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(54) **GAMING METHOD AND APPARATUS IMPLEMENTING A HIERARCHICAL DISPLAY GRID AND DYNAMICALLY GENERATED PAYLINES**

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(57) **ABSTRACT**

A method and apparatus for use in gaming activities such as slot machines. Multiple display segments are presented, where one or more of the display segments are presented having multiple display subsegments. Display subsegments present subsegment symbols independently of the other display subsegments in its respective display segment. Paylines are created from a plurality of the display segments, where the subsegment symbols of the display subsegments are independently used in formulating payout results for paylines in which the display segment is affiliated. Paylines may be dynamically created at any location as a result of corresponding symbols occurring in a predetermined number of adjacent display segments and/or subsegments.

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