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(54) **GAMING DEVICE WITH TRAVELING REEL SYMBOLS**

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Publication Classification

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(52) **U.S. Cl.** **463/20**

(57) **ABSTRACT**

The present invention relates to a gaming device feature which involves one or more symbols which travel from one location to a randomly determined location on one or more reels. The travel can occur at any time during a primary game or bonus round, however it preferably occurs to accompany an outcome such as a value award. This travel feature provides players with engaging entertainment and increases player enjoyment.

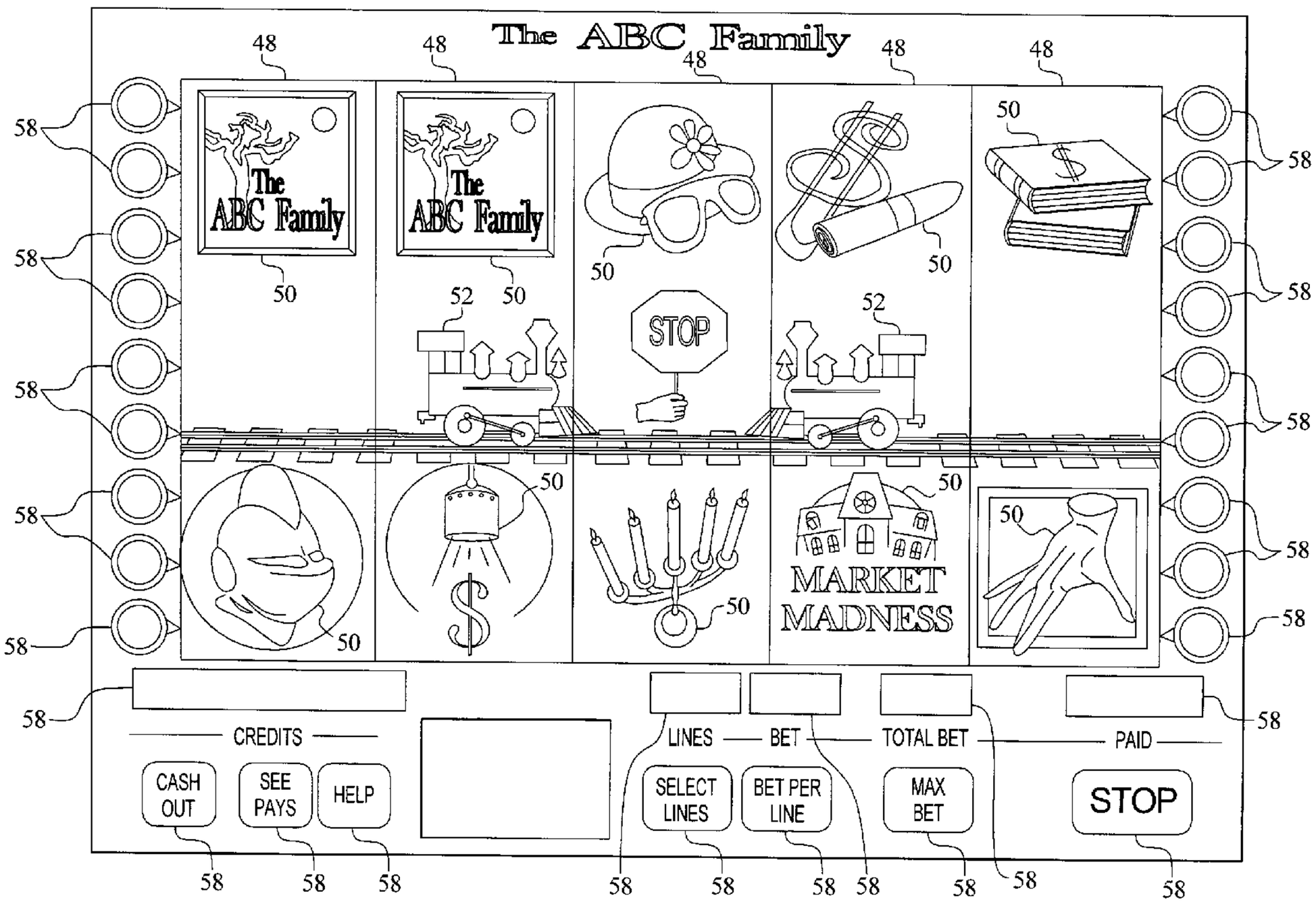


FIG. 1

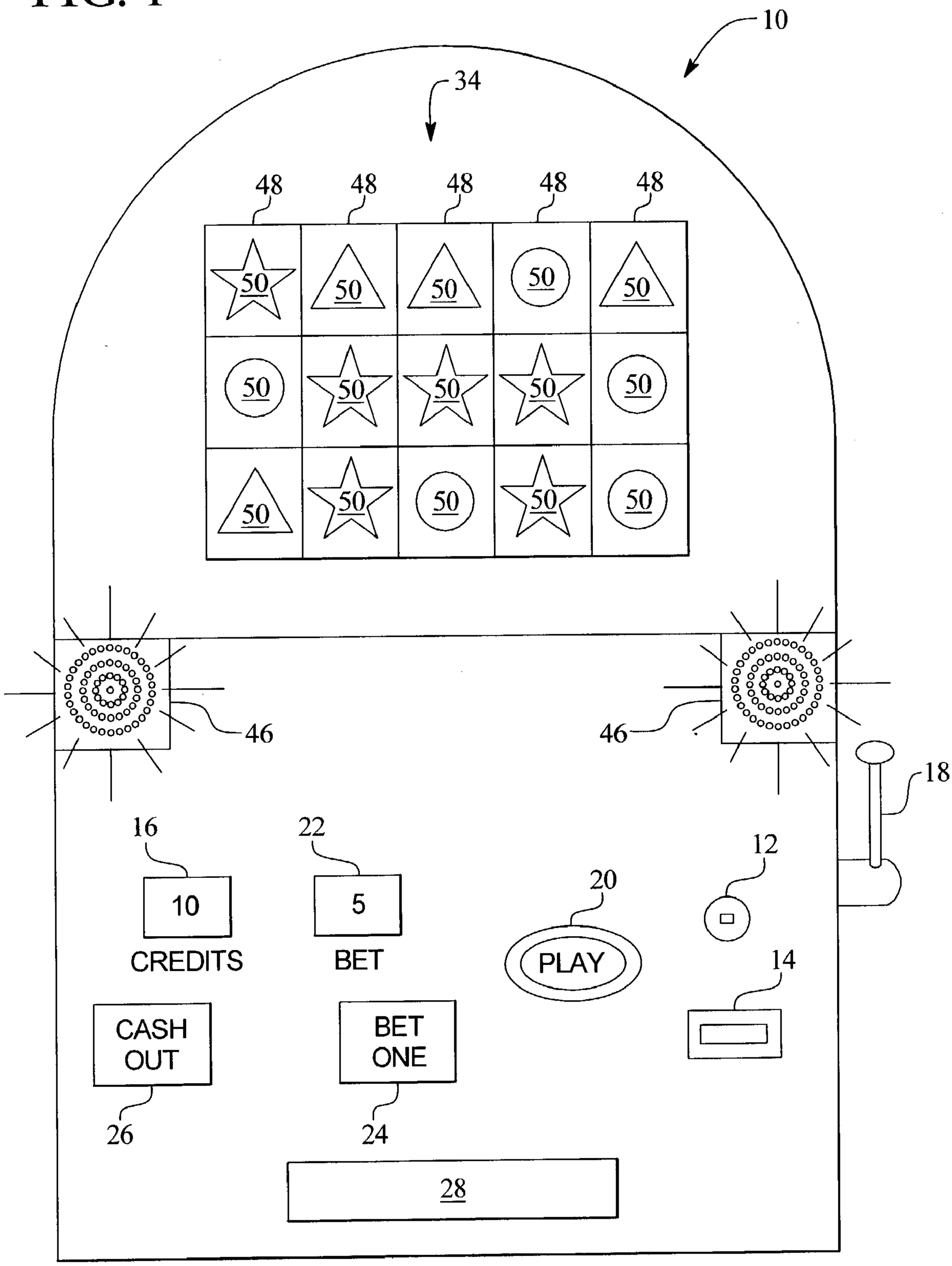

10
34
48
48
48
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48
50
50
50
50
50
50
50
50
50
50
50
50
50
50
50
46
46
18
16
10
CREDITS
22
5
BET
20
PLAY
12
14
CASH OUT
26
BET ONE
24
28

FIG. 2

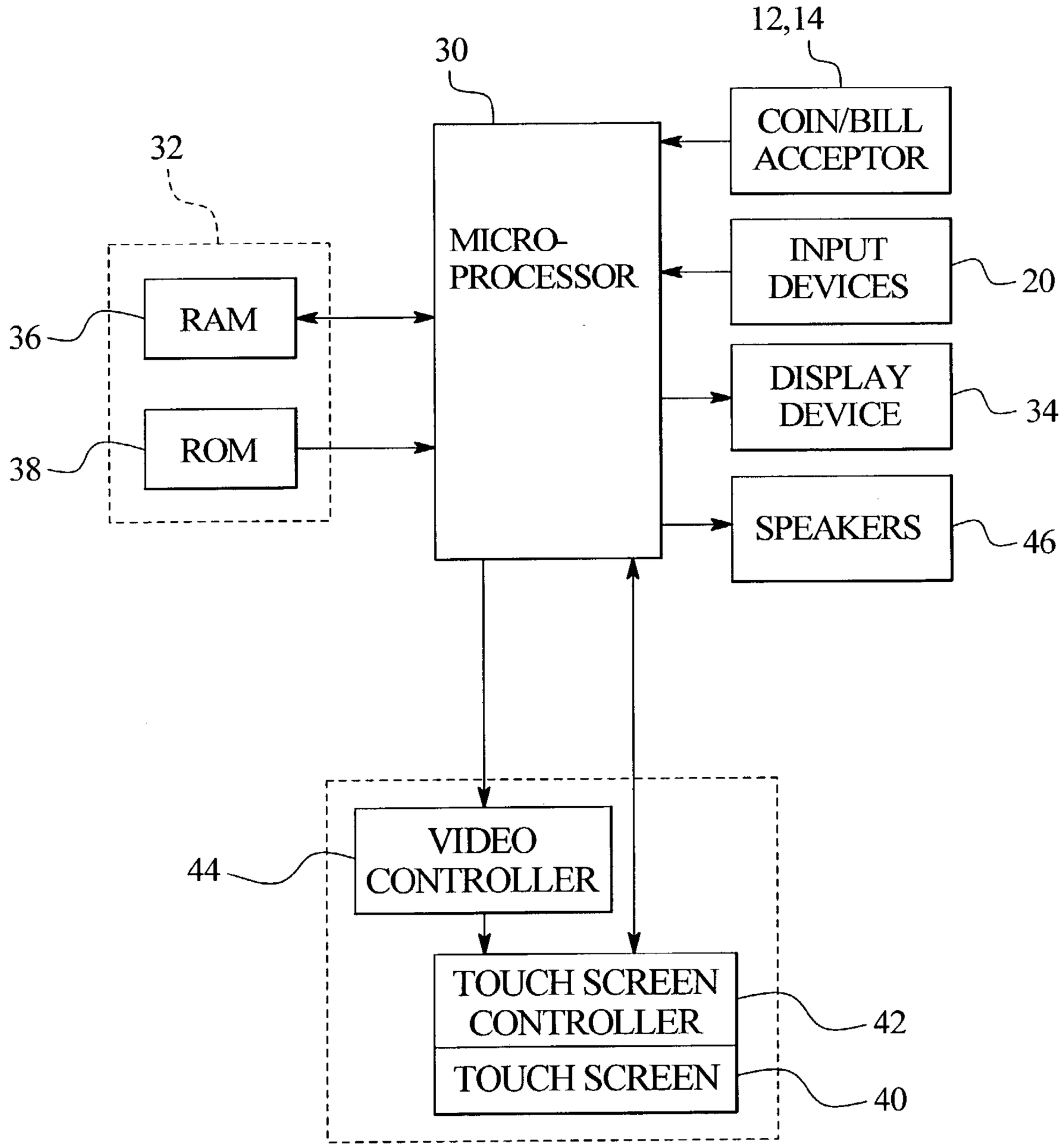

12,14
30
32
COIN/BILL ACCEPTOR
MICRO-PROCESSOR
INPUT DEVICES
20
RAM
36
ROM
38
DISPLAY DEVICE
34
SPEAKERS
46
VIDEO CONTROLLER
44
TOUCH SCREEN CONTROLLER
42
TOUCH SCREEN
40

