

gaming device spins the award wheel **200** and the section indicator **208** indicates a section in the symbol group or annular area **203a** having an award of one hundred. This is the second time in the game that the award of one hundred has been indicated and therefore the player now has indicated two of the sections associated with the award of one hundred include the award percentages of 25% and 50%. If the two remaining sections associated with the award of one hundred, including the award percentages of 75% and 100%, are indicated by the section indicator **208** in this game, the player wins the big bonus **207**. The gaming device provides the player with a spin award that equals 50% or 0.50 of the indicated award of one hundred. Therefore, the gaming device provides the player with a spin award of fifty (100×0.50) as indicated by the spin award display **212**. The spin award of fifty is added to the player's total award of thirty-five to provide the player with a new total award of eighty-five as indicated by the total award display **214**. The player now has three spins remaining in the game as indicated by the spins remaining display **210**.

[0096] Referring to **FIG. 10H**, the gaming device alternately illuminates the modifier groups or annular areas **203** and selects modifier group **203c**. Modifier group or annular area **203c** remains highlighted until the player spins the award wheel **200** to indicate a section in this group. Additionally, modifier group **203c** includes sections having award percentages of 75%. Thus, any award indicated by the section indicator **208** will be multiplied by 75% to provide a spin award to the player for that spin. Referring to **FIG. 10I**, the gaming device spins the award wheel **200** and the section indicator **208** indicates a section including an award of one hundred. Thus, the gaming device provides the player with 75% (100×0.75) of the indicated award of one hundred or an award of seventy-five (100×0.75). The award of seventy-five (100×0.75) is indicated by the spin award display **212**. In addition, the award of seventy-five (100×0.75) is added to the player's previous total award and the player now has a new total award of one hundred sixty as indicated by the total award display **214**. The player now has two spins remaining in the game as indicated by the spins remaining display **210**.

[0097] Referring to **FIG. 10J**, the gaming device alternately illuminates the modifier groups **203** and selects group **203c**. The sections included in the modifier group or annular area **203c** include award percentages of 75%. The annular area **203c** remains highlighted until the gaming device spins the award wheel **200** to indicate a section in this group. Referring to **FIG. 10K**, the gaming device spins the award wheel **200** and the section indicator **208** indicates a section in the symbol group **203a** having an award of ten. Thus, the gaming device multiplies the award of ten by 75% to produce an award of seven and one-half (i.e., 7.5) for that spin. In this example, the gaming device only provides awards having whole numbers or integers and therefore does not provide the player with an award of seven and one-half (i.e., 7.5). Instead, the gaming device rounds the award of seven and one-half (i.e., 7.5) to an award of eight and provides that award to the player for this spin. It should be appreciated however, that the gaming device may round the number up, round the number down, provide the player with the decimal award or any suitable award desired by the game implementor. The spin award of eight is then indicated by the spin award display **212** and added to the player's previous total award of one hundred sixty. The player's new

total award is one hundred sixty-eight, as indicated by the total award display **214**. The player has one spin remaining in the game as indicated by the spins remaining display **210**. As shown in **FIGS. 10J and 10K**, all the previously indicated sections in the modifier groups on the award wheel **200** remain highlighted or otherwise indicated to show that these awards were previously indicated in the game. This enables a player to track or see which modifiers or sections the player has obtained and which modifiers the player still needs to indicate to obtain the big bonus award **207** in the remaining spins in the game.

[0098] Referring to **FIG. 10L**, the gaming device alternately illuminates the modifier groups or annular areas **203** and stops on the modifier group **203b**. Modifier group **203b** includes sections having an award percentage of 100%. The gaming device will therefore multiply any awards indicated in the symbol group in this spin by 100% (i.e., provide the entire award to the player). Referring to **FIG. 10M**, the gaming device spins the award wheel and the section indicator **208** indicates a section in symbol group **203a** including an award of one hundred. In this game, the sections including the award percentages of 25%, 50% and 75% have already been indicated by the section indicator **208** as shown by the boxes or borders surrounding the award percentages associated with those sections. In this spin, the fourth or final section including the award percentage of 100% is indicated by the section indicator in the game. The gaming device therefore provides 100% of the award of one hundred to the player or a spin award of one hundred.

[0099] Additionally, because the player indicated all of the sections in the symbol groups **203** associated with a single award (i.e., the award of one hundred), the gaming device provides the player with the big bonus award **207** as shown in **FIG. 10M**. In this example, the big bonus award **207** includes an award of five hundred as described above. The big bonus award of five hundred is added to the player's spin award of one hundred to provide the player with a total spin award of six hundred as indicated by the spin award display **212**. The spin award of six hundred is then added to the player's previous total award of one hundred sixty-eight to provide the player with a new total award of seven hundred sixty-eight as indicated by the total award display **214**. The player does not have any spins remaining as indicated by the spins remaining display **210** and therefore, the game ends. The gaming device provides the player with the total award of seven hundred sixty-eight indicated in the total award display **214** for the game.

[0100] Referring to **FIG. 11**, another alternative embodiment of the present invention is illustrated where the modifier group or annular area **303a** includes sections having different multipliers. Also, modifier groups **303b**, **303c**, **303d** and **303e** include sections having award percentages. In this embodiment, the gaming device alternately illuminates the modifier groups or annular areas **303** until picking one of the groups. The gaming device then spins the award wheel in a clockwise direction as shown by arrow **309**. The section indicated by the section indicator **308** in the indicated modifier group is associated with one of the multipliers **304** in that group. The gaming device then multiplies the multiplier **304** associated with the indicated section in the highlighted modifier group to provide the player with a multiplier for that spin.