symbols. Symbol stack **72** includes three associated initially hidden symbols **76** to **80**. Symbol stack **82** includes two associated initially hidden symbols **86** and **88**.

[**0043**] The initially displayed symbols **74** and **84** of the symbol stacks **72** and **82**, respectively, are removed first to reveal the first underlying initially hidden symbols **76** and **86**, respectively. The initially hidden symbols **76** and **78** are then removed to reveal the remaining hidden symbols. For symbol stack **72**, the initially hidden symbol **78** is revealed when the initially hidden **76** is removed and the initially hidden symbol **80** is revealed when the initially hidden symbol **78** is removed or no longer displayed on the display device **30** or **32**.

[**0044**] For purposes of illustration, the initially displayed symbols **74** and **84** and a plurality of different initially hidden symbols for each are shown in a broken-out format. In one embodiment, the player at this point in the game only sees the initially displayed symbols **74** and **84** and may or may not know that behind these symbols lies one or a plurality of hidden symbols. Alternatively, the gaming device can visually or otherwise inform the player of the hidden symbols or the potential for hidden symbols. Further, the player may or may not be able to know how many hidden symbols lie behind the initially displayed symbols **74** and **84**. For example, gaming device **10** in an embodiment informs the player that the initially displayed symbol **74** is part of a symbol stack **72** and informs the player how many initially hidden symbols are associated with the stack **72**. Still further, the player may or may not be able to know exactly which symbols lie behind the symbols **74**. Gaming device **10** could inform the player, for example, "the lucky **7** symbol hides a cherry symbol and a double bar." Some or all of this information may be provided as part of the paytable, which is accessible through a touch screen button on the display device **30** or **32**. For example, the paytable could inform the player that the lucky "7" symbol hides two initially hidden symbols, while a lucky diamond symbol (not illustrated) hides three symbols.

[**0045**] Gaming device **10** may be modified so that each of the reel strips **34** includes one or more symbol stacks or so that only selected reels **34** include the symbol stacks. The number of reels including symbol stacks **72**, the number of symbol stacks per reel and the number of initially hidden symbols are all determined in an embodiment in accordance with game mathematics.

[**0046**] In **FIG. 3**A, the display device **32** illustrates a three by five matrix of the symbols **70** and the symbol stacks **72** and **82**. A row of symbols is also illustrated in phantom above and below the three by five matrix to illustrate that not all symbols on the reel strip are displayed by the display device. When the player presses the play button **20** or pulls the pull arm **18**, the reels **34** spin so that different symbols along the reel strip move past the displayed three by five matrix of the display device **30** or **32**. When the reels come to a stop, the gaming device displays a set of symbols, for example, the fifteen symbols in the three by five matrix of the display device **30** or **32**.

[**0047**] In **FIG. 3**A, the display device initially displays the lucky "7" symbols which make-up the initially displayed symbols **74** and **84**. As alluded to above, the initially displayed symbols can be the same or different for different reels or different positions on a given reel. Moreover, any given symbol stack, such as stacks **72** and **82**, can display different initially displayed symbols at different times.

[**0048**] Upon displaying the first or initially displayed symbol of the stack, the processor may determine if there are any winning combinations and then pay the player for such winning combinations. As illustrated below, the display device proceeds to remove one or both of the initially displayed symbols **74** and **84** and reveal the first adjacent initially hidden symbol **76** and **78**, respectively. That is, the symbol stacks **72** and **82** include a predetermined order of initially hidden symbols that may eventually be displayed.

[**0049**] The initially hidden symbols may be the same and in the same order for each of the symbol stacks **72** and **82** or the initially hidden symbols may be different or be in a different order for each of the symbol stacks **72** and **82**. In an embodiment, the gaming device **10** includes a plurality of different symbol stacks **72** and **82**, much the same as the gaming device includes different symbols **70**. The gaming device **10** may then include one or more of each of the different types of symbol stacks.

[**0050**] In one embodiment, the symbol stacks **72** and **82** are fully predetermined. That is, the number of initially hidden symbols, the order of the initially hidden symbols and the content of each initially hidden symbol are predetermined. In another embodiment, only the number of initially hidden symbols is predetermined and the gaming device randomly generates a symbol (e.g., from the set of standard symbols **70**) for the initially hidden symbol prior to it being displayed. In another embodiment, the gaming device **10** predetermines the content of the originally hidden symbols, e.g., **76**, **78** and **80**, etc., and then randomly determines how many originally hidden symbols to display. In still another embodiment, the number and possible content of the initially hidden symbols is predetermined but the order in which the initially hidden symbols are displayed is determined randomly. Still further alternatively, the initially hidden symbols may be fully randomly determined, wherein the number of, order of and type of initially hidden symbols are each randomly determined.

[**0051**] The symbol stacks **72** and **82** may be activated in a variety of ways. That is, the gaming device **10** may begin removing the initially displayed symbols **74** and **84** to reveal the initially hidden symbols in a variety of manners. In one embodiment, the symbol stacks **72** and **82** are auto executing. That is, whenever the reels **34** come to a stop and display a symbol stack, gaming device **10** thereafter automatically after a predetermined amount of time reveals one or more of the initially hidden symbols. In one embodiment, the gaming device **10** sequentially and automatically reveals each of the initially hidden symbols, e.g., **76**, **78**, **80**, etc. In another embodiment, gaming device **10** automatically reveals less than all of the originally hidden symbols. For example, even though the originally hidden symbols are ordered, e.g., **76** to **80**, the gaming device **10** can randomly generate how many of these to be displayed or generate the hidden symbols until a predefined condition is met.

[**0052**] To increase player excitement and enjoyment, gaming device **10** in an embodiment provides a graphical representation of the removal of either the initially displayed symbol **74** or **84** or one of the hidden symbols **76** to **80**, **86** and **88**. For example, a bomb could appear on display device **30**, **32** and move over one of the lucky "7" symbols, wherein