FIG. 3

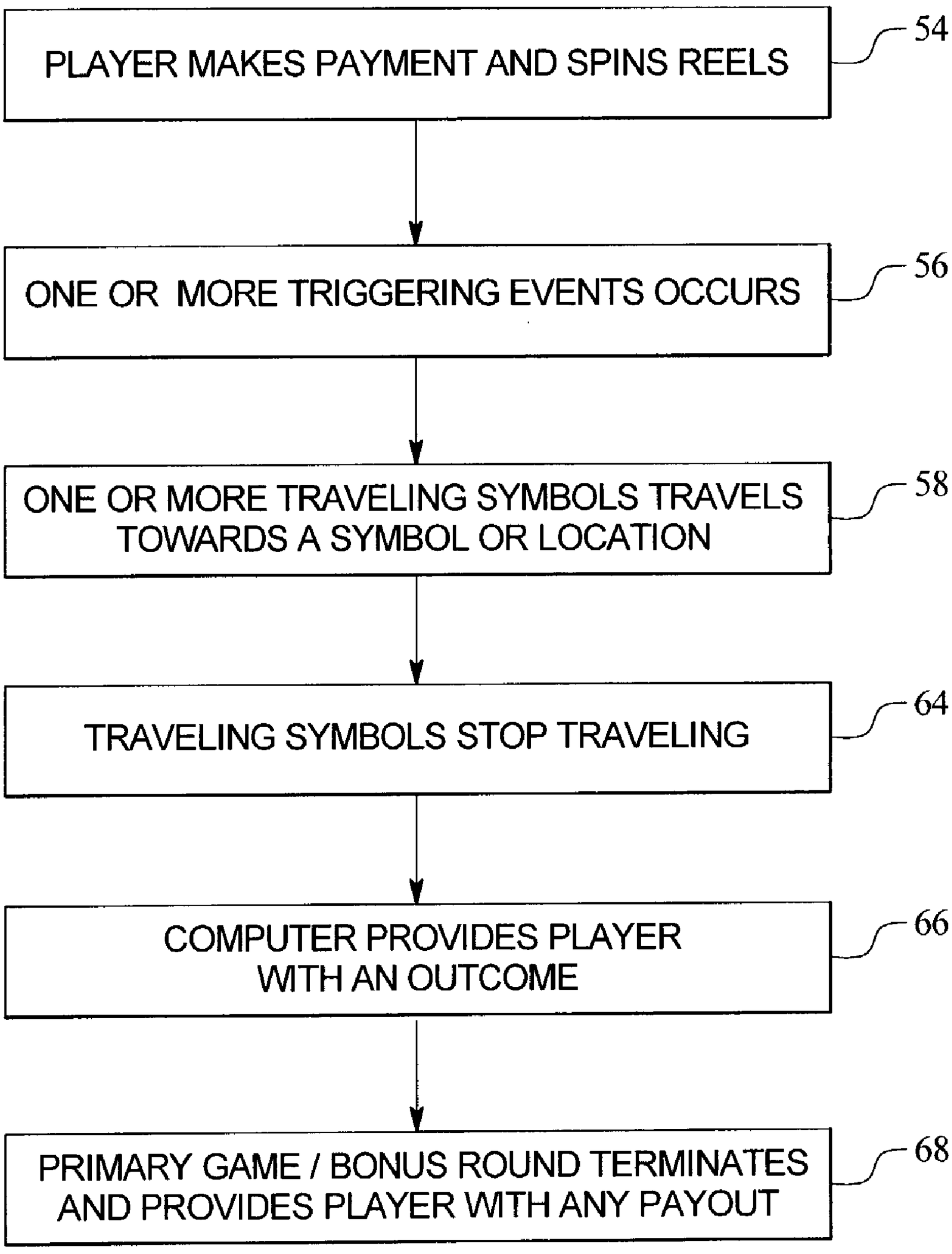

PLAYER MAKES PAYMENT AND SPINS REELS
54
ONE OR MORE TRIGGERING EVENTS OCCURS
56
ONE OR MORE TRAVELING SYMBOLS TRAVELS TOWARDS A SYMBOL OR LOCATION
58
TRAVELING SYMBOLS STOP TRAVELING
64
COMPUTER PROVIDES PLAYER WITH AN OUTCOME
66
PRIMARY GAME / BONUS ROUND TERMINATES AND PROVIDES PLAYER WITH ANY PAYOUT
68

