

sections in modifier groups **203b**, **203c**, **203d**, and **203e**. It should be appreciated that the sections in the modifier groups **203b**, **203c**, **203d** and **203e** may also include fixed amounts such as fixed awards which increase in value from annular area **203e** to annular area **203a**, decrease in value from annular area **203e** to annular area **203a** or include any suitable fixed amounts or awards. In this example, the award wheel is a single award wheel including all of the groups of sections or annular areas **203**. The wheel rotates or spins in a clockwise direction as indicated by the arrow **209**.

[**0090**] Referring to **FIG. 10B** initially, the gaming device and processor alternately illuminate each of the groups of sections or annular areas **203** on the award wheel **200**. For example, all of the sections and symbol group **203a** are highlighted or illuminated and then all the sections in modifier group **203b** are highlighted or illuminated and each subsequent group is then highlighted or illuminated. The indicated modifier group remains highlighted or illuminated until the section indicator **208** indicates one of the sections in that group. This illumination pattern repeats until the processor picks one or stops on one of the groups or annular areas. It should be appreciated that the groups or annular areas **203** may be highlighted or illuminated in any order or sequence. It should also be appreciated that one or more of the groups or annular areas **203** may be simultaneously highlighted or illuminated during the game. Additionally, it should be appreciated that the gaming device may not include a section indicator **208** and therefore indicates the sections on the wheel by illuminating an annular area and then subsequently illuminating a section in the indicated annular area. The sections may also be indicated by raising or lowering the indicated sections on the wheel such as on a mechanical wheel. The raising and lowering of the sections to indicate the sections on the wheel may also be accomplished in a video-type wheel where a three dimensional virtual wheel is displayed to the player. On a video wheel, the individual sections would rise or move upwards to indicate the indicated section on the wheel in a spin. It should be appreciated that one section, a plurality of the sections or all the sections may raise and/or lower simultaneously or alternately in a spin or plurality of spins in a game. As described above, the present invention may employ a mechanical or electrical mechanical wheel, an electronic wheel or a video wheel displayed on a display device.

[**0091**] In **FIG. 10B**, the gaming device alternately illuminates the modifier groups on the award wheel **200** until stopping on modifier group **203e**. Award percentages of 25% are associated with each of the sections in the indicated modifier group **203e**. After the group is indicated, the gaming device or player activates or spins the award wheel **200** in a clockwise direction as shown by arrow **209** to indicate one of the sections in the highlighted or indicated modifier group **203e**. In this example, the gaming device spins the award wheel **200** and the section indicator **208** indicates one of the sections in the modifier group and also one of the sections in the symbol group. The award associated with the indicated section in the symbol group **203a** is modified by or multiplied by the award percentage associated with the indicated section in the indicated modifier group. Referring to **FIG. 1C**, the section indicator **208** indicates one of the sections in the symbol group **203a** having an associated award of one hundred and a section in the modifier group **203a** having an award percentage of

25%. Thus, the award of one hundred is multiplied by the indicated award percentage 25% to give a multiplied award of twenty-five. The multiplied award is the activation award or spin award for that spin in the game. In this example, the spin award is twenty-five ( $100 \times 0.25$ ). Because the total award was zero at the beginning of the game, the player's new total award is twenty-five, as indicated by the total award display **214**. The player now has five spins remaining as indicated by the spins remaining display **210**.

[**0092**] In this example, the award percentage associated with the indicated section on the award wheel remains highlighted or indicated in the subsequent spins in the game. This enables a player to accumulate the award percentages in the game and attempt to accumulate all of the award percentages associated with a particular award in the game. By keeping the indicated sections highlighted or illuminated in the game, the gaming device provides a visual indicator of how the player is progressing in the game and also how many more sections the player needs to obtain to achieve an additional award or big bonus award in the game. Thus, the player's enjoyment and excitement increases in the games. If the player accumulates all of the award percentages associated with a particular award, the gaming device provides the player with the big bonus award **207** as described above. In this example, the gaming device provides an additional award of five hundred for the big bonus award **207**.

[**0093**] Referring to **FIG. 10D**, the gaming device alternately illuminates the modifier group or annular areas **203** and stops on modifier group **203d**. The modifier group **203d** remains highlighted as shown in **FIG. 10C** until the gaming device or player spins the wheel to indicate one of the sections in that group. Modifier group **203d** includes sections having an award percentage of 50% (0.50). Therefore, any award associated with a section indicated by the section indicator **208** in the symbol group **203a** will be multiplied by 50% or 0.50 to provide the player with a spin award for that spin. As shown in **FIG. 10D**, the award percentage associated with the indicated section remains highlighted as shown by the box or border around that award percentage.

[**0094**] Referring to **FIG. 10E**, the gaming device spins the award wheel in a clockwise direction to determine the angular coordinate of a section included in the indicated modifier group or annular area **203d**. In this example, the section indicator **208** indicates a section in the modifier group **203d** including an award percentage of 25% and a section in the symbol group having an award of twenty. The gaming device therefore multiplies the award of twenty by 50% or 0.50 to provide the player with a spin award of ten ( $20 \times 0.50$ ) for that spin as indicated by the spin award display **212**. The award of ten is added to the player's previous total award of twenty-five to provide the player with a new total award of thirty-five as indicated by the total award display **214**. The player now has four spins remaining in the game as indicated by the spins remaining display **210**.

[**0095**] Referring to **FIG. 10F**, the gaming device alternately illuminates the modifier groups or annular areas **203** and stops on modifier group **203d**. As in the previous spin, annular area **203d** includes sections having award percentages of 50%. Thus, any award indicated by section indicator **208** will be multiplied by 50% or 0.50 to provide the player with a spin award in that spin. Referring to **FIG. 10G**, the