

- 16.** The gaming machine of claim **1**, further including:
a storage device in communication with said reel blur generator, said storage device adapted to store a plurality of files with respect to substitute blurred reel symbols.
- 17.** The gaming machine of claim **1**, further including:
a network interface coupling said gaming machine to one or more remotely located networked components, said network interface adapted to facilitate the downloading of substitute blurred reel symbols to said gaming machine.
- 18.** A virtual gaming reel adapted for use in a processor-based, wager-based, gaming environment, comprising:
a display region distributed about a virtual outer circumference of said virtual gaming reel, said display region including a plurality of reel stops;
a plurality of static reel symbols, wherein said plurality of static reel symbols are adapted for display on said virtual gaming reel at an associated gaming terminal display when said virtual gaming reel is at rest, and wherein each of said static reel symbols is located at one or more of said plurality of reel stops; and
a plurality of substitute blurred reel symbols, wherein each of said plurality of plurality of substitute blurred reel symbols corresponds to one of said plurality of static reel symbols, and wherein said plurality of static reel symbols are replaced by said plurality of substitute blurred reel symbols when said virtual gaming reel is in motion.
- 19.** The virtual gaming reel of claim **18**, wherein said plurality of substitute blurred reel symbols appear blurry regardless of whether said substitute blurred reel symbols are static or moving on said associated gaming terminal display.
- 20.** The virtual gaming reel of claim **18**, wherein each of said plurality of substitute blurred reel symbols is designed to simulate the appearance of its corresponding static reel symbol when said corresponding static reel symbol is moving on said associated gaming terminal display.
- 21.** A method of presenting simulated reels on a processor-based gaming machine, comprising:
displaying on a display of said processor-based gaming machine a plurality of simulated static reels in a static, non-rotating position, wherein said plurality of simulated static reels shows to a player of said processor-based gaming machine a first set of static reel symbols visibly located at a plurality of static reel stops;
accepting a monetary value wager from said player;
accepting a game-related input from said player;
initiating the play of a wager-based game as a result of said game-related input; and
displaying on said display a plurality of simulated dynamic reels in rotational motion as an aspect of said wager-based game, wherein said plurality of simulated dynamic reels includes a plurality of substitute blurred reel symbols located at a plurality of dynamic reel stops, and wherein at least some of said plurality of substitute blurred reel symbols are designed to simulate the appearance of a corresponding static reel symbol.
- 22.** The method of claim **21**, further comprising the steps of:
determining an outcome for said wager-based game; and
redisplaying on said display said plurality of simulated static reels in a static, non-rotating position, wherein said plurality of simulated static reels shows to said player a second set of static reel symbols visibly located at a plurality of static reel stops, and where said second set of static reel symbols are different from said first set of static reel symbols and are determined as a result of said wager-based game outcome.
- 23.** A wager-based gaming machine, comprising:
an exterior housing arranged to contain a plurality of internal gaming machine components therein;
a display region adapted to present a plurality of rotating reels; and
a plurality of gaming reels adapted to be rotated about an axis, wherein at least one of said plurality of gaming reels includes:
a plurality of reel stops,
a plurality of static reel symbols, wherein said plurality of static reel symbols are adapted for display when said gaming reel is at rest, and wherein each of said static reel symbols is located at one or more of said plurality of reel stops, and
a plurality of substitute blurred reel symbols, wherein each of said plurality of plurality of substitute blurred reel symbols corresponds to one of said plurality of static reel symbols, and wherein said plurality of static reel symbols are replaced by said plurality of substitute blurred reel symbols when said gaming reel is in motion.
- 24.** A wager-based gaming system, comprising:
a plurality of processor-based gaming machines adapted for accepting a wager, playing a game based on the wager and granting a payout based on the result of the game, each of said plurality of processor-based gaming machines including:
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, and
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;
a remote host in communication with each of said plurality of processor-based gaming machines, said remote host being adapted to download static reel symbols, substitute blurred reel symbols, full reel strips, or any combination thereof to one or more of said plurality of processor-based gaming machines; and
at least one reel blur generator in communication with at least one of said remote host and said plurality of processor-based gaming machines, wherein said at least one reel blur generator is adapted to facilitate the display of said simulated rotating reels upon at least one of said display devices, 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 at least one of said display devices.
- 25.** The wager-based gaming system of claim **24**, wherein said at least one reel blur generator is located at said remote host.