FIG. 4

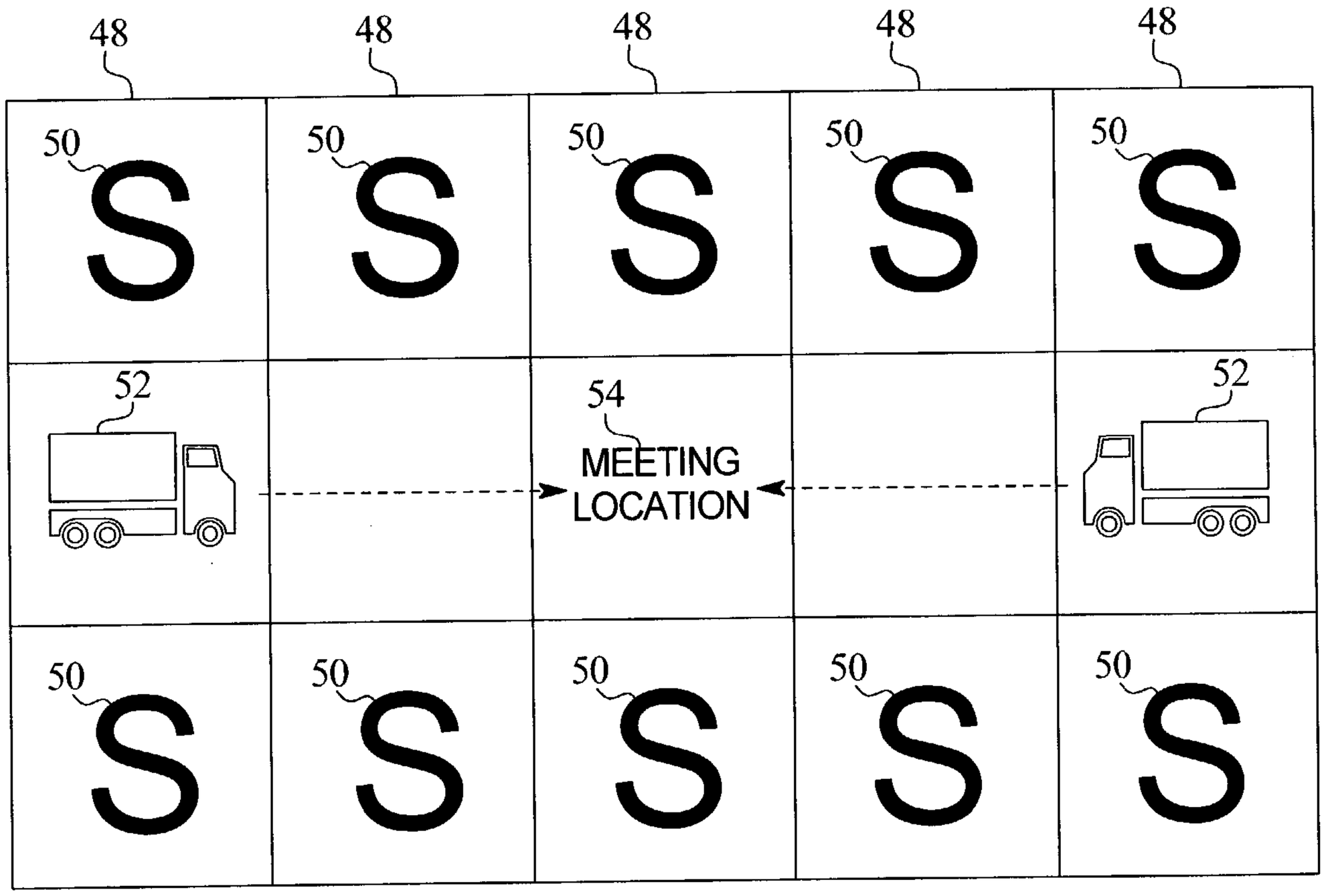

48
48
48
48
48
50
50
50
50
50
52
54
MEETING
LOCATION
52
50
50
50
50
50

FIG. 5

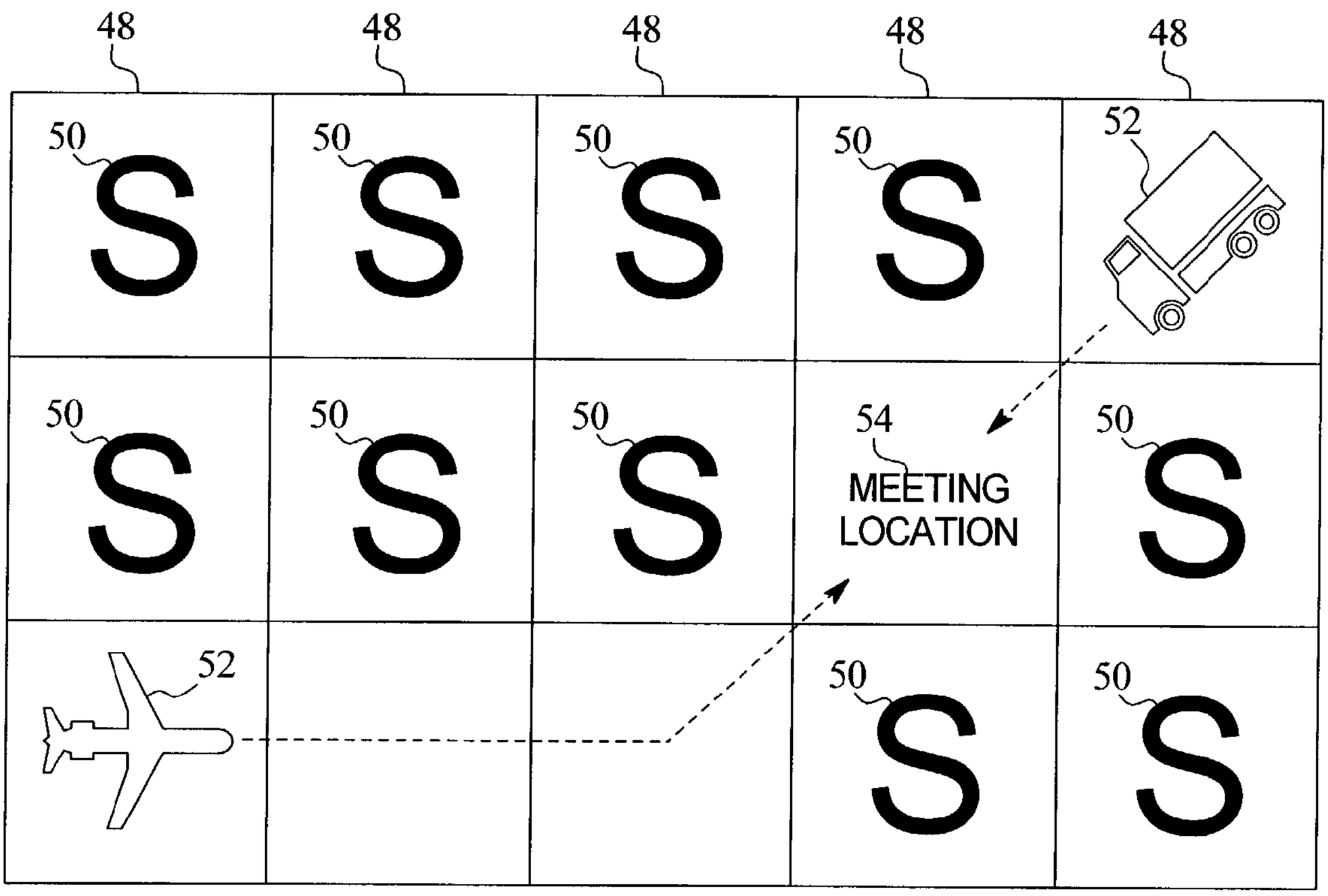


FIG. 6

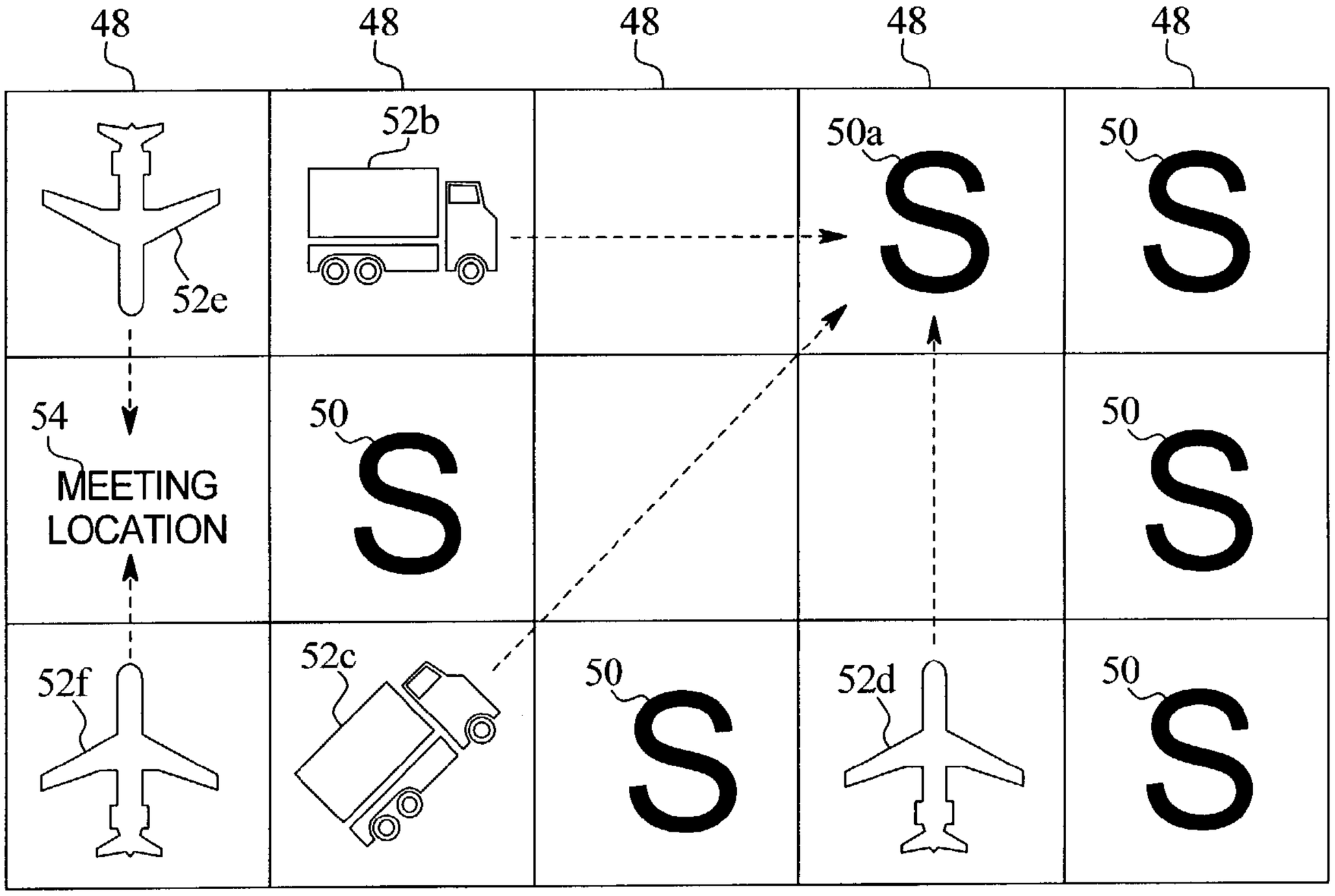

48
48
48
48
48
52b
50a
50
52e
54
MEETING
LOCATION
50
50
50
52f
52c
50
52d
50

FIG. 7

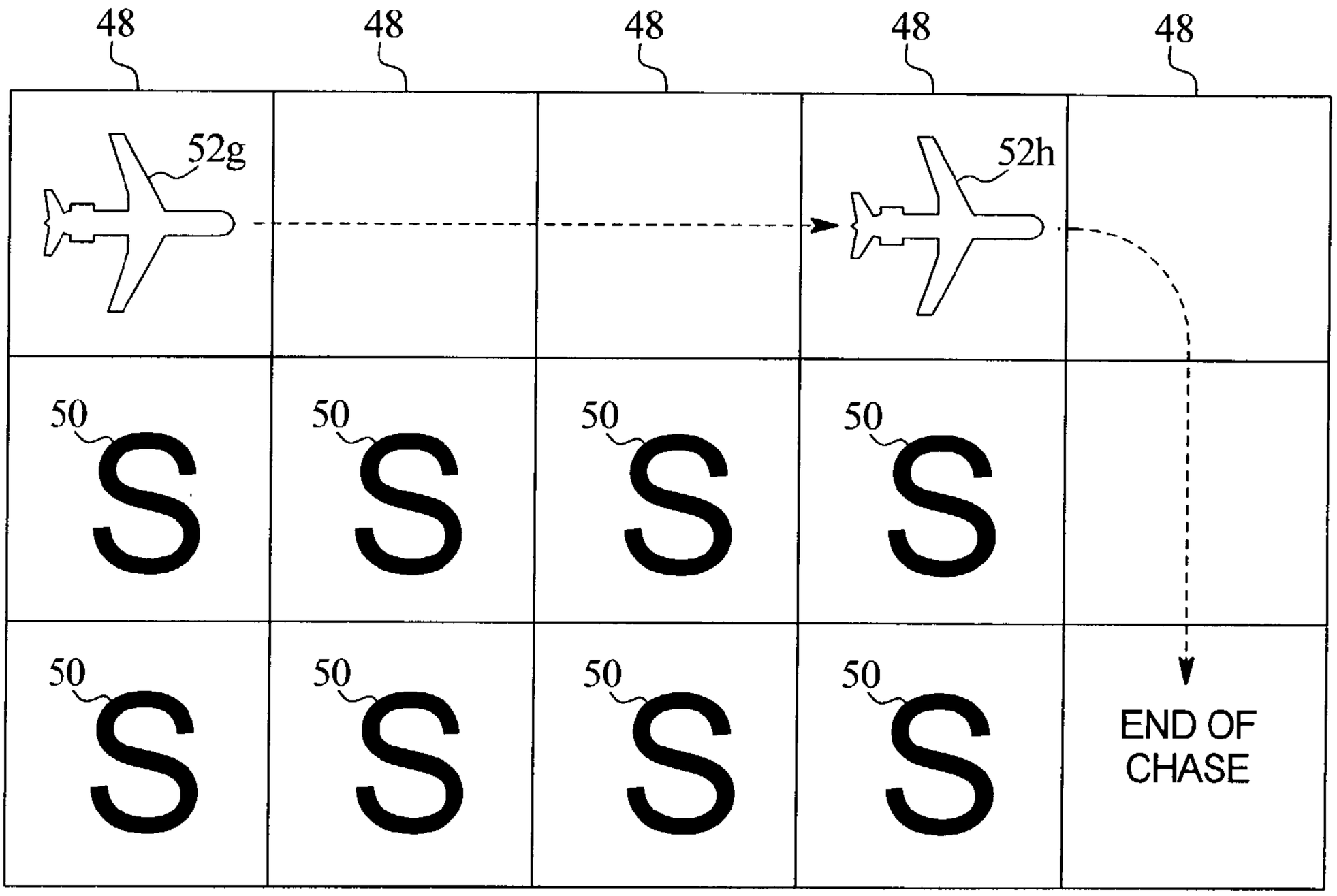


FIG. 8

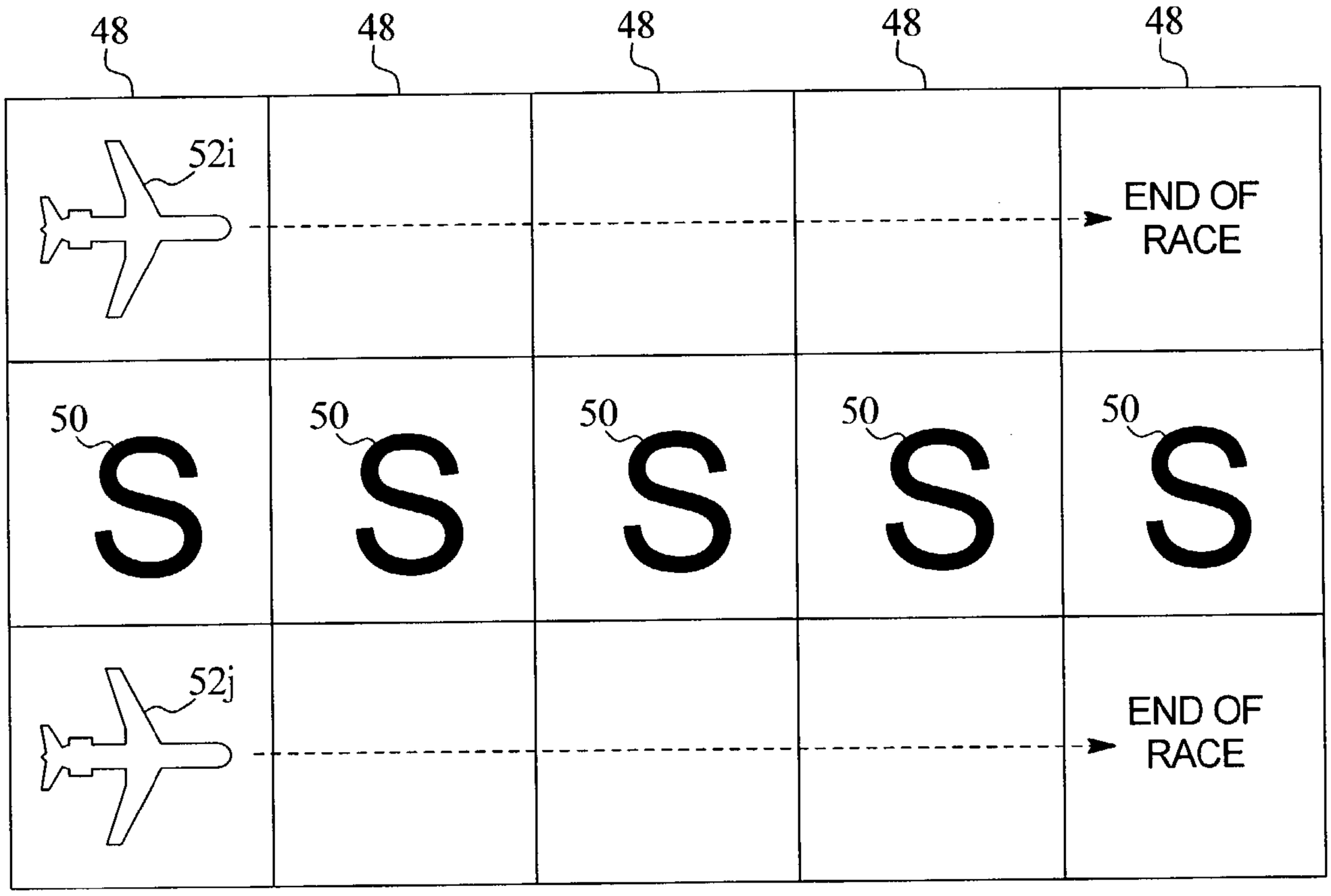


FIG. 9

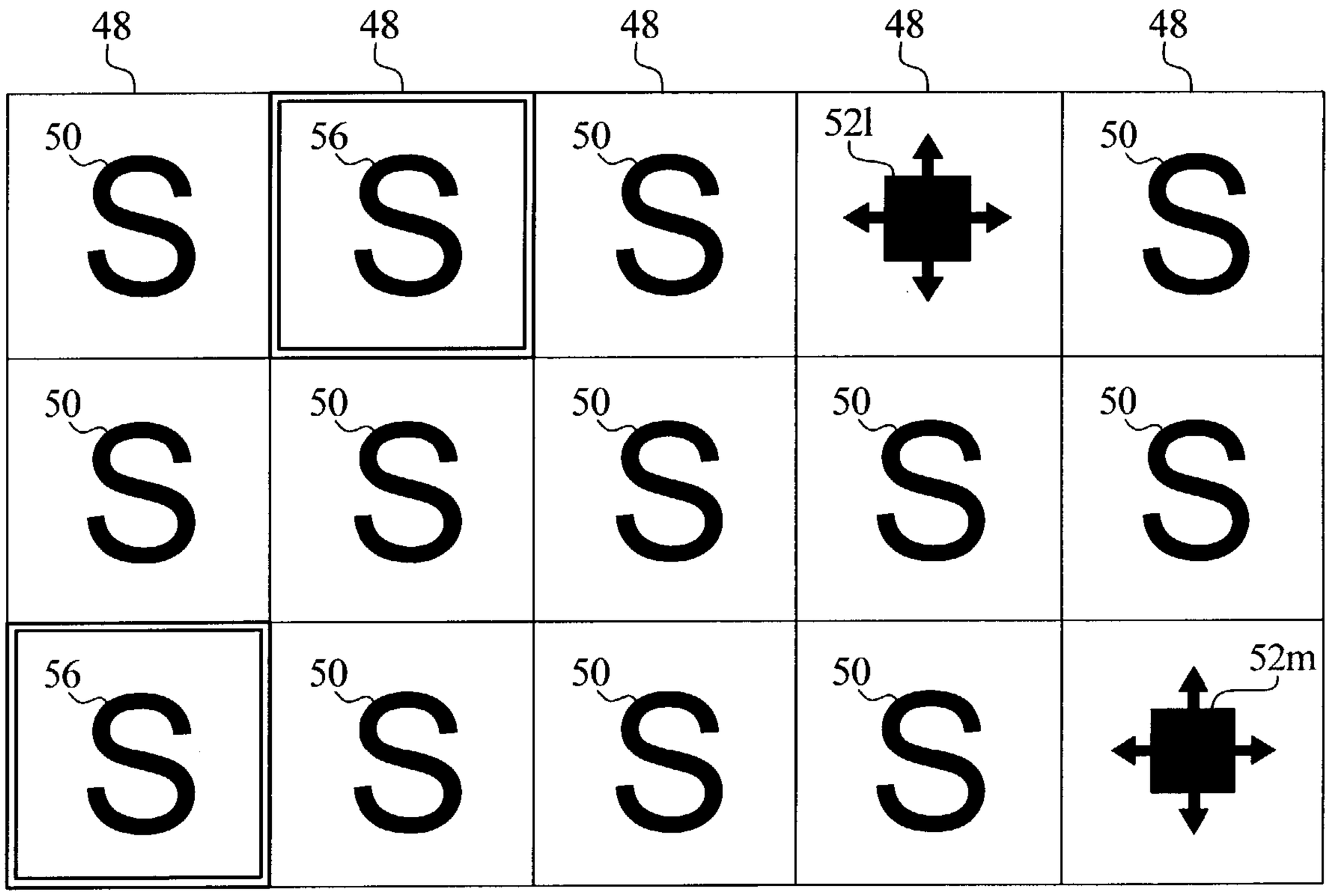
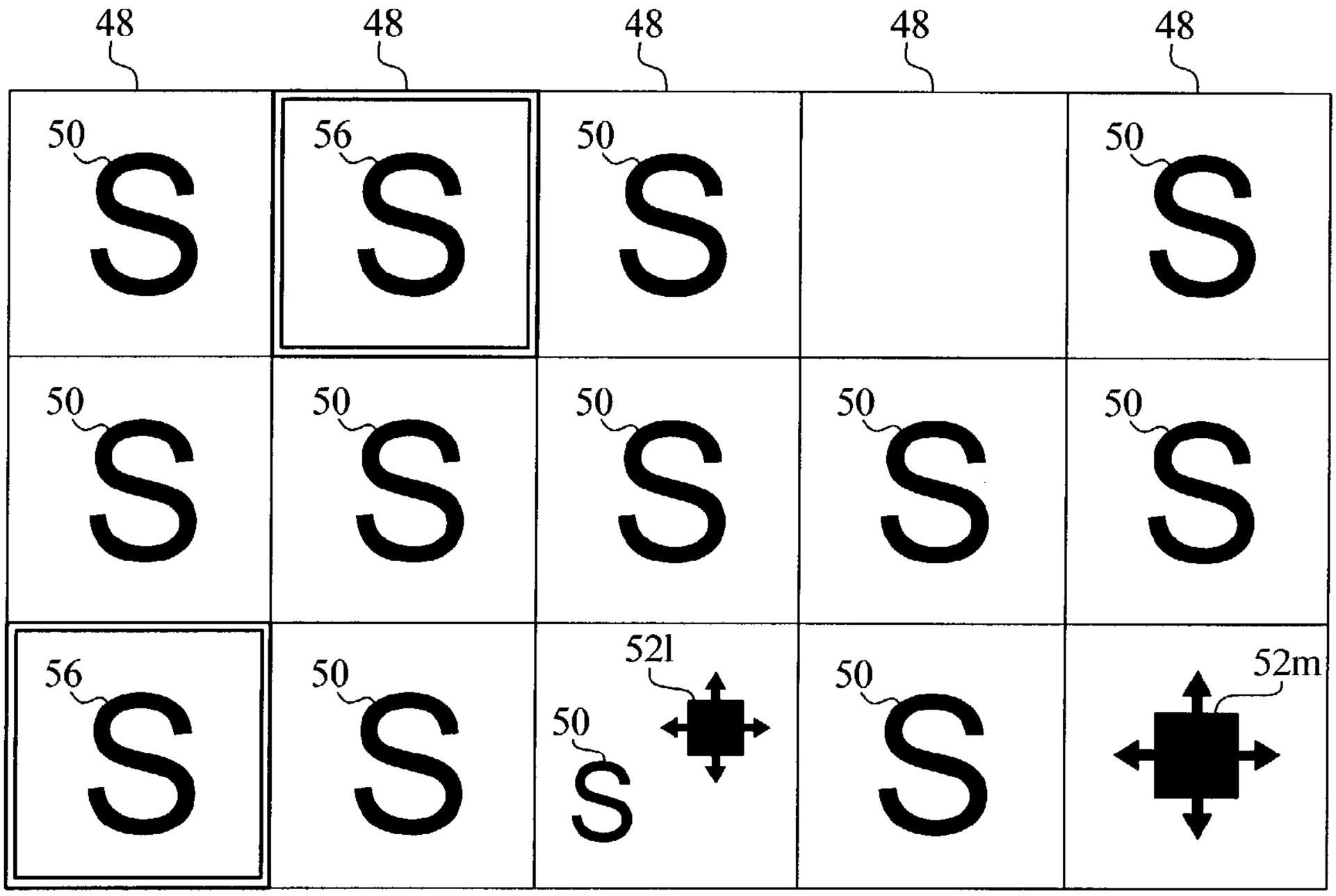


