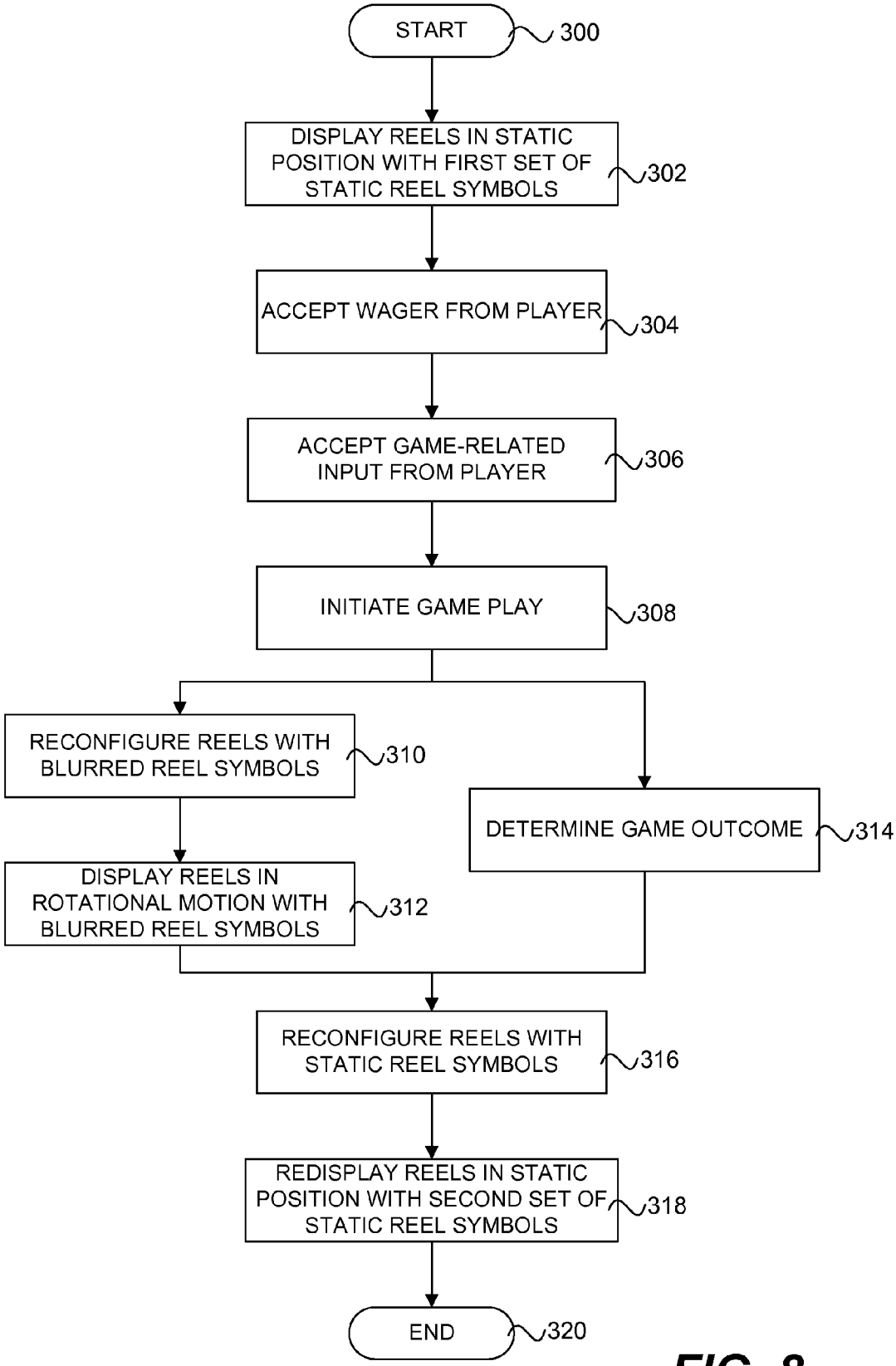
START
300
DISPLAY REELS IN STATIC POSITION WITH FIRST SET OF STATIC REEL SYMBOLS
302
ACCEPT WAGER FROM PLAYER
304
ACCEPT GAME-RELATED INPUT FROM PLAYER
306
INITIATE GAME PLAY
308
RECONFIGURE REELS WITH BLURRED REEL SYMBOLS
310
DISPLAY REELS IN ROTATIONAL MOTION WITH BLURRED REEL SYMBOLS
312
DETERMINE GAME OUTCOME
314
RECONFIGURE REELS WITH STATIC REEL SYMBOLS
316
REDISPLAY REELS IN STATIC POSITION WITH SECOND SET OF STATIC REEL SYMBOLS
318
END
320

FIG. 8