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(54) **HIERARCHY OF CELEBRATION GRAPHICS**

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(57) **ABSTRACT**

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Hierarchical systems of celebration graphics for use with gaming machines are disclosed. In one embodiment, a gaming machine comprises a cabinet having a game display and a gaming mechanism for providing a game for play on the gaming machine. The game has one or more winning combinations of symbols and the winning combinations have varying values. A memory is connected to the gaming machine for storing a plurality of varying celebration graphics. The occurrence of a winning combination in the game triggers the presentation, on the display, of a particular celebration graphic depending on the value of the winning combination.

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