FIG. 10



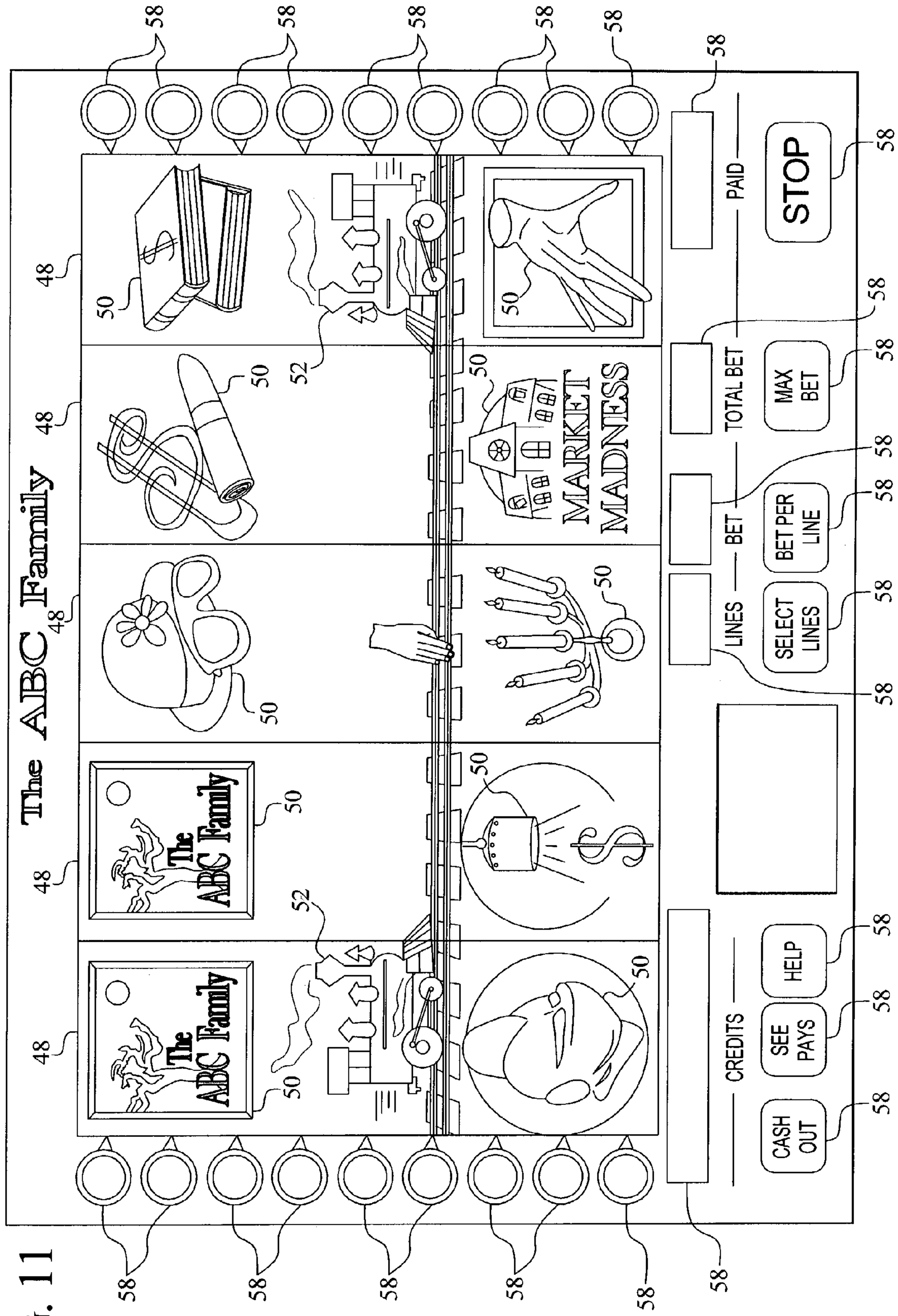

58
48
50
52
PAID
STOP
MARKET MADNESS
The ABC Family
LINES
BET
TOTAL BET
SELECT LINES
BET PER LINE
MAX BET
CREDITS
HELP
SEE PAYS
CASH OUT

FIG. 11

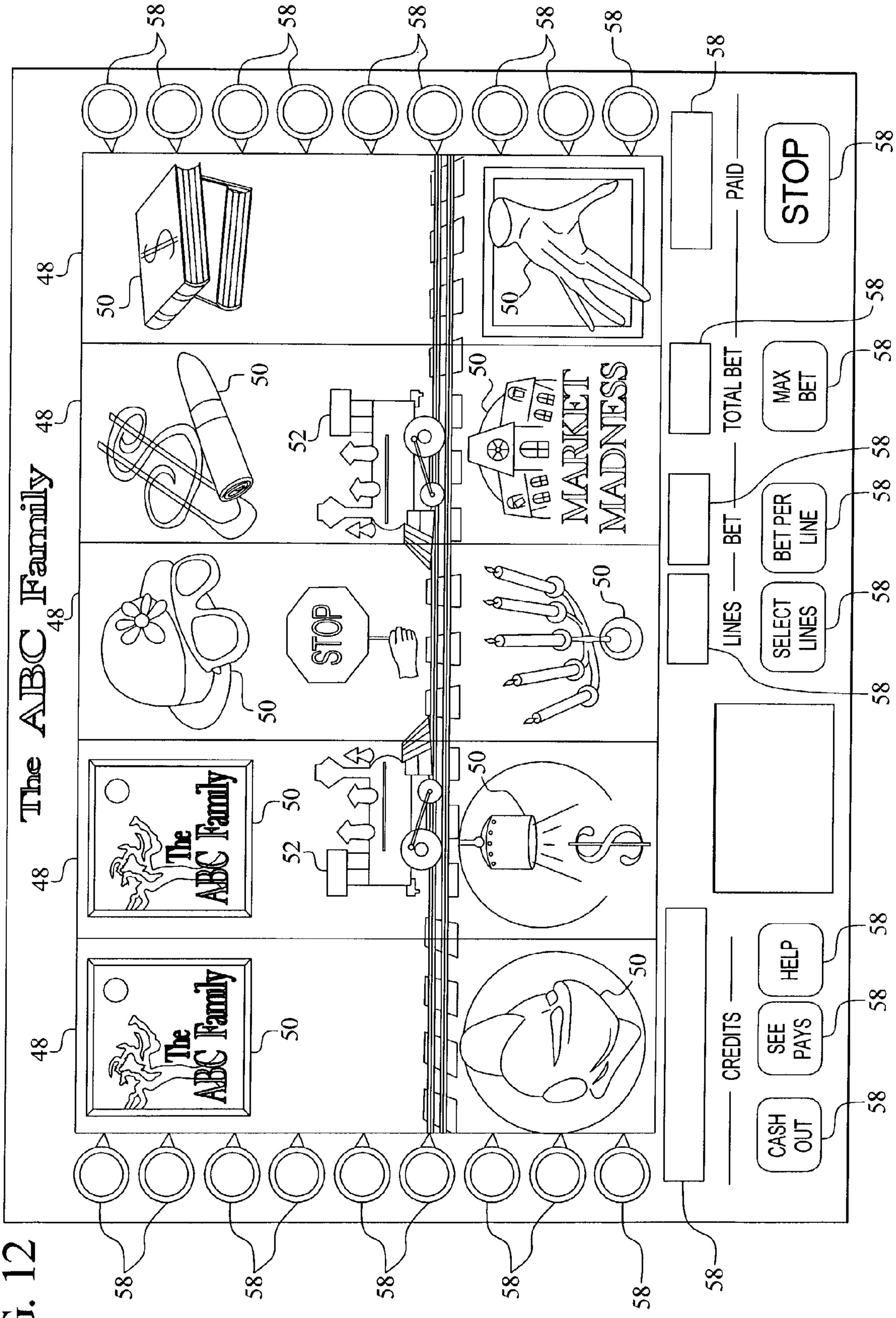

58
48
50
52
PAID
STOP
MARKET MADNESS
The ABC Family
LINES
BET
TOTAL BET
SELECT LINES
BET PER LINE
MAX BET
CREDITS
HELP
SEE PAYS
CASH OUT

FIG. 12

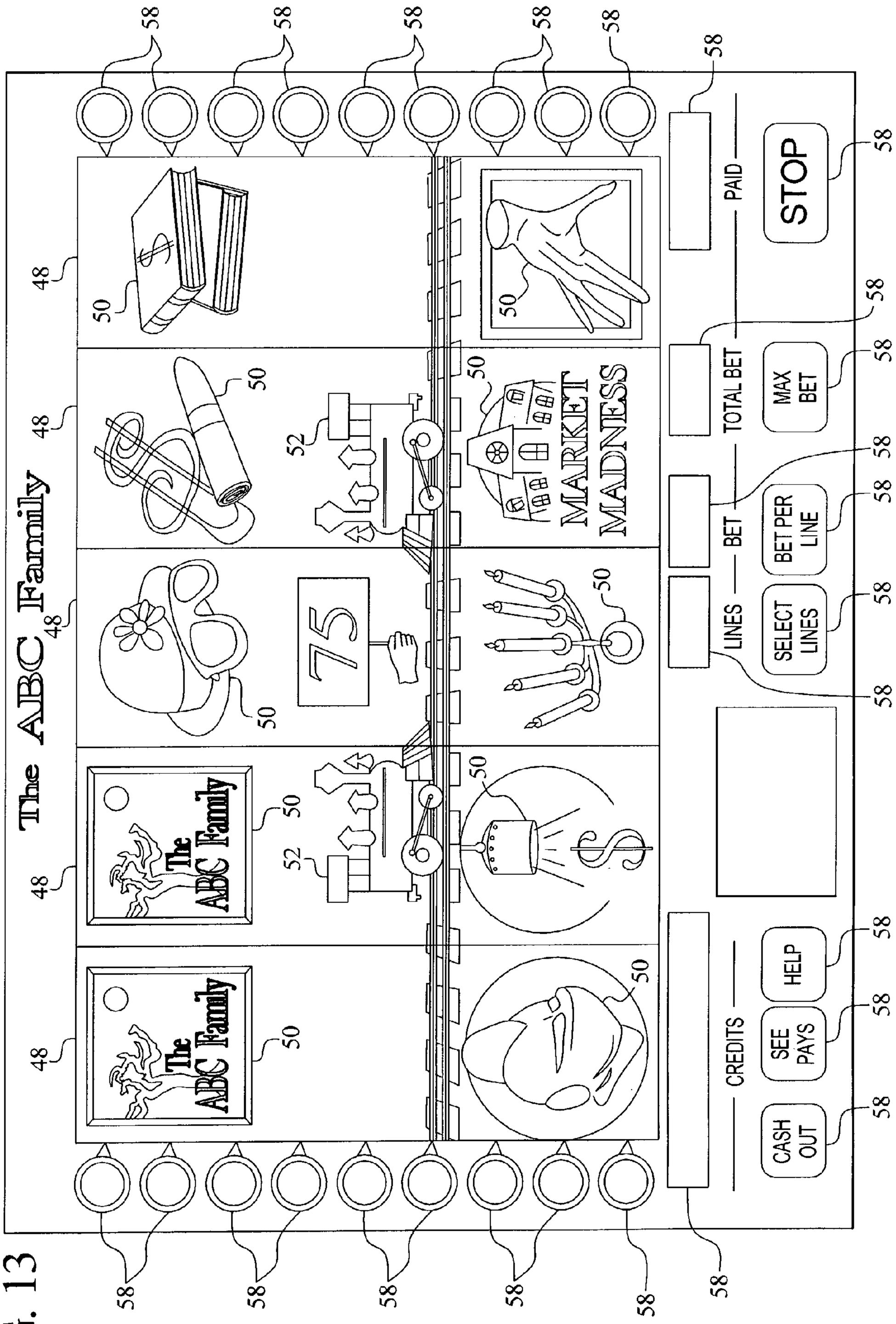

58
48
50
52
ABC Family
The ABC Family
75
MARKET MADNESS
PAID
STOP
TOTAL BET
MAX BET
LINES
BET
BET PER LINE
SELECT LINES
CREDITS
HELP
SEE PAYS
CASH OUT

