of claim 38, wherein the variation includes a change in color.

41. The gaming device of claim 38, wherein a plurality of the symbols include characters and the variation includes a change selected from the group consisting of change in expression, change in outfit and change in position.

42. The gaming device of claim 38, wherein the event includes a player input of a selection of one of the symbols.

43. The gaming device of claim 38, wherein the output device has an electronic configuration adapted to receive input from a processor.

44. The gaming device of claim 38, wherein the output device has an electronic configuration adapted to receive input through a network.

45. The gaming device of claim 44, wherein the network is selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

46. The gaming device of claim 38, wherein the output device has an electronic configuration adapted to receive input which randomly determines which of the exhibitions are associated with the symbols.

47. The gaming device of claim 38, wherein the output device includes a display device.

48. The gaming device of claim 47, wherein the output device includes at least one speaker.

49. A gaming device having a game operable upon a wager, the gaming device in communication with a processor, the processor in communication with a memory device, said memory device storing instructions which direct the processor to:

(a) begin the game;

(b) display a plurality of symbols, at least one of the symbols including a variation of another one of the symbols;

(c) determine a designated event;

(d) retrieve an exhibition from a group of different exhibitions, the group including at least one exhibition

associated with one of the symbols and at least one different exhibition associated with a different one of the symbols; and

(e) produce the retrieved exhibition.

50. The gaming device of claim 49, wherein the exhibitions are selected from the group consisting of an audio exhibition, a visual exhibition and an audio-visual exhibition.

51. The gaming device of claim 49, wherein the variation is a change selected from the group consisting of a change in color, a change in shape, a change in size, a change in expression, a change in position and a change in outfit.

52. The gaming device of claim 49, wherein a plurality of the symbols are characters having an identical identity.

53. A gaming device having a game operable on a wager, the gaming device comprising:

a plurality of reels;

at least one reel symbol on at least one of the reels;

a plurality of different exhibitions associated with the reel symbol; and

at least one output device which displays the reels and the reel symbol and produces one of the exhibitions following an event in the bonus game.

54. The gaming device of claim 53, wherein the exhibitions are selected from the group consisting of an audio exhibition, a visual exhibition and an audio-visual exhibition.

55. The gaming device of claim 53, wherein the event includes a player input.

56. The gaming device of claim 53, wherein the output device has an electronic configuration adapted to receive input from a processor.

57. The gaming device of claim 53, wherein the output device has an electronic configuration adapted to receive input through a network.

58. The gaming device of claim 57, wherein the network is selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

59. The gaming device of claim 53, wherein the output device has an electronic configuration adapted to receive input which randomly determines which of the exhibitions will be produced.

60. The gaming device of claim 53, wherein the output device includes a display device.

61. The gaming device of claim 60, wherein the output device includes at least one speaker.

62. A method for operating a gaming device having a game operable upon a wager, the method comprising:

(a) initiating the game;

(b) displaying a plurality of symbols including a plurality of identical first symbols;

(c) providing a different exhibition associated with each of the identical first symbols;

(d) causing an event in the game to occur; and

(e) producing the exhibition associated with one of the identical first symbols after the occurrence of the event.

63. The method of claim 62, wherein the step of producing the exhibition includes the step of producing an exhibition selected from the group consisting of an audio exhibition, a visual exhibition and an audio-visual exhibition.

64. The method of claim 62, which includes the step of enabling the player to select at least one of the symbols.

65. The method of claim 62, wherein the step of enabling an event in the game to occur includes the step of enabling a player input to occur.

66. The method of claim 62, which includes the step of communicating with a processor.

67. The method of claim 62, which includes the step of receiving signals through a network.

68. The method of claim 62, which includes the step of receiving signals through a network selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

69. The method of claim 62, which includes the step of randomly determining which different exhibitions are associated with the identical first symbols.

