

tournament points to pick each selected payline 35. Once a player indicates that all of the desired paylines 34 have been selected, cards 36' are dealt from the single, digital deck of cards, with one card 36' from the deck being assigned to each image site 32 of array 30.

[0042] When the primary game is stud poker, once a "hand" of cards 36' have been dealt, each selected payline 35 is examined to determine whether the combination of cards 36' thereon comprises a winning hand. For example, certain known combinations of winning cards, including, without limitation, an ordered royal flush (a type of winning poker hand unique to gaming devices), a royal flush, a straight flush, four-of-a-kind, a full house, a flush, a straight, three-of-a-kind, two pair, and certain pairs of cards, may comprise a winning hand. The amount of award provided to the player for receiving a winning hand on a particular selected payline 35 preferably corresponds to the combination of cards 36' along that selected payline 35, and may be determined by referring to a pay table 40, such as that depicted in FIG. 4, suitable for the type of primary game being played.

[0043] Optionally, as shown in FIGS. 4A and 4B, if the primary game is draw poker, the player may discard one or more cards 36D' along one or more of selected paylines 35, which are then replaced with other cards 36R' from the deck. Again, an award may be provided to the player based on the combination of cards 36' present along each selected payline 35.

[0044] If, in the primary game, a trigger card 36T' is present in a selected payline 35, play may automatically proceed to a bonus round or the player may decide to proceed to the bonus round in lieu of receiving all or part of an award based on the results of the primary game. For example, if the player chooses to proceed to a bonus round, the player may be required to "wager" all or part of an award for one or more of the selected paylines 35 in which trigger card 36T' appears, or the player may have to bet all or part of a cumulative award based on all of the selected paylines 35 for a given hand. Although trigger card 36T' is depicted in FIG. 4 as the "Ace of Spades", trigger card 36T' may be any other predetermined card 36' and may be preselected by the player. As an alternative to the use of a trigger card, another predetermined triggering event, such as the presence of a certain combination of cards 36' along a selected payline 35, may qualify a player for a bonus round.

[0045] When play proceeds to a bonus round, as shown in FIG. 5, a bonus game is played. In the example depicted in FIG. 5, the bonus game is draw poker, with cards 36' of the original, dealt draw poker hand on bonus payline 38 being the same cards 36' as those that were present in a corresponding selected payline 35 from the primary game. As shown in FIGS. 5 and 6, the player may then decide which cards 36H' to hold, while discarding the remaining cards 36D', which may then be randomly replaced with other, previously undealt cards 36R' from the same deck or from a "fresh" deck which may include the same number and types of cards 36' as the deck use in the primary game. Again, the amount of the award or award increase provided to the player based on the results of each bonus game may correspond to the final combination of cards 36' present in the bonus game, and may be determined by referring to a pay table 40 associated with the type of bonus game being played. The same or different pay tables 40 may be used for the primary and bonus games.

[0046] Optionally, the player may be permitted to wager an additional amount on the bonus game before the bonus game is played.

[0047] FIG. 5A illustrates a stud poker variation of the bonus game shown in FIGS. 5 and 6, wherein one or more cards 36' on the corresponding selected payline 35 from the primary game are replaced with another, previously unused card 36' from the deck. Alternatively, a new stud poker hand may be dealt from a "fresh" deck.

[0048] Referring again to FIG. 4, if, as shown, a trigger card 36T', in this case the "Ace of Spades", is present at a predetermined, specified trigger site 32T, here the image site 32 located at the center of array 30, another bonus event may be triggered. This additional bonus event may be triggered even if trigger site 32T is not located in a selected payline 35. The availability of this additional bonus event to a player may be dependent upon the player's placement of an additional wager. As one example of an additional bonus event, the presence of trigger card 36T' at trigger site 32T may result in an increase (e.g., doubling) of the winnings awarded during one or both of the primary game and any bonus games. If an additional wager is required to make this additional bonus event available, the amount any winnings are increased may depend on the additional amount of credits or tournament points wagered. As an alternative, a bonus game of draw poker or stud poker may be made available, either automatically or by choice, to the player, as described with reference to FIGS. 5, 5A, and 6.

[0049] While trigger card 36T' is depicted in FIG. 4 as being the "Ace of Spades", any other card 36' may be predetermined or preselected to be the trigger card. Similarly, although trigger site 32T is depicted as being the center image site 32 of array, any other image site 32 may be predetermined or preselected. As another alternative, more than one trigger card or trigger site may be selected if an additional amount is wagered by the player.

[0050] An example of an electronic gaming device 40 in which the poker embodiment of the method of the present may be effected is illustrated in FIG. 7. Gaming device 40 includes one or more processors 42 under control of programming (e.g., software or firmware) that effects the method disclosed herein with reference to FIGS. 4-6. While a single processor 42 may be used in gaming device 40, different processors 42 may be used, for example, to effect the primary game and the bonus game. Each processor 42 communicates, as known in the art, by way of signals transported along carrier waves, with memory 43 of a known type, including read-only memory (ROM), random access memory (RAM), a hard drive, or CD-ROM, a display 44 of a known type (e.g., a cathode ray tube (CRT) monitor, a plasma monitor, a liquid crystal display, or other flat panel display, etc.), input elements 46 of a known type, such as the illustrated buttons or touch-sensitive locations on display 44, as well as with other known types of output devices, such as sirens, bells, whistles, other alarms, and audio devices. Data are input into and output from each processor 42 of gaming device 40 in accordance with the method of the present invention. Of course, gaming device 40 may also include one or more wagering input components 48 of known types, such as a currency receptacle, a credit or debit card reader, or a smart card reader, to permit a player to wager money on the games being played, as well as one or more payout