FIG. 13

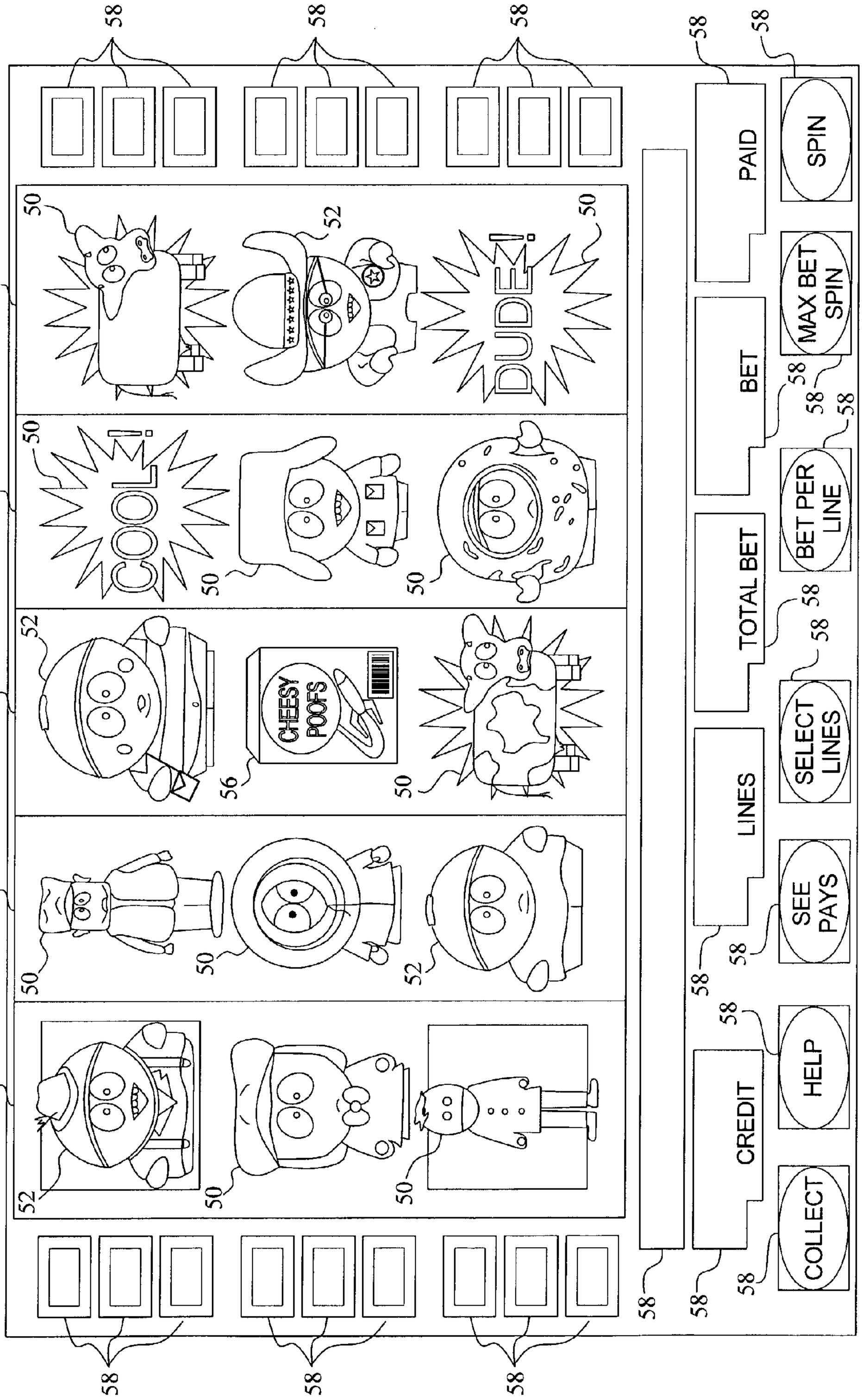

58
48
50
52
COOL!
DUDE!
CHEESY POOFS
56
PAID
SPIN
BET
MAX BET SPIN
BET PER LINE
TOTAL BET
LINES
SEE PAYS
SELECT LINES
CREDIT
HELP
COLLECT

FIG. 14

GAMING DEVICE WITH TRAVELING REEL SYMBOLS

PRIORITY CLAIM

[0001] This application is a continuation of and claims priority to and the benefit of U.S. patent application Ser. No. 09/689,197, filed on Oct. 12, 2000, entitled "Gaming Device With Traveling Reel Symbols" which is a continuation-in-part patent application of U.S. patent application Ser. No. 09/606,928, filed on Jun. 29, 2000, entitled "Gaming Device With Traveling Reel Symbols."

CROSS-REFERENCE TO RELATED APPLICATIONS

[0002] This application is related to the following commonly-owned co-pending patent applications: "GAMING DEVICE WITH MULTIPURPOSE REELS," Ser. No. 09/606,733, Attorney Docket No. 0112300-017; "GAMING DEVICE WITH MOVING SCREEN SIMULATION," Ser. No. 09/625,884, Attorney Docket No. 0112300-021; "GAMING DEVICE WITH SIGNIFIED REEL SYMBOLS," Ser. No. 09/605,344, Attorney Docket No. 0112300-026; "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 A CHANGEABLE OBJECT," Ser. No. 09/680,111, Attorney Docket No. **0112300-137**; "GAMING DEVICE HAVING INTERACTING SYMBOLS," Ser. No. 09/686,308, Attorney Docket No. 0112300-144; 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 which displays traveling symbols on its reels.

BACKGROUND OF THE INVENTION

[0005] The games in many existing gaming machines, such as traditional slot machines, are based upon the concept of spinning reels. The player initiates the spin of the reels, and where the reels stop determines whether a player wins a value and, if so, how much value the player wins. These gaming machines typically have certain features designated for outcomes such as when a player wins a value, advances to a bonus round or when the game terminates. For example, these gaming machines often display the amount of credits earned, flash lights, make sounds or have other features designed to draw attention to the outcome and entertain the player. In an existing game when a predetermined event occurs, a wild card-type symbol replaces various reel symbols, one at a time. If any of those replacements result in a winning combination of symbols, the player wins a certain value. Patent Cooperation Treaty Patent No. WO 9732285 entitled, "Slot Machine Game with Roaming Wild Card," published on Apr. 9, 1997 and assigned on its face to Aristocrat Leisure Ind Pty Ltd discloses a feature generally of this type. However, these existing features do not display symbols as they move or travel from one position to another on the reels.

[0006] To increase player enjoyment and excitement, it is desirable to provide players with new features for gaming devices which use reels, where the new features involve symbols which travel on the reels.

SUMMARY OF THE INVENTION

[0007] The present invention overcomes the above shortcomings by providing a gaming device and method which includes a plurality of reels, preferably video reels and a plurality of symbols on the reels. The reels are preferably adjacent to one another. Functionally, a plurality of the reels spin, come to a stop and display one or more symbols. One or more reels may not spin and may function solely as a display screen. The term display, as used herein, includes but is not limited to showing, performing or otherwise representing a person, place or thing, at rest or in motion, visually and/or audibly.

[0008] The symbols which are displayed on each reel in relation to each other form a combination of symbols. When a player causes or reaches certain events, symbols or combinations of symbols (hereafter referred to as "triggering events") in a primary game or bonus round, the computer of the gaming device provides certain outcomes, such as providing the player with value or bonus value, providing the player with the opportunity to gain values or bonus values, deducting values or bonus values from the player, terminating the primary game or bonus round, otherwise generating an event or determining the outcome of the primary game or bonus round.

[0009] As a result of one or more triggering events at any time during a primary game or bonus round, but preferably immediately before or after any of these outcomes occurs, one or more symbols (hereinafter referred to as a "traveling symbol") travels from one location on a reel to another location on the same reel or a different reel. It should be appreciated that the present invention can be adapted to enable the player to control which traveling symbol will travel and where it will travel. It should also be appreciated that, as a result of one or more triggering events, a traveling symbol can travel from one location on a reel to one or more destination symbols which are located on the same reel or a different reel. Furthermore, the gaming device can be adapted to randomly position such destination symbols on one or more reels during a primary game or bonus round.

[0010] Preferably, the computer animates the traveling symbols when they travel. The term animate, as used herein, includes but is not limited to, moving in any direction, simulating actual movement, operation or behavior, bending, transforming into a different shape or size, separating into different parts, expanding or contracting, changing colors, shades or patterns, illuminating, making sounds or otherwise having dynamic characteristics.

[0011] It is also preferable that immediately before the traveling symbol begins to travel, during the travel or when the traveling symbol reaches its destination, the computer may display or perform certain exhibitions involving: the traveling symbol, any of the other symbols, reels or any other persons, places or things which are graphically displayed on the reels. The term exhibition, as used in this specification, includes but is not limited to any audio, visual or audiovisual representation of a person, place or thing in motion or at rest, including video images, graphics, activities, animations, virtual representations, simulations or movement.

[0012] Depending upon when the travel feature of the present invention is used in relation to a game outcome, a variety of predetermined events may occur after the travel and any exhibitions are complete. For example, the game can provide the player with values or bonus values, deduct values or bonus values or terminate the primary game or bonus round. In any case, the travel feature of the present invention provides players with engaging and enjoyable entertainment.

[0013] In one preferred embodiment, when a certain triggering event occurs, the computer displays at least two traveling symbols at different locations on one or more reels. The traveling symbols move towards one another, accompanied by various exhibitions. This preferred embodiment can be included in a primary game and/or bonus round.

[0014] Preferably in this preferred embodiment, the symbols are vehicles moving towards one another on a collision path. Also, all symbols and graphics between the two vehicles are removed and replaced with a hand. The hand is located midway between the two vehicles. Before a collision occurs, the hand holds up a traffic stop sign, and the vehicles stop traveling. The computer then replaces the stop sign with the numeric value gained by the player.

[0015] In another embodiment, the triggering event is the player choosing at least one selectable symbol displayed on the reels. When the player chooses this selectable symbol, a predetermined symbol travels towards another predetermined symbol on the reels. When the traveling symbol reaches its destination, it interacts with the symbol it reached. This preferred embodiment can also be included in a primary game and/or bonus round.

[0016] Preferably, in this embodiment the selectable symbol is a food item located on a reel. When the player selects the food item, a predetermined character travels from its location to another symbol. The computer animates the character when it travels. Also, the computer performs an exhibition when the character reaches the destination symbol. The exhibition involves interaction between the traveling character and the symbol which it reached. In an alternative embodiment, when the player selects any symbol, except for the traveling character, the traveling character travels from its location to the food item. The computer animates the traveling character and also includes an exhibition involving this character and the food item (i.e., an exhibition of the character eating the food).

[0017] The gaming device feature of the present invention includes reels which display a variety of symbols. When one or more triggering events occurs in a game or bonus round, such as the player reaching a predetermined combination of symbols, one or more symbols travels from one location on one reel to another location on another reel. The traveling is accompanied by entertaining animations and exhibitions for the player's amusement.

[0018] It is therefore an object of the present invention to provide a gaming device with reels which includes traveling symbols.

[0019] 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

[0020] **FIG. 1** is a front plan view of one embodiment of the gaming device of the present invention;

[0021] **FIG. 2** is a schematic block diagram of the electronic configuration of one embodiment of the gaming device of the present invention;

[0022] **FIG. 3** is a flow diagram of one embodiment of the present invention;

[0023] **FIG. 4** is a top plan view of the reels, symbols and traveling symbols in one embodiment of the present invention;

[0024] **FIG. 5** is a top plan view of the reels, symbols and traveling symbols in another embodiment of the present invention;

[0025] **FIG. 6** is a top plan view of the reels, symbols and traveling symbols with multiple travels in one embodiment of the present invention;

[0026] **FIG. 7** is a top plan view of the reels, symbols and traveling symbols involved in a chase in one embodiment of the present invention;

[0027] **FIG. 8** is a top plan view of the reels, symbols and traveling symbols involved in a race in one embodiment of the present invention;

[0028] **FIG. 9** is a top plan view of the reels, symbols, traveling symbols and selectable symbols in the first screen of one embodiment of the present invention;

[0029] **FIG. 10** is a top plan view of the reels, symbols, traveling symbols and selectable symbols in the second screen of the same embodiment of the present invention;

[0030] **FIG. 11** is a top plan view of the reels, symbols and traveling symbols in the first screen shot of another embodiment of the present invention;

[0031] **FIG. 12** is a top plan view of the reels, symbols and traveling symbols in the second screen shot of the same embodiment of the present invention;

[0032] **FIG. 13** is a top plan view of the reels, symbols and traveling symbols in the third screen shot of the same embodiment of the present invention; and

[0033] **FIG. 14** is a top plan view of the reels, symbols, traveling symbols and selectable symbols in yet another embodiment of the present invention.

DETAILED DESCRIPTION OF THE INVENTION

Gaming Device and Electronics

[0034] Referring now to the drawings, **FIG. 1** generally illustrates a gaming device **10** of one embodiment of the present invention, which is preferably a slot machine having the controls, displays and features of a conventional slot machine. Gaming device **10** is constructed so that a player can operate gaming device **10** while standing or sitting. 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. 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.

[0035] Gaming device **10** can incorporate any game such as slot, poker or keno in addition to any triggering combination. The indicia used on and in gaming device **10** may be in mechanical, electrical or video form.

