[0054] It should be appreciated that although a processor **38** and memory device **40** are preferable implementations of the present invention, the present invention can also be implemented using one or more application-specific integrated circuits (ASIC's) or other hard-wired devices, or using mechanical devices (collectively or alternatively referred to herein as a "processor"). Furthermore, although the processor **38** and memory device **40** preferably reside on each gaming device **10** unit, it is possible to provide some or all of their functions at a central location such as a network server for communication to a playing station such as over a local area network (LAN), wide area network (WAN), Internet connection, microwave link, and the like. The processor **38** and memory device **40** is generally referred to herein as the "computer" or "controller."

[0055] With reference to **FIGS. 1A, 1B** and **2**, to operate the gaming device **10** in one embodiment the player must insert the appropriate amount of money or tokens at coin slot **12** or bill acceptor **14** and then pull the arm **18** or push the play button **20**. The reels **34** will then begin to spin. Eventually, the reels **34** will come to a stop. As long as the player has credits remaining, the player can spin the reels **34** again. Depending upon where the reels **34** stop, the player may or may not win additional credits.

[0056] In addition to winning credits in this manner, gaming device **10** also gives players the opportunity to win credits in a bonus round. This type of gaming device **10** will include a program which will automatically begin a bonus round when the player has achieved a qualifying condition in the game. This qualifying condition can be a particular arrangement of indicia on a display device. The gaming device **10** preferably uses a video-based central display device **30** to enable the player to play the bonus round. Preferably, the qualifying condition is a predetermined combination of indicia appearing on one or more of a plurality of the reels **34**. As illustrated in the five reel slot game shown in **FIGS. 1A and 1B**, the qualifying condition could be the number seven appearing on three adjacent reels **34** along a payline **56**. It should be appreciated that the present invention can include one or more paylines, such as payline **56**, wherein the paylines can be horizontal, diagonal or any combination thereof.

Bonus Game

[0057] Referring to **FIG. 3**, the gaming device **10** includes an award distributor such as a multi-coordinate award wheel **100**. In one embodiment, the award wheel **100** is displayed on a video display device such as display device **32** in **FIG. 1B**. In another embodiment, the award wheel is a mechanical wheel that is physically attached to the gaming device. The award wheel **100** is divided into multiple annular areas **102** where any suitable number of annular areas may be employed by the game implementor. Each annular area **102** is divided into a plurality of sections **104**. An award **106** or award symbol is associated with each section **104**. In one embodiment, a bonus number of credits is associated with each award symbol. However, it should be appreciated that an award does not have to be associated with each section and that a multiplier, zero award, negative award or other type of modifier may be associated with one or more awards or award symbols on the award wheel.

[0058] In operation, the multi-coordinate award wheel alternately illuminates the annular areas **102***a* to **102***c*. In one embodiment, the gaming device randomly stops on one annular area **102**. In another embodiment, a player presses a button or similar input to select an annular area. Once a annular area is determined or selected, the award wheel spins or rotates in a clockwise direction as shown by arrow **110** to indicate a section **104**. It should be appreciated that the award wheel can also spin in a counter-clockwise direction if desired. It should also be appreciated that the award wheel and sections thereof may be different shapes and sizes.

[0059] A section indicator **0.108** is positioned adjacent to the outer edge of the award wheel **100**. The indicator **108** indicates or points to one of the sections **104** of the award wheel. In **FIG. 3**, the section indicator **104** is an arrow-shaped component that is positioned along the outer edge of the award wheel **100**. It should be appreciated that the section indicator may also include an illumination device that lights up or highlights a section **104** similar to how the annular sections **102** are highlighted. An illumination device may be associated with each section or with all of the sections. It should also be appreciated that the award wheel may be stationary and the indicator may move around the perimeter of the wheel. Alternatively, both the award wheel and the indicator may move at different rates, or in different directions or at different rates in different directions.

[0060] The gaming device preferably includes a spin remaining display **112** and a total award display **114**. The spin remaining display **112** indicates the number of spins that are remaining in a game. The total award display **114** indicates the value of the bonus awards that the player has accumulated during the bonus game. When the player runs out of spins, the bonus award identified in the total award display **114** is transferred to the player's credit display in a conventional manner.

[0061] Referring now to **FIGS. 4A through 4F**, an example of one embodiment of the present invention is illustrated where the gaming device provides a player with three spins to start the bonus game. In this example, the multi-coordinate award wheel **100** has three annular areas **102***a*, **102***b*, **102***c*, and several sections **104** that include awards **106**.

[0062] Referring to **FIG. 4A**, the gaming device displays several sections **104** on an award wheel **100**, where each section has a coordinate location on the award wheel **100**. In this example, the coordinate location of each section is defined by a radial coordinate and an angular coordinate. The radial coordinate defines a sections' radial distance from the center of the award wheel or the annular area **102** that contains the section. The angular coordinate defines the location of the section along the perimeter of the award wheel. It should be appreciated that the coordinates of a section may be predefined or randomly determined by the processor. It should also be appreciated that the coordinates may be any coordinates defined by the game implementor.

[0063] At the start of the bonus game, the gaming device alternately illuminates the annular areas **102***a* to **102***c*. The areas illuminate one at a time where area **102***a* illuminates first, followed by area **102***b* and **102***c*. The gaming device repeats this sequence until a radial coordinate or annular area **102** is determined. It should be appreciated that the areas **102** may illuminate in any order or sequence desired by the game implementor. The gaming device stops alter-