

82. The method of claim 77, which includes rotating the initially displayed symbol to display the initially hidden symbol.

83. The method of claim 82, which includes rotating the displayed initially hidden symbol to display another one of the initially hidden symbols.

84. The method of claim 77, wherein steps (a) to (d) are provided through a data network.

85. The method of claim 84, wherein the data network is an internet.

86. A method of operating a gaming device comprising the steps of:

- (a) providing a plurality of symbols;
- (b) randomly displaying a first set of symbols from the plurality of symbols;
- (c) evaluating the first set to determine if a win for a player occurs;
- (d) determining if an initially displayed symbol of the first set obscures at least one initially hidden symbol; and
- (e) if so, removing the initially displayed symbol of the first set to reveal one of the initially hidden symbols to

create a second set of symbols from the plurality of symbols and evaluating the second set to determine if a win for a player occurs.

87. The method of claim 86, which includes automatically removing the initially displayed symbol upon the determination that the initially displayed symbol obscures at least one initially hidden symbol.

88. The method of claim 86, which includes rotating the initially displayed display device to display the initially hidden symbol.

89. A gaming device comprising:

a display device;

a video reel that moves in a first direction on the display device; and

a plurality of symbols on the video reel, wherein at least one of the symbols rotates in a second direction on the display device.

* * * * *