[0036] As illustrated in **FIG. 1**, 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 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.

[0037] As shown in **FIG. 1**, 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.

[0038] 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.

[0039] With respect to electronics, gaming device **10** preferably includes the electronic configuration generally illustrated in **FIG. 2**, including a processor **30**, a memory device **32** for storing program code or other data, a video monitor or other display device **34** (i.e., a liquid crystal display) and at least one input device such as play buttons **20**. The processor **30** is preferably a microprocessor or microcontroller-based platform which is capable of displaying and exhibiting images, symbols and other indicia such as images of people, characters, places, things and faces of cards. The memory device **32** can include random access memory (RAM) **36** for storing event data or other data generated or used during a particular game. The memory device **32** can also include read only memory (ROM) **38** 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.

[0040] As illustrated in **FIG. 2**, the player preferably uses play buttons **20** to input signals into gaming device **10**. Furthermore, it is preferable that touch screen **40** and an associated touch screen controller **42** are used instead of a conventional video display device **34**. Touch screen **40** and touch screen controller **42** are connected to a video controller **44** and processor **30**. A player can make decisions and input signals into the gaming device **10** by touching touch screen **40** at the appropriate places. As further illustrated in **FIG. 2**, the processor **30** can be connected to coin slot **12** or bill acceptor **14**. The processor **30** can be programmed to require a player to deposit a certain amount of money in order to start the game. Furthermore, gaming device **10** preferably includes speakers **46** for making sounds or playing music consistent with the theme of the game and bonus scheme.

[0041] It should be appreciated that although a processor **30** and memory device **32** 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 **30** and memory device **32** 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 **30** and memory device **32** are generally referred to herein as the computer or the controller.

Traveling Symbol Feature

[0042] With reference to **FIGS. 1 and 2**, display device **34** contains a plurality of reels **48**, preferably five reels in mechanical, video or virtual form. Preferably, reels **48** are in video or virtual form. Each reel **48** exhibits a plurality of symbols **50** such as letters, characters, bells, hearts, fruits, numbers, bars, things or other images which preferably correspond to a theme associated with the gaming device **10**.

[0043] In primary games and in bonus rounds, when certain predetermined triggering events occur, one or more traveling symbols **52** travels from one location on a reel to another location on the same reel or another reel. A traveling symbol **52** can travel to another traveling symbol **52**, any other symbol **50**, any location or anything else. A traveling symbol **52** is any symbol which relocates or travels from one location on a reel **48** to another. Preferably, but not necessarily, traveling symbols **52** are representations of characters or things which have the ability to travel. If one or more of the destinations of a traveling symbol is a symbol, the gaming device can randomly position such destination symbols on one or more reels, one or more times during a primary game or bonus round. The gaming device preferably

uses a predetermined mathematical formula to randomly position such destination symbols as desired by the implementer.

[0044] In operation, a player makes payment to the gaming device and the primary game begins, enabling the player to spin the reels **48**. The player then uses play buttons **20** or any other activator to cause the reels **48** to spin, as indicated by block **54** in **FIG. 3**. The player spins the reels **48** in this manner until running out of credits or reaching a triggering event. If the player reaches certain triggering events in the primary game, a variety of outcomes may occur. One possible outcome is the computer may initiate a bonus round. Triggering events can occur in bonus rounds as well.

[0045] Whether in a primary game or bonus round, one or more triggering events may occur, as indicated by block **56** in **FIG. 3**. When a player reaches one or more predetermined triggering events, such as the player achieving a winning combination of symbols **50** and/or the player making a selection of a certain symbol **50**, the computer causes one or more traveling symbols **52** (shown in **FIGS. 4 through 14**) to travel on the reels **48**. The traveling symbols **52** can travel to or towards predetermined symbols **50**, traveling symbols **52** or certain locations, as indicated by block **58** in **FIG. 3**. These traveling symbols **52** can be symbols **50** which were displayed when the triggering event occurred, or they can be new symbols which the computer used to replace certain existing symbols **50**. It should be appreciated that the present invention can be adapted to enable the player to control the traveling. For example, the computer can enable the player to choose which symbol(s) will travel, their destinations or a combination thereof. The player can make these choices by touching the touch screen **40** at the location adjacent to the symbols **50** which the player desires to move and/or the location adjacent to the desired destination.

[0046] In one embodiment when a triggering event occurs, one or more traveling symbols **52** travels to different locations on the reels **48** and to different symbols **50** in various manners and in various scenarios. Certain of these manners and scenarios are illustrated in **FIGS. 4 through 8**. It should be appreciated, however, that other manners of traveling and other scenarios are contemplated by the present invention.

[0047] As illustrated in **FIG. 4**, the computer can display two traveling symbols **52**, apart from one another at certain locations on certain reels **48**. Here, symbols **52** are shown as trucks. Preferably, the computer removes all symbols **50** and graphics between the two traveling symbols **52**. It is also preferable that the computer displays or performs certain exhibitions (not shown) on the reels **48**, preferably between the traveling symbols **52**. After these exhibitions, if any, the computer causes the traveling symbols **52** to travel across reels towards one another. They can meet anywhere, but preferably the traveling symbols **52** meet at or near a meeting location **54**, as illustrated in **FIG. 4**. A meeting location **54** can be any location positioned between two or more traveling symbols **52** which are traveling towards each other and where each symbol stops traveling when it reaches this location.

[0048] The traveling symbols **52** can travel in any manner, such as in straight lines, curved lines or by disappearing from locations and reappearing at new locations. As illustrated in **FIG. 5**, two traveling symbols **52** are headed towards a predetermined meeting location **54**. The traveling symbol **52** located in the far left reel **48** is illustrated as an airplane, and the traveling symbol **52** located in the far right reel **48** is illustrated as a truck. The airplane traveling symbol **52** travels past two locations formerly occupied by symbols **50** and then travels to the meeting location **54**. The truck traveling symbol **52** travels directly to the meeting location **54**, where it meets the airplane traveling symbol **52**.

[0049] Furthermore, traveling symbols **52** are not limited to traveling towards meeting locations **54** or other traveling symbols **52**. Traveling symbols **52** can travel towards non-traveling symbols **50** as well. As illustrated in **FIG. 6**, two truck traveling symbols **52** and one airplane traveling symbol **52** travel towards a symbol **50***a*. These three symbols will stop traveling when they reach the destination symbol **50***a*.

[0050] Also as illustrated in **FIG. 6**, multiple travels can occur on a single set of reels **48**. As just described, one travel illustrated in **FIG. 6** involves two truck travel symbols **52***b* and **52***c* and one airplane travel symbol **52***d*. A different travel on the same set of reels involves two airplane travel symbols **52***e* and **52***f* traveling towards a meeting location **54**. When these two symbols reach the meeting location **54**, they will stop traveling.

[0051] In addition, one or more traveling symbols **52** can be chasing one another. As illustrated in **FIG. 7**, one airplane travel symbol **52***g* is pursuing or chasing another airplane travel symbol **52***h*. Preferably, the chase terminates at a predetermined location on the reels **48**, as indicated with the message, "end of chase" in **FIG. 7**. If the chasing symbol catches the chased symbol before the chased symbol reaches this location, the traveling preferably terminates. Whether or not the chased symbol will be caught is predetermined by the computer.

[0052] Two or more traveling symbols can be involved in a race. As illustrated in **FIG. 8**, two airplane traveling symbols **52***i* and **52***j* are racing against one another. The race begins at the far left reel **48** and preferably ends at a predetermined location, such as the far right reel **48**. This predetermined end location is indicated in **FIG. 8** with the message, "end of race." The path of the race can be any shape such as linear as illustrated in **FIG. 8** or cyclical. If the path is cyclical, the race can involve several laps on the reels **48**.

[0053] In another embodiment, after two triggering events occur sequentially, the traveling begins. The first event is the player reaching a winning combination of symbols **50** in the primary game. The computer initiates a bonus round. Then the computer enables the player to choose a selectable symbol **56**, preferably from a plurality of selectable symbols **56**, as shown in **FIG. 9**. The player's selection is the second triggering event. The player makes a selection by touching touch screen **40** (shown in **FIG. 2**) at the area adjacent to a selectable symbol **56**. The selectable symbols **56** are preferably distinguished from the other symbols **50**, such as through a shaded border, as shown in **FIGS. 9 and 10**. Two traveling symbols **521** and **52***m* are also illustrated as multidirectional arrows in **FIGS. 9 and 10**.

[0054] When the player chooses a selectable symbol **56**, at least one traveling symbol travels to a new location on the reels **48**. In the example shown in **FIGS. 9 and 10**, a player chooses the selectable symbol **56** located in the far left reel

48. Next as illustrated in **FIG. 10**, the traveling symbol **521** located in the first reel **48** from the right, travels to the symbol **50** located in the third reel **48** from the left. Preferably, at the location of this symbol **50**, the computer performs an exhibition involving interaction between this symbol **50** and the traveling symbol **521**.

[**0055**] Referring back to **FIG. 3**, in both of these preferred embodiments and in any scenario the traveling eventually stops, and the computer provides the player with an outcome, as indicated by blocks **64** and **66**. The type of outcome depends upon the type of triggering event which occurred and the predetermined program of the computer. An example outcome in either a primary game or bonus round could be awarding the player with a value or bonus value. If the outcome is a termination, the primary game or bonus round, will of course terminate. If the outcome is not a termination, the player can continue playing until the player cashes out or runs out of credits, in which case the primary game or bonus round will terminate. After termination, the gaming device will provide the player with any credits or payout gained by the player as indicated by block **68**.

[**0056**] In addition, it is preferable that when the traveling symbols **52** travel, the computer animates the traveling symbols **52**. For example, the computer can cause a truck to appear to be moving accompanied by rotating wheels, exhaust exiting the truck and the common sound of a truck engine. Furthermore, it is preferable that the computer includes one or more exhibitions before, during or after the traveling symbols **52** complete their travel. Preferably, the exhibitions are related to a theme shared by the symbols **50**, traveling symbols **52** and the overall primary game or bonus round. The computer can display or perform the exhibitions anywhere on the reels **48**, and the exhibitions can involve one or more symbols **50**, traveling symbols **52** or any person, place or thing graphically represented on the reels **48**, and any animation or interaction involving these symbols.

[**0057**] In another preferred embodiment, shown in **FIG. 11**, the traveling symbols **52** are trains, preferably two trains traveling towards each other. When the triggering event occurs, in the first screen shot the computer displays the two trains at different locations on the reels **48**, as shown in **FIG. 11**. The computer also displays exhibitions between the two trains. The exhibitions include a railroad track and a human hand. In the second screen shot shown in **FIG. 12**, as the trains approach each other, the human hand holds up a traffic stop sign, and the trains stop traveling when they reach the sign. Finally in the third screen shot shown in **FIG. 13**, the computer replaces the stop sign with a sign which bears a numeral. This numeral informs the player of the amount of value or bonus value gained by the player. As shown in **FIGS. 11 through 13**, this preferred embodiment of the gaming device feature of the present invention preferably incorporates the theme of The Addams Family™ television series. ADDAMS FAMILY™ is a trademark of Barbara Artists, Inc., New York, N.Y. and is used by the assignee of the present invention with permission from a licensee of this trademark, Monaco Entertainment Corporation.

[**0058**] In yet another preferred embodiment of the present invention shown in **FIG. 14**, several symbols **50** are characters and others are messages. This embodiment also includes four traveling symbols **52** which are also characters, and one selectable symbol **56** which is a food item. When the player touches the area on the touch screen **40** (shown in **FIG. 2**) which is adjacent to the food item, one of the traveling symbol characters moves towards another character. When the traveling symbol character reaches the other character, they interact. In an alternative embodiment, when a player touches any area on the display device adjacent to any symbol **50**, except for a traveling symbol **52**, one of the traveling symbols **52** moves towards the food item and interacts with the food item.

[**0059**] As shown in **FIG. 14**, this preferred embodiment of the present invention preferably incorporates the South Park™ cartoon theme. SOUTH PARK™ is a trademark and service mark of Comedy Partners, New York, N.Y., and is used with permission from Comedy Partners by the assignee of the present invention.

[**0060**] In these two preferred embodiments involving the themes of The Addams Family™ series and South Park™ cartoon, the gaming device includes various windows **58**, shown in **FIGS. 11 through 14**. These windows **58** allow the player to select certain game options (i.e., bet options), enable the player to operate the game and generally provide information to the player, such as the amount of value and credit the player gained.

[**0061**] In an alternative embodiment, a traveling symbol travels to a plurality of destination symbols which the gaming device randomly positions on a plurality of reels. In operation, a player causes the reels to spin, and when a triggering event occurs, a traveling symbol (preferably a character), travels to the destination symbols, one-by-one. At any time before the destination symbols appear on the reels, the gaming device randomly determines their positions. Shortly after a traveling symbol reaches a destination symbol, the gaming device displays a value gained by the player which is associated with such symbol. The gaming device displays the values associated with all of the destination symbols in this manner.

[**0062**] The gaming device feature of the present invention includes various symbols which travel from one location to another on the gaming device reels. These symbols make their travel preferably before or after an outcome occurs, such as before the player receives an award value. The traveling symbols move and interact with other reel symbols as part of an exhibition which engages and entertains the player.

[**0063**] 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 hereby claimed as follows:

1. A gaming device comprising:

a game operable upon a wager by a player, the game including a plurality of reels;

a plurality of symbols on each of said reels, each of the symbols having a designated position on the reels, whereby when each of the reels moves, said symbols on said reels move;

at least one triggering event associated with at least one of the symbols;

an outcome associated with the triggering event;

a graphical representation including at least one of said symbols traveling on said reels toward at least one randomly positioned destination on one of said reels;

a display device which displays the reels, the symbols and the graphical representation; and

a processor in communication with the display device which causes the display device to display said graphical representation after said triggering event occurs and provides the player with the outcome associated with said triggering event.

