

hidden symbol, if any. If the current combination is a winning combination, the player can keep the winning combination or risk it for a possibly more valuable winning combination.

[0014] The gaming device can display the revealing of the initially hidden symbols in a variety of ways. In one embodiment, the initially displayed symbols and the initially hidden symbols simply disappear. In another embodiment, graphical images show the top-most symbol being removed to expose one of the initially hidden symbols. In another embodiment, the initially hidden symbols are displayed in cooperation with the initially displayed symbol so as to appear as part of a three, four, five, etc., sided shape, which rotates. For purposes of clarification, the present application describes such a combination of symbols as a rotating symbol set. The rotating symbol set rotates to remove the display of an initially displayed symbol and display one or more of the initially hidden symbols. Here, the originally displayed symbol may be redisplayed one or more times.

[0015] With the rotating symbol sets, a random triggering event, such as a randomly displayed object or sprite, can move across the screen and appear to touch, knock or otherwise activate the rotating symbol set, so that the symbol set rotates and displays one or more of the initially hidden symbols. The symbol set alternatively rotates to display the initially hidden symbols and the initially displayed symbol multiple times. The gaming device can pay the player for each winning combination caused by the rotating symbol set or only for a winning combination produced by the displayed symbol when, for example, the symbol set comes to a stop.

[0016] In one embodiment, the gaming device provides a slot machine game having a plurality of the rotating symbol sets. For example, the slot machine can display a 3x5 matrix of the rotating symbol sets, which includes a first random generation to determine which rotating symbol sets from reel strips appear on the 3x5 matrix, and a second random generation that determines which symbols of the rotating symbol sets to display.

[0017] It is therefore an advantage of the present invention to provide a gaming device that includes symbol stacks having an initially displayed symbol and one or more initially hidden symbols.

[0018] Another advantage of the present invention is to provide a gaming device that automatically removes an initially displayed symbol to reveal one or more initially hidden symbols.

[0019] Still another advantage of the present invention is to provide a gaming device that displays an initially displayed symbol and one or more initially hidden symbols upon a player input.

[0020] Moreover, an advantage of the present invention is to provide an offer/acceptance or keep or trade type of game using symbol stacks.

[0021] Still further, an advantage of the present invention is to provide a gaming device having rotating symbol sets with two, three, four etc. sided shapes, wherein each side includes a different symbol.

[0022] Additional features and advantages of the present invention are described in, and will be apparent from, the following Detailed Description of the Invention and the figures.

BRIEF DESCRIPTION OF THE FIGURES

[0023] **FIGS. 1A and 1B** are perspective views of alternative embodiments of the gaming device of the present invention.

[0024] **FIG. 2** is a schematic diagram of the electronic configuration of one embodiment of the gaming device of the present invention.

[0025] **FIGS. 3A to 3D** are perspective views of a display device displaying a set of slot machine reels having various embodiments of symbol stacks of the present invention.

[0026] **FIG. 4** is a perspective view of a display device displaying a slot machine reel having the rotatable symbol sets of the present invention.

[0027] **FIG. 5** is a perspective view of a display device displaying a set of slot machine reels each having the rotatable symbol sets of the present invention.

DETAILED DESCRIPTION OF THE INVENTION

Gaming Device and Electronics

[0028] Referring now to the drawings, and in particular to **FIGS. 1A and 1B**, gaming device **10a** and gaming device **10b** illustrate two possible cabinet styles and display arrangements and are collectively referred to herein as gaming device **10**. The gaming device of the present invention has the controls, displays and features of a conventional gaming machine. In various embodiments, the player operates gaming device **10** while standing or sitting. Gaming device **10** is alternatively a pub-style or table-top game (not shown), which a player preferably operates while sitting.

[0029] The gaming device **10**, in certain embodiments, includes any suitable secondary or bonus triggering events, secondary bonus games as well as any progressive game coordinating with the primary or secondary games. Gaming device **10** also includes the symbols and indicia used for any of the base, bonus and progressive games include mechanical, electronic, electrical or video symbols and indicia.

[0030] The gaming device **10** includes monetary input devices. **FIGS. 1A and 1B** illustrate a coin slot **12** for coins or tokens and/or a payment acceptor **14** for cash money. The payment acceptor **14** also includes other devices for accepting payment, such as readers or validators for credit cards, debit cards or smart cards, tickets, notes, etc. 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 begins the game by pulling arm **18** or pushing play button **20**. Play button **20** includes any play activator used by the player, which starts any game or sequence of events in the gaming device.

[0031] 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. A player may cash out by pushing a cash out button **26** to receive coins or