

ment of the present invention. Such a method serves to illustrate an automated process whereby a specialized reel blur generator is adapted to replace static reel symbols with corresponding substitute blurred reel symbols for an existing virtual reel or reel strip, for example. The method may also be applied to the manual or automated creation of blurred reel symbols or reel strips containing such blurred reel symbols, such as the original design of graphics for a virtual reel.

[0099] After start step **300**, a first process step **302** involves selecting displaying one or more virtual gaming reels having a plurality of static reel symbols thereupon in a static position on a display of the gaming machine. Such a gaming reel or reels can be, for example, any of the exemplary gaming reels as described above, such as a virtual gaming reel existing on or being downloaded to a system gaming machine, for instance. As displayed, a first set of static reel symbols are shown to a player at process step **302**. Process step **304** then involves accepting a wager from the player, process step **306** involves accepting a game related input from the player, and a game play is then initiated at process step **308**.

[0100] After game play is initiated at step **308**, the subject reel or reels are reconfigured with blurred reel symbols at process step **310**. Such blurred reel symbols can correspond to and be substitutes for the static reel symbols, as set forth above. At process step **312**, the subject reels having the blurred reel symbols are then displayed in rotational motion. Simultaneously with, before, or after steps **310** and **312**, a game outcome for the subject game is determined at process step **314**. At a following process step **316**, the subject reels are reconfigured with the static reel symbols again, and these reels are displayed in static position at process step **318**. As redisplayed, a second set of static reel symbols are shown to the player at step **318**. After process step **318**, the method then finishes at end step **320**. Of course, additional steps may also apply to such a process, as may be desired.

[0101] Although the foregoing invention has been described in detail by way of illustration and example for purposes of clarity and understanding, it will be recognized that the above described invention may be embodied in numerous other specific variations and embodiments without departing from the spirit or essential characteristics of the invention. Certain changes and modifications may be practiced, and it is understood that the invention is not to be limited by the foregoing details, but rather is to be defined by the scope of the appended claims.

What is claimed is:

1. A processor-based gaming machine adapted for accepting a wager, playing a reel-type game based on the wager and granting a payout based on the result of the wager-based reel-type game, comprising:

- an exterior housing arranged to contain a plurality of internal gaming machine components therein;
- a master gaming controller in communication with at least one of said plurality of internal gaming machine components and adapted to execute or control one or more aspects of said wager-based reel-type game;
- a display device in communication with said master gaming controller and adapted to present a plurality of simulated rotating reels, said plurality of simulated rotating reels including a plurality of reel symbols distributed on a plurality of reel stops thereupon; and
- a reel blur generator in communication with at least one of said master gaming controller and said display device, wherein said reel blur generator is adapted to facilitate

the display of said simulated rotating reels upon said display device, and wherein said reel blur generator is adapted to reconfigure at least one of said simulated rotating reels such that one or more of said plurality of reel symbols are replaced by one or more corresponding substitute blurred reel symbols when said simulated rotating reels are depicted in motion on said display device.

2. The gaming machine of claim **1**, wherein said one or more corresponding substitute blurred reel symbols appears blurry regardless of whether said one or more blurred reel symbols are static or moving on said display device.

3. The gaming machine of claim **1**, wherein each of said one or more substitute blurred reel symbols is designed to simulate the appearance of its corresponding reel symbol when said corresponding reel symbol is moving on said display device.

4. The gaming machine of claim **1**, wherein the size of each of said one or more substitute blurred reel symbols is larger than its corresponding reel symbol in the direction of rotation of its respective simulated rotating reel.

5. The gaming machine of claim **4**, wherein the size of each of said one or more substitute blurred reel symbols is the same as its corresponding reel symbol in a direction that is perpendicular to the direction of rotation of its respective simulated rotating reel.

6. The gaming machine of claim **1**, wherein each of said plurality of reel symbols is replaced by a corresponding substitute blurred reel symbol when said simulated rotating reels are depicted in motion on said display device.

7. The gaming machine of claim **6**, wherein each of said substitute blurred reel symbols is designed to simulate the appearance of its corresponding reel symbol when said corresponding reel symbol is moving on said display device.

8. The gaming machine of claim **6**, wherein one or more of said substitute blurred reel symbols is stretched with respect to its corresponding reel symbol in the direction of rotation of its respective simulated rotating reel.

9. The gaming machine of claim **8**, wherein said substitute blurred reel symbols are collectively stretched such that each substitute blurred reel symbol substantially contacts another substitute blurred reel symbol at both of its top and bottom ends.

10. The gaming machine of claim **1**, wherein said gaming machine is adapted to present said plurality of simulated rotating reels on said display device such that said rotating reels appear to be in motion, and wherein the elapsed time for one reel stop to pass through a given point on said display device is from about 35 to 100 milliseconds.

11. The gaming machine of claim **10**, wherein each of said plurality of reel stops are substantially equal in size.

12. The gaming machine of claim **10**, wherein said elapsed time is about 50 to 60 milliseconds.

13. The gaming machine of claim **10**, wherein said elapsed time is about 57 milliseconds.

14. The gaming machine of claim **1**, wherein said reel blur generator is adapted to generate said one or more corresponding substitute blurred reel symbols automatically.

15. The gaming machine of claim **1**, wherein said reel blur generator is adapted to reconfigure said at least one of said simulated rotating reels with one or more substitute blurred reel symbols that have already been created.