2. The gaming device of claim 1, wherein the outcome includes an outcome selected from the group consisting of an award, a value, an opportunity to gain a value, a deduction of a value, a termination of a primary game, a triggering of a bonus game and a termination of a bonus game.

3. The gaming device of claim 1, wherein the graphical representation is selected from the group consisting of a graphical representation including at least one of the symbols traveling from one of the designated positions on one of the reels to a different position on any portion of said reel, a graphical representation including at least one of the symbols traveling from one of the designated positions on one of the reels to a portion of a different reel, a graphical representation including at least one of the symbols traveling from one of the designated positions on one of the reels to a position between a plurality of the reels and a graphical representation including at least one of the symbols traveling from one of the designated positions on one of the reels to a position adjacent to any one of the reels.

4. The gaming device of claim 1, which includes an animation produced by the display device, the animation selected from the group consisting of an animation of any one of the symbols, an animation of a plurality of the symbols, an animation including an interaction of a plurality of the symbols, an animation including a movement of any one of the symbols toward another one of the symbols, an animation including a movement of a plurality of the symbols toward one another, an animation of behavior, an animation of bending, an animation of transformation into a different shape, an animation of transformation into a different size, an animation of separating into different parts, an animation of expanding, an animation of contracting, an animation of changing colors, an animation of changing shades, an animation of changing patterns and an animation including illumination.

5. The gaming device of claim 1, which includes a speaker in communication with the display device, the speaker and the display device producing an animation selected from the group consisting of an animation including sound and an audio-visual animation including any one of the symbols.

6. The gaming device of claim 1, which includes a graphical change displayed by the display device, the graphical change selected from the group consisting of a graphical change including a removal of any one of the symbols, a graphical change including a removal of a background image associated with any one of the symbols and a graphical change including a removal of at least one image between a plurality of the reels.

7. The gaming device of claim 1, wherein the display device has an electronic configuration adapted to receive input through a network selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

8. A gaming device comprising:

a game operable upon a wager by a player, the game including a plurality of reels;

a plurality of symbols on each of said reels, each of the symbols having a designated position on the reels, whereby when each of the reels moves, said symbols on said reels move;

at least one triggering event associated with at least one of the symbols;

an outcome associated with the triggering event; and

a display device which displays the reels, the symbols and which displays at least one of the symbols traveling on the reels toward at least one randomly positioned destination on one of the reels after the triggering event occurs, whereafter the outcome associated with the triggering event occurs.

9. The gaming device of claim 8, wherein the outcome includes an outcome selected from the group consisting of an award, a value, an opportunity to gain a value, a deduction of a value, a termination of a primary game, a triggering of a bonus game and a termination of a bonus game.

10. The gaming device of claim 8, wherein the destination has a location selected from the group consisting of a location on any portion of the reel from which the symbol travels, a location on any portion of one of the reels other than the reel from which the symbol travels, a location between a plurality of the reels and a location adjacent to one of the reels.

11. The gaming device of claim 8, which includes an animation produced by the display device, the animation selected from the group consisting of an animation of any one of the symbols, an animation of a plurality of the symbols, an animation including an interaction of a plurality of the symbols, an animation including a movement of any one of the symbols toward another one of the symbols, an animation including a movement of a plurality of the symbols toward one another, an animation of behavior, an animation of bending, an animation of transformation into a different shape, an animation of transformation into a different size, an animation of separating into different parts, an animation of expanding, an animation of contracting, an animation of changing colors, an animation of changing shades, an animation of changing patterns and an animation including illumination.

12. The gaming device of claim 1, which includes a speaker in communication with the display device, the speaker and the display device producing an animation selected from the group consisting of an animation including sound and an audio-visual animation including any one of the symbols.

13. The gaming device of claim 1, which includes a graphical change displayed by the display device, the graphical change selected from the group consisting of a graphical change including a removal of any one of the

symbols, a graphical change including a removal of a background image associated with any one of the symbols and a graphical change including a removal of at least one image between a plurality of the reels.

14. The gaming device of claim 1, wherein the display device has an electronic configuration adapted to receive input through a network selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

15. A gaming device comprising:

a slot game operable upon a wager by a player, the slot game including a plurality of video reels;

a plurality of symbols on each of the video reels, each of said symbols having a designated position on the video reels, whereby when each of the video reels moves, said symbols on said video reels move;

at least one triggering event associated with at least one of the symbols;

an outcome associated with the triggering event;

a graphical representation including a plurality of said symbols traveling on said reels toward at least one randomly determined location on or adjacent to one of the video reels until a predetermined event occurs;

a display device which displays the video reels, the symbols and the graphical representation; and

a processor in communication with the display device which causes the display device to display the graphical representation after the triggering event occurs and provides the player with the outcome associated with said triggering event.

16. The gaming device of claim 15, wherein the outcome includes an outcome selected from the group consisting of an award, a value, an opportunity to gain a value, a deduction of a value, a termination of a primary game, a triggering of a bonus game and a termination of a bonus game.

17. The gaming device of claim 15, wherein the graphical representation is selected from the group consisting of a graphical representation including at least one of the symbols traveling from one of the designated positions on one of the reels to a different position on any portion of said reel, a graphical representation including at least one of the symbols traveling from one of the designated positions on one of the reels to a portion of a different reel, a graphical representation including at least one of the symbols traveling from one of the designated positions on one of the reels to a position between a plurality of the reels and a graphical representation including at least one of the symbols traveling from one of the designated positions on one of the reels to a position adjacent to any one of the reels.

18. The gaming device of claim 15, which includes an animation produced by the display device, the animation selected from the group consisting of an animation of any one of the symbols, an animation of a plurality of the symbols, an animation including an interaction of a plurality of the symbols, an animation including a movement of any one of the symbols toward another one of the symbols, an animation including a movement of a plurality of the symbols toward one another, an animation of behavior, an animation of bending, an animation of transformation into a different shape, an animation of transformation into a different size, an animation of separating into different parts, an animation of expanding, an animation of contracting, an animation of changing colors, an animation of changing shades, an animation of changing patterns and an animation including illumination.

19. The gaming device of claim 15, which includes a speaker in communication with the display device, the speaker and the display device producing an animation selected from the group consisting of an animation including sound and an audio-visual animation including any one of the symbols.

20. The gaming device of claim 15, which includes a graphical change displayed by the display device, the graphical change selected from the group consisting of a graphical change including a removal of any one of the symbols, a graphical change including a removal of a background image associated with any one of the symbols and a graphical change including a removal of at least one image between a plurality of the reels.

21. The gaming device of claim 15, wherein the display device has an electronic configuration adapted to receive input through a network selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

22. A gaming device comprising:

a slot game operable upon a wager by a player, the slot game including a plurality of video reels;

a plurality of symbols on each of the video reels, each of said symbols having a designated position on the video reels, whereby when each of the video reels moves, said symbols on said video reels move;

at least one triggering event associated with at least one of the symbols;

an outcome associated with the triggering event; and

a display device which displays the video reels, the symbols and which, after the triggering event occurs, displays a plurality of the symbols traveling on the reels toward at least one randomly determined location on or adjacent to one of the video reels until a predetermined event occurs, whereafter the outcome associated with said triggering event occurs.

23. The gaming device of claim 22, wherein the outcome includes an outcome selected from the group consisting of an award, a value, an opportunity to gain a value, a deduction of a value, a termination of a primary game, a triggering of a bonus game and a termination of a bonus game.

24. The gaming device of claim 22, wherein at least one of the symbols has a destination selected from the group consisting of a destination on any portion of the reel from which the symbol travels, a destination on any portion of one of the reels other than the reel from which the symbol travels, a destination between a plurality of the reels and a destination adjacent to one of the reels.

25. The gaming device of claim 22, which includes an animation produced by the display device, the animation selected from the group consisting of an animation of any one of the symbols, an animation of a plurality of the symbols, an animation including an interaction of a plurality of the symbols, an animation including a movement of any one of the symbols toward another one of the symbols, an animation including a movement of a plurality of the symbols toward one another, an animation of behavior, an animation of bending, an animation of transformation into a

different shape, an animation of transformation into a different size, an animation of separating into different parts, an animation of expanding, an animation of contracting, an animation of changing colors, an animation of changing shades, an animation of changing patterns and an animation including illumination.

26. The gaming device of claim 22, which includes a speaker in communication with the display device, the speaker and the display device producing an animation selected from the group consisting of an animation including sound and an audio-visual animation including any one of the symbols.

27. The gaming device of claim 22, which includes a graphical change displayed by the display device, the graphical change selected from the group consisting of a graphical change including a removal of any one of the symbols, a graphical change including a removal of a background image associated with any one of the symbols and a graphical change including a removal of at least one image between a plurality of the reels.

28. The gaming device of claim 22, wherein the display device has an electronic configuration adapted to receive input through a network selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

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

a plurality of reels;

a plurality of symbols on each of said reels, each of said symbols having a designated position on the reels, whereby when each of the reels moves, said symbols on said reels move;

at least one triggering event associated with at least one of the symbols;

an outcome associated with the triggering event;

a graphical representation including at least one of said symbols traveling from the designated position of said symbol to at least one randomly positioned destination on one of said reels;

a display device which displays the reels, the symbols and the graphical representation; and

a processor in communication with the display device which, after the triggering event occurs, causes the display device to display the graphical representation and causes the outcome associated with the triggering event to occur.

30. The gaming device of claim 29, wherein the outcome includes an outcome selected from the group consisting of an award, a value, an opportunity to gain a value, a deduction of a value, a termination of a primary game, a triggering of a bonus game and a termination of a bonus game.

31. The gaming device of claim 29, wherein the destination is selected from the group consisting of a destination on any portion of the reel from which one of the symbols travels, a destination on any portion of one of the reels other than the reel from which one of the symbols travels, a destination between a plurality of the reels and a destination adjacent to one of the reels.

32. The gaming device of claim 29, which includes an animation produced by the display device, the animation selected from the group consisting of an animation of any one of the symbols, an animation of a plurality of the symbols, an animation including an interaction of a plurality of the symbols, an animation including a movement of any one of the symbols toward another one of the symbols, an animation including a movement of a plurality of the symbols toward one another, an animation of behavior, an animation of bending, an animation of transformation into a different shape, an animation of transformation into a different size, an animation of separating into different parts, an animation of expanding, an animation of contracting, an animation of changing colors, an animation of changing shades, an animation of changing patterns and an animation including illumination.

33. The gaming device of claim 29, which includes a speaker in communication with the display device, the speaker and the display device producing an animation selected from the group consisting of an animation including sound and an audio-visual animation including any one of the symbols.

34. The gaming device of claim 29, which includes a graphical change displayed by the display device, the graphical change selected from the group consisting of a graphical change including a removal of any one of the symbols, a graphical change including a removal of a background image associated with any one of the symbols and a graphical change including a removal of at least one image between a plurality of the reels.

35. The gaming device of claim 29, wherein the display device has an electronic configuration adapted to receive input through a network selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

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

a plurality of reels;

a plurality of symbols on each of said reels, each of said symbols having a designated position on the reels, whereby when each of the reels moves, said symbols on said reels move;

at least one triggering event associated with at least one of the symbols;

an outcome associated with the triggering event; and

a display device which displays the reels, the symbols and which, after the triggering event occurs, displays at least one of said symbols traveling from the designated position of said symbol to at least one randomly positioned destination on one of said reels, whereafter the outcome associated with said triggering event occurs.

37. The gaming device of claim 36, wherein the outcome includes an outcome selected from the group consisting of an award, a value, an opportunity to gain a value, a deduction of a value, a termination of a primary game, a triggering of a bonus game and a termination of a bonus game.

38 The gaming device of claim 36, wherein the destination is selected from the group consisting of a destination on any portion of the reel from which one of the symbols travels, a destination on any portion of one of the reels other than the reel from which one of the symbols travels, a destination between a plurality of the reels and a destination adjacent to one of the reels.

39. The gaming device of claim 36, which includes an animation produced by the display device, the animation selected from the group consisting of an animation of any one of the symbols, an animation of a plurality of the symbols, an animation including an interaction of a plurality of the symbols, an animation including a movement of any one of the symbols toward another one of the symbols, an animation including a movement of a plurality of the symbols toward one another, an animation of behavior, an animation of bending, an animation of transformation into a different shape, an animation of transformation into a different size, an animation of separating into different parts, an animation of expanding, an animation of contracting, an animation of changing colors, an animation of changing shades, an animation of changing patterns and an animation including illumination.

40. The gaming device of claim 36, which includes a speaker in communication with the display device, the speaker and the display device producing an animation selected from the group consisting of an animation including sound and an audio-visual animation including any one of the symbols.

41. The gaming device of claim 36, which includes a graphical change displayed by the display device, the graphical change selected from the group consisting of a graphical change including a removal of any one of the symbols, a graphical change including a removal of a background image associated with any one of the symbols and a graphical change including a removal of at least one image between a plurality of the reels.

42. The gaming device of claim 36, wherein the display device has an electronic configuration adapted to receive input through a network selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

43. A gaming device comprising:

a game operable upon a wager by a player, the game including a plurality of reels;

a plurality of symbols on each of said reels, each of the symbols having a designated position on the reels, whereby when each of the reels move, said symbols on said reels move;

a graphical representation including a plurality of the symbols traveling toward a randomly determined location on or adjacent to one of the reels;

a display device which displays the reels, the symbols and the graphical representation;

at least one event associated with the game;

an outcome associated with the event; and

a processor in communication with the display device which causes the display device to display the graphical representation after the event occurs and causes the outcome to occur.

44. The gaming device of claim 43, wherein the outcome includes an outcome selected from the group consisting of an award, a value, an opportunity to gain a value, a deduction of a value, a termination of a primary game, a triggering of a bonus game and a termination of a bonus game.