70. A method of operating a gaming device having a game operable upon a wager, the method comprising:

(a) beginning the game;

(b) providing a plurality of symbols including a plurality of related symbols;

(c) providing a different exhibition associated with each of the related symbols, each different exhibition including a plurality of frames including an identical first frame;

(d) displaying the symbols;

(e) causing an event in the game to occur; and

(f) displaying one of the exhibitions associated with at least one of the symbols after the occurrence of the event.

71. The method of claim 70, which includes the step of enabling a player to select at least one of the symbols.

72. The method of claim 70, wherein the step of enabling an event in the game to occur includes the step of enabling a player input to occur.

73. The method of claim 70, which includes the step of communicating with a processor.

74. The method of claim 70, which includes the step of receiving signals through a network.

75. The method of claim 70, which includes the step of receiving signals through a network selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

76. The method of claim 70, which includes the step of randomly determining which of the different exhibitions are associated with the related symbols.

77. A method of operating a gaming device having a game operable upon a wager, the method comprising:

(a) beginning the game;

(b) providing a plurality of symbols including a plurality of first symbols having a characteristic of a motion picture;

(c) providing a different portion of said motion picture associated with each first symbol;

(d) displaying the first symbols;

(e) causing event in the game to occur; and

(f) displaying one of the different portions of the motion picture associated with at least one of the first symbols after the occurrence of the event.

78. The method of claim 77, which includes the step of enabling a player to select at least one of the symbols.

79. The method of claim 77, wherein the step of enabling an event in the game to occur includes the step of enabling a player input to occur.

80. The method of claim 77, which includes the step of communicating with a processor.

81. The method of claim 77, which includes the step of receiving signals through a network.

82. The method of claim 77, which includes the step of receiving signals through a network selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

83. The method of claim 77, which includes the step of randomly determining which of the different portions of the motion picture are associated with the first symbols.

84. A method of operating a gaming device having a game operable upon a wager, the method comprising:

(a) beginning the game;

(b) providing a plurality of different images of one character, each image having a different characteristic;

(c) providing a plurality of exhibitions of said character, a different exhibition associated with each image of said character, each said exhibition including a plurality of frames and wherein the first frame of each exhibition is the image of the character;

(d) displaying the images of the character;

(e) causing an event in the game to occur; and

(f) displaying one of the exhibitions associated with at least one of the images after the occurrence of the event.

85. The method of claim 84, which includes the step of enabling a player to select at least one of the symbols.

86. The method of claim 84, wherein the step of enabling an event in the game to occur includes the step of enabling a player input to occur.

87. The method of claim 84, which includes the step of communicating with a processor.

88. The method of claim 84, which includes the step of receiving signals through a network.

89. The method of claim 84, which includes the step of receiving signals through a network selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

90. The method of claim 84, which includes the step of randomly determining which of the different exhibitions are associated with the images of the character.

91. A method of operating a gaming device having a game operable upon a wager, the method comprising:

(a) beginning the game;

(b) displaying a plurality of reels including a plurality of reel symbols;

(c) displaying at least one of said reel symbols on at least one of the reels;

(d) providing a plurality of different exhibitions associated with said reel symbol;

(e) causing a designated event in the game to occur; and

(f) producing one of the exhibitions after the occurrence of the designated event.

92. The method of claim 91, wherein the step of producing one of the exhibitions includes the step of producing an exhibition selected from the group consisting of an audio exhibition, a visual exhibition and an audio-visual exhibition.

93. The method of claim 91, wherein the step of producing one of the exhibitions includes the step of randomly selecting said exhibition from a set of exhibitions.

94. The method of claim 91, which includes the step of enabling the player to select the reel symbol.

95. The method of claim 91, wherein the step of enabling an event in the game to occur includes the step of enabling a player input to occur.

96. The method of claim 91, which includes the step of communicating with a processor.

97. The method of claim 91, which includes the step of receiving signals through a network.

98. The method of claim 91, which includes the step of receiving signals through a network selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

99. The method of claim 91, wherein the step of providing a plurality of different exhibitions associated with the reel symbol includes the step of randomly determining which of the different exhibitions are associated with the reel symbol.

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