

video reels **1102** that may be included in a wagering game along with the physical reels. The rotational motion of a video reel may be synchronized with that of physical reels **12a-c**. Additionally, in some embodiments, one or more physical reels may be removed from a wagering game by generating a superimposed video image **18** that blocks or obscures the desired reels from the view of the player.

[0041] Each of five pay lines **22a, 22b, 22c, 22d, 22e** extends through one symbol on each of the three mechanical reels (and may extend through video reels **1102** in some embodiments). The number of pay lines may be more or less than five and may have various configurations. In some embodiments, one or more pay lines may be displayed on the superimposed video image **18**. In addition, pay lines may be modified or skewed by the superimposed video image **18** such that the pay line passes through at least one different symbol that it did prior to the modification or skewing. A pay line may be modified or skewed at random times, predetermined times, or upon selection by a player. For example, a straight pay line may be skewed such that the pay line is no longer a straight line, but passes through symbols not in a straight line. Additional pay lines may be generated at random or at predetermined intervals during game play to provide additional opportunities for winning combinations from those pay lines initially presented to a player.

[0042] Generally, game play is initiated by inserting a number of coins or playing a number of credits, causing a central processing unit to activate a number of pay lines corresponding to the number of coins or credits played. As shown in **FIG. 3**, the superimposed video image **18** may depict instructional information prompting the player to insert coins or play credits. The player selects the number of pay lines (between one and five) to play by pressing a "Select Lines" key on a button panel **24**. In alternative embodiments, a player may select particular pay lines displayed on the superimposed video image using the touch screen. The player then chooses the number of coins or credits to bet on the selected pay lines by pressing a "Bet Per Line" key on the button panel **24**. As shown in **FIG. 4**, the superimposed video image **18** may depict the activated pay lines and the number of wagered credits per pay line.

[0043] After activation of the pay lines, the reels **12a, 12b, 12c** may be set in motion by touching a "Spin Reels" key on the button panel **24** or, if the player wishes to bet the maximum amount per line, by using a "Max Bet Spin" key on the button panel **24**. Alternatively, other mechanisms such as, for example, a lever may be used to set the reels in motion. The central processing unit uses a random number generator to select a game outcome (e.g., "basic" game outcome) corresponding to a particular set of reel "stop positions." The central processing unit then causes each of the mechanical reels to stop at the appropriate stop position. Symbols are printed on the reels to graphically illustrate the reel stop positions and indicate whether the stop positions of the reels represent a winning game outcome.

[0044] Winning basic game outcomes (e.g., symbol combinations resulting in payment of coins or credits) are identifiable to the player by a pay table. The pay table may change over time, for example if play changes from a base wagering game to a bonus game. The superimposed video image **18** may be used to display the changed pay table.

[0045] As shown in **FIG. 5**, the superimposed video image **18** may depict the pay table in response to a command by the

player (e.g., by pressing a "Pay Table" key on the button panel **24**). A winning basic game outcome occurs when the symbols appearing on the reels **12a, 12b, 12c** along an active pay line correspond to one of the winning combinations on the pay table. A winning combination, for example, could be three matching symbols along an active pay line. If the displayed symbols stop in a winning combination, the game credits the player an amount corresponding to the award in the pay table for that combination multiplied by the amount of credits bet on the winning pay line.

[0046] As shown in **FIG. 6a**, the superimposed video image **18** may highlight the winning combination(s) (e.g., "7," "7," "7") and its associated pay line (e.g., pay line **22c**) and depict the award for that winning combination. Alternatively, as shown in **FIG. 6b**, the video image **18** may obscure all symbols not appearing on an active pay line or not part of a winning outcome. The video image **18** may further include special effects such as flashing the winning pay line(s) and/or the award and providing explosions. The winning pay line(s) may flash, be accompanied by exploding flashes, and display a portion of the pay table. The player may collect the amount of accumulated credits by pressing a "Collect" key on the button panel **24**. In one implementation, the winning combinations start from the first reel **12a** (left to right) and span adjacent reels. In an alternative implementation, the winning combinations start from either the first reel **12a** (left to right) or the third reel **12c** (right to left) and span adjacent reels.

[0047] In addition, some embodiments of the invention provide supplemental game display on superimposed video image **18**. For example, in some implementations, an animated or live character may interact with the game. For example, a character may be used to identify an outcome (e.g. by pointing) or the outcome may be a winning outcome because the character is pointing at it.

[0048] In some embodiments, superimposed video image **18**, along with a touch screen may be used to implement side betting. For example, a player may select a symbol from the primary game display and make a side bet as to whether or not the symbol will appear during the wagering game. The side bet information may be displayed on superimposed video **18**. Such a side bet is independent of the outcome of the wagering game itself. Further details on side bets used in some embodiments are disclosed in U.S. patent application Ser. No. 10/428,516 filed May 1, 2003 and entitled "Gaming Machine with Interactive Pop-up Windows," which is hereby incorporated by reference herein.

[0049] In some embodiments, superimposed video image **18** may display a multiplier at random or predetermined intervals. The multiplier may then cause any winning outcome to be multiplied by the indicated multiplier.

[0050] In addition, in some embodiments, superimposed video image **18** may provide a foreground image that interacts with a background image on the primary display. For example, in some implementations, the background is a pachinko game comprising a plurality of pins and one or more lanes representing winning outcomes. The foreground image on superimposed video image **18** may comprise a simulated pachinko ball where the path through the pins is randomly generated to simulate an actual pachinko game. Similarly, the background image may comprise a roulette wheel and the foreground image on superimposed video