45. The gaming device of claim 43, wherein the graphical representation is selected from the group consisting of a graphical representation including at least one of the symbols traveling from one of the designated positions on one of the reels to a different position on any portion of said reel, a graphical representation including at least one of the symbols traveling from one of the designated positions on one of the reels to a portion of a different reel, a graphical representation including at least one of the symbols traveling from one of the designated positions on one of the reels to a position between a plurality of the reels and a graphical representation including at least one of the symbols traveling from one of the designated positions on one of the reels to a position adjacent to any one of the reels.

46. The gaming device of claim 43, which includes an animation produced by the display device, the animation selected from the group consisting of an animation of any one of the symbols, an animation of a plurality of the symbols, an animation including an interaction of a plurality of the symbols, an animation including a movement of any one of the symbols toward another one of the symbols, an animation including a movement of a plurality of the symbols toward one another, an animation of behavior, an animation of bending, an animation of transformation into a different shape, an animation of transformation into a different size, an animation of separating into different parts, an animation of expanding, an animation of contracting, an animation of changing colors, an animation of changing shades, an animation of changing patterns and an animation including illumination.

47. The gaming device of claim 43, which includes a speaker in communication with the display device, the speaker and the display device producing an animation selected from the group consisting of an animation including sound and an audio-visual animation including any one of the symbols.

48. The gaming device of claim 43, which includes a graphical change displayed by the display device, the graphical change selected from the group consisting of a graphical change including a removal of any one of the symbols, a graphical change including a removal of a background image associated with any one of the symbols and a graphical change including a removal of at least one image between a plurality of the reels.

49. The gaming device of claim 43, wherein the display device has an electronic configuration adapted to receive input through a network selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

50. A gaming device comprising:

a game operable upon a wager by a player, the game including a plurality of reels;

a plurality of symbols on each of said reels, each of the symbols having a designated position on the reels, whereby when each of the reels move, said symbols on said reels move;

at least one event associated with the game;

an outcome associated with the event; and

a display device which displays the reels, the symbols and which, after the event occurs, displays a plurality of the symbols traveling toward a randomly determined location on or adjacent to one of the reels, whereafter the outcome associated with said event occurs.

51. The gaming device of claim 50, wherein the outcome includes an outcome selected from the group consisting of

an award, a value, an opportunity to gain a value, a deduction of a value, a termination of a primary game, a triggering of a bonus game and a termination of a bonus game.

52. The gaming device of claim 50, which includes a destination for one of the symbols which is traveling toward the randomly determined location, the destination selected from the group consisting of a destination on any portion of any one of the reels, a destination between a plurality of the reels and a destination adjacent to one of the reels.

53. The gaming device of claim 50, which includes an animation produced by the display device, the animation selected from the group consisting of an animation of any one of the symbols, an animation of a plurality of the symbols, an animation including an interaction of a plurality of the symbols, an animation including a movement of any one of the symbols toward another one of the symbols, an animation including a movement of a plurality of the symbols toward one another, an animation of behavior, an animation of bending, an animation of transformation into a different shape, an animation of transformation into a different size, an animation of separating into different parts, an animation of expanding, an animation of contracting, an animation of changing colors, an animation of changing shades, an animation of changing patterns and an animation including illumination.

54. The gaming device of claim 50, which includes a speaker in communication with the display device, the speaker and the display device producing an animation selected from the group consisting of an animation including sound and an audio-visual animation including any one of the symbols.

55. The gaming device of claim 50, which includes a graphical change displayed by the display device, the graphical change selected from the group consisting of a graphical change including a removal of any one of the symbols, a graphical change including a removal of a background image associated with any one of the symbols and a graphical change including a removal of at least one image between a plurality of the reels.

56. The gaming device of claim 50, wherein the display device has an electronic configuration adapted to receive input through a network selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

57. A gaming device comprising:

a game operable upon a wager by a player, the game including a plurality of reels;

a plurality of symbols on each of said reels, each of the symbols having a designated position on the reels, whereby when each of the reels moves, said symbols move;

a graphical representation including one of the symbols moving away from at least one of the other symbols toward at least one randomly determined location on or adjacent to one of the reels;

a display device which displays the reels, the symbols and the graphical representation;

at least one event associated with the game;

an outcome associated with the event; and

a processor in communication with the display device which causes the display device to display the graphical representation after the event occurs and causes the outcome to occur.

58. The gaming device of claim 57, wherein the outcome includes an outcome selected from the group consisting of an award, a value, an opportunity to gain a value, a deduction of a value, a termination of a primary game, a triggering of a bonus game and a termination of a bonus game.

59. The gaming device of claim 57, wherein the graphical representation is selected from the group consisting of a graphical representation including at least one of the symbols traveling from one of the designated positions on one of the reels to a different position on any portion of said reel, a graphical representation including at least one of the symbols traveling from one of the designated positions on one of the reels to a portion of a different reel, a graphical representation including at least one of the symbols traveling from one of the designated positions on one of the reels to a position between a plurality of the reels and a graphical representation including at least one of the symbols traveling from one of the designated positions on one of the reels to a position adjacent to any one of the reels.

60. The gaming device of claim 57, which includes an animation produced by the display device, the animation selected from the group consisting of an animation of any one of the symbols, an animation of a plurality of the symbols, an animation including an interaction of a plurality of the symbols, an animation including a movement of any one of the symbols toward another one of the symbols, an animation including a movement of a plurality of the symbols toward one another, an animation of behavior, an animation of bending, an animation of transformation into a different shape, an animation of transformation into a different size, an animation of separating into different parts, an animation of expanding, an animation of contracting, an animation of changing colors, an animation of changing shades, an animation of changing patterns and an animation including illumination.

61. The gaming device of claim 57, which includes a speaker in communication with the display device, the speaker and the display device producing an animation selected from the group consisting of an animation including sound and an audio-visual animation including any one of the symbols.

62. The gaming device of claim 57, which includes a graphical change displayed by the display device, the graphical change selected from the group consisting of a graphical change including a removal of any one of the symbols, a graphical change including a removal of a background image associated with any one of the symbols and a graphical change including a removal of at least one image between a plurality of the reels.

63. The gaming device of claim 57, wherein the display device has an electronic configuration adapted to receive input through a network selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

64. A gaming device comprising:

a game operable upon a wager by a player, the game including a plurality of reels;

a plurality of symbols on each of said reels, each of the symbols having a designated position on the reels, whereby when each of the reels moves, said symbols move;

at least one event associated with the game;

an outcome associated with the event; and

a display device which displays the reels, the symbols and which, after the event occurs, displays one of the symbols moving away from at least one of the other symbols toward at least one randomly determined location on or adjacent to one of the reels, whereafter the outcome associated with said event occurs;

65. The gaming device of claim 64, wherein the outcome includes an outcome selected from the group consisting of an award, a value, an opportunity to gain a value, a deduction of a value, a termination of a primary game, a triggering of a bonus game and a termination of a bonus game.

66. The gaming device of claim 64, wherein at least one of the symbols has a destination selected from the group consisting of a location on any portion of any one of the reels, a location between a plurality of the reels and a location adjacent to one of the reels.

67. The gaming device of claim 64, which includes an animation produced by the display device, the animation selected from the group consisting of an animation of any one of the symbols, an animation of a plurality of the symbols, an animation including an interaction of a plurality of the symbols, an animation including a movement of any one of the symbols toward another one of the symbols, an animation including a movement of a plurality of the symbols toward one another, an animation of behavior, an animation of bending, an animation of transformation into a different shape, an animation of transformation into a different size, an animation of separating into different parts, an animation of expanding, an animation of contracting, an animation of changing colors, an animation of changing shades, an animation of changing patterns and an animation including illumination.

68. The gaming device of claim 64, which includes a speaker in communication with the display device, the speaker and the display device producing an animation selected from the group consisting of an animation including sound and an audio-visual animation including any one of the symbols.

69. The gaming device of claim 84, which includes a graphical change displayed by the display device, the graphical change selected from the group consisting of a graphical change including a removal of any one of the symbols, a graphical change including a removal of a background image associated with any one of the symbols and a graphical change including a removal of at least one image between a plurality of the reels.

70. The gaming device of claim 64, wherein the display device has an electronic configuration adapted to receive input through a network selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

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

a plurality of reels;

a symbol having a designated location on each of the reels such that when the reels move, the symbols move;

at least one triggering event associated with at least one of the symbols;

an outcome associated with the triggering event; and

a display device which, after the outcome occurs, displays a first one of the symbols moving: (a) from the designated location of said first symbol to the designated location of a second one of the symbols; and (b) from the designated location of said second symbol to the designated location of a third one of the symbols.

72. The gaming device of claim 71, wherein the outcome includes an outcome selected from the group consisting of an award, a value, an opportunity to gain a value, a deduction of a value, a termination of a primary game, a triggering of a bonus game and a termination of a bonus game.

73. The gaming device of claim 71, wherein the second symbol is randomly selected symbol.

74. The gaming device of claim 73, wherein the third symbol is a randomly selected symbol.

75. The gamine device of claim 72, wherein the outcome includes at least one value associated with the first symbol and at least one different value associated with the second symbol.

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

(a) displaying a plurality of reels;

(b) displaying a plurality of symbols on each of said reels, each of said symbols having a designated position on the reels;

(c) spinning the reels, thereby causing the symbols to spin;

(d) detecting a triggering event associated with at least one of said symbols;

(e) providing at least one randomly positioned destination on one of said reels;

(e) displaying at least one of the symbols traveling toward the destination; and

(g) causing an outcome associated with said triggering event to occur.

77. The method of claim 76, wherein the step of causing an outcome associated with said triggering event to occur includes the step of providing an outcome selected from the group consisting of an award, a value, an opportunity to gain a value, a deduction of a value, a termination of a primary game, a triggering of a bonus game and a termination of a bonus game.

78. The method of claim 76, wherein the step of providing at least one randomly positioned destination on one of said reels includes the step of providing a destination which includes one of the symbols, providing a destination which includes a portion of any one of the reels, providing a destination which includes a location between a plurality of the reels and providing a location adjacent to one of the reels.

79. The method of claim 76, which includes the step of displaying a plurality of the symbols racing against one another.

80. The method of claim 76, which includes the step of displaying at least one of the symbols chasing at least one other symbol.

81. The method of claim 76, which includes the step of displaying a plurality of the symbols interacting with each other.

82. The method of claim 76, which includes the step of graphically changing an image located between one of the symbols and the destination.

83. The method of claim 76, which includes the step of providing a plurality of different randomly positioned destinations on at least one of the reels.

84. The method of claim 83, which includes the step of displaying a plurality of the symbols moving toward the destinations.

85. The method of claim 76, which includes the step of producing an animation selected from the group consisting of an animation of any one of the symbols, an animation of a plurality of the symbols, an animation including an interaction of a plurality of the symbols, an animation including a movement of any one of the symbols toward another one of the symbols, an animation including a movement of a plurality of the symbols toward one another, an animation of behavior, an animation of bending, an animation including transformation into a different shape, an animation including transformation into a different size, an animation of separating into different parts, an animation of expanding, an animation of contracting, an animation of changing colors, an animation of changing shades, an animation of changing patterns, an animation including illumination, an animation including a sound and an audio-visual animation including any one of the symbols.

86. The method of claim 76, which includes the step of displaying a graphical change, the graphical change selected from the group consisting of removal of any one of the symbols, removal of a background image associated with any one of the symbols and removal of at least one image between a plurality of the reels.

87. The method of claim 76, which includes the step of receiving input through a network selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

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

(a) displaying a plurality of reels;

(b) displaying a plurality of symbols on said reels, each of the symbols having a designated position on the reels;

(c) spinning the reels, thereby causing the symbols to spin;

(d) detecting a triggering event associated with at least one of said symbols;

(e) providing at least one randomly positioned destination on one of said reels;

(f) enabling a player to activate at least one of the symbols by making an input;

(g) displaying at least one of the symbols traveling toward the destination; and

(h) causing an outcome associated with said triggering event to occur.

89. The method of claim 88, wherein the step of causing an outcome associated with said triggering event to occur includes the step of providing an outcome selected from the group consisting of an award, a value, an opportunity to gain a value, a deduction of a value, a termination of a primary game, a triggering of a bonus game and a termination of a bonus game.

90. The method of claim 88, wherein the step of providing at least one randomly positioned destination on one of said reels includes the step of providing a destination which includes one of the symbols, providing a destination which includes a portion of any one of the reels, providing a destination which includes a location between a plurality of the reels and providing a location adjacent to one of the reels.

91. The method of claim 88, which includes the step of displaying a plurality of the symbols interacting with each other.

92. The method of claim 88, which includes the step of graphically changing an image located between one of the symbols and the destination.

93. The method of claim 88, which includes the step of providing a plurality of randomly positioned different destinations on at least one of the reels.

94. The method of claim 93, which includes the step of displaying a plurality of the symbols moving toward the destinations.

95. The method of claim 88, which includes the step of producing an animation selected from the group consisting of an animation of any one of the symbols, an animation of a plurality of the symbols, an animation including an interaction of a plurality of the symbols, an animation including a movement of any one of the symbols toward another one of the symbols, an animation including a movement of a plurality of the symbols toward one another, an animation of behavior, an animation of bending, an animation including transformation into a different shape, an animation including transformation into a different size, an animation of separating into different parts, an animation of expanding, an animation of contracting, an animation of changing colors, an animation of changing shades, an animation of changing patterns, an animation including illumination, an animation including a sound and an audio-visual animation including any one of the symbols.

96. The method of claim 88, which includes the step of displaying a graphical change, the graphical change selected from the group consisting of removal of any one of the symbols, removal of a background image associated with any one of the symbols and removal of at least one image between a plurality of the reels.

97. The method of claim 88, which includes the step of receiving input through a network selected from the group consisting of a playing station network, a local area network, a wide area network and an internet.

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