

[0101] For example, a section in the modifier group **303e** including an award percentage of 25% is indicated by the section indicator **308** as shown in **FIG. 11**. The indicated section is associated with a multiplier of one hundred, which is also indicated by the section indicator **308**. The multiplier provided to the player for that spin therefore is 25% of the multiplier one hundred, which is a multiplier of 25 or 25×. The multiplier, 25×, is then indicated by the spin award display **312**. In one embodiment, an award provided to the player in a primary or base game is multiplied by the multiplier indicated by that spin (i.e., 25×). In another embodiment, the gaming device provides a predetermined award in the game such as in a secondary or bonus game, and that award is multiplied by the indicated multiplier in that spin. In this example, the gaming device randomly provided the player with an award of ten for that spin and therefore the award of ten is multiplied by the spin award of 25× to provide the player with a total award of two hundred fifty as indicated by the total award display **314**. It should be appreciated that the gaming device may accumulate the multipliers obtained in the spins in the game and use the total multiplier to multiply a previous award or a subsequent award in the game. It should also be appreciated that the multipliers indicated in the symbol groups or annular areas **303a** may be any suitable multipliers desired by the game implementor.

[0102] Referring to **FIG. 12**, a further alternative embodiment of the present invention is illustrated where the award wheel **400** includes a plurality of groups or annular areas **403** including sections **402**. In this embodiment, the group or annular area **403a** includes sections having a plurality of awards **404** and prizes **409**. The awards may be any suitable type of awards and the prizes **409** may include any suitable prizes such as a car, a free spin or spins, a boat, cash, or a trip. As described above, a gaming device alternatively illuminates the annular areas **403** to indicate one of the areas in that spin. The gaming device then spins the award wheel **400** in a clockwise direction as shown by arrow **413** to indicate one of the sections in the indicated annular area **403**. If a section including an award percentage **406** is indicated, the gaming device provides the player with the award associated with the indicated section the symbol group **403a**. The multiplied award is then indicated in the spin award display **412**.

[0103] Each prize **409** includes sections that have letters **410** which spell out a word or words associated with the prize. If the player indicates all of the sections (i.e., accumulates all the letters or sections associates with that prize), the gaming device provides the prize to the player in the game. For example, if the player spins the wheel in the game and indicates all of the letters including the blank space associated with the car, the gaming device provides the car to the player. Additionally, if the player indicates all of the sections including all of the award percentages associated with the award, the gaming device provides the player with the big bonus award **411**. It should be appreciated that the big bonus award **411** may be provided to the player when the player indicates all the sections associated with one of the awards or one of the prizes. The addition of the prizes to the game increases the excitement and enjoyment of the game for the player. If the player wins one of the prizes, the gaming device indicates the prize in the spin award display **412**. A receipt or suitable redemption coupon is printed by

the gaming device and the player redeems the prize at a remote location or other suitable redemption location.

[0104] Referring to **FIG. 13**, another alternative embodiment of the present invention is illustrated where the award wheel **500** includes groups or annular areas **503a**, **503b**, **503c**, **503d** and **503e**. In this embodiment, the groups include sections **502** having awards and award percentages. The awards **504** may be any suitable type of awards desired by the game implementor. Each of the annular areas **503** include separate wheels such that each of the wheels independently rotates with respect to the other wheels. Additionally, each of the sections **502** associated with the groups **503b**, **503c**, **503d** and **503e** include a plurality of different award percentages. For example, the award percentages associated with group **503b** are different than the award percentages associated with groups **503c**, **503d** and **503e**. In a game therefore, the gaming device alternatively illuminates the groups or wheels **503** to indicate one of the groups or wheels in that spin. The gaming device then spins one or more of the wheels including the groups to indicate one of the sections in the highlighted or indicated group. The indicated section includes an award percentage **506**. The section indicator also indicates a section in the symbol group **503a** having an award **504**. The indicated award **504** is multiplied by the indicated award percentage **506** to provide a spin award or multiplied award to the player in that spin. The player then spins the wheel or wheels until there are no spins remaining in the game.

[0105] The different award percentages provide an extra level of excitement and enjoyment to a player in a game because the player's award depends on two factors. One factor is the award indicated by the section indicator **508** in a spin and the second factor is the award percentage indicated in that spin. Also, because the award wheels all independently rotate, it is more difficult to accumulate all of the sections associated with the particular award because one or more of the wheels including the sections are moving in each spin.

[0106] In another embodiment, the gaming device enables a player to pick or select an annular area or pie-shaped area or segment of the wheel prior to playing the game or initiating the spins of wheel in the game. It should be appreciated that the gaming device may enable the player to pick one, a plurality or the annular areas and/or pie-shaped segments or areas of the wheel in a game. It should also be appreciated that the gaming device may enable the player to pick the annular area or areas or pie-shaped section or sections prior to playing the game, prior to one spin in the game or prior to a plurality of the spins in the game. For example, a player picks one of the annular areas on the wheel and then spins the wheel. The section indicator indicates one of the sections in the annular area picked by the player and provides the award associated with that section. It should be appreciated that the gaming device may enable the player to pick one of the annular areas or pie-shaped sections by pressing or touching the corresponding annular area or section on a touch screen display device or by pressing a button or similar input device which corresponds to the annular area or pie-shaped section on the wheel.

[0107] In a further embodiment, the gaming device of the present invention is employed in a progressive type game