combination of "B" symbols in display segments **1682**, **1684**, and **1686**, which results from the original spin result shown in display subsegments **1616**, **1618**, and **1628** of display grid **1600**. Each of the display grids **1650**, **1660**, **1670**, **1680** can be displayed in a variety of manners, such as stepping through each of these display grids **1650**, **1660**, **1670**, **1680** such that each winning payline is temporarily shown. Alternatively, each of the display grids **1650**, **1660**, **1670**, **1680** can be successively displayed in response to user input to change from one display grid to the next. Alternatively, each of the display grids **1650**, **1660**, **1670**, **1680** can be shown in separate display screens. The examples shown in **FIGS. 16A**, **16B**, **16**C, **16**D, and **16**E represent examples of manners in which various winning symbol combinations in accordance with the multi-symbol display segments of the present invention may be presented, however the invention is not limited thereto.

[**0093**] The gaming machines described in connection with the present invention may be independent casino gaming machines, such as slot machines or other special purpose gaming kiosks, video games, or may be computing systems operating under the direction of local gaming software and/or remotely-provided software such as provided by an application service provider (ASP). The casino gaming machines utilize computing systems to control and manage the gaming activity. An example of a representative computing system capable of carrying out operations in accordance with the invention is illustrated in **FIG. 17**.

[**0094**] Hardware, firmware, software or a combination thereof may be used to perform the various gaming functions, display presentations and operations described herein. The functional modules used in connection with the invention may reside in a gaming machine as described, or may alternatively reside on a stand-alone or networked computer. The computing structure **1700** of **FIG. 17** is an example computing structure that can be used in connection with such electronic gaming machines, computers, or other computer-implemented devices to carry out operations of the present invention.

[**0095**] The example computing arrangement **1700** suitable for performing the gaming activity utilizing multi-symbol display segments and dynamically-generated paylines in accordance with the present invention typically includes a central processor (CPU) **1702** coupled to random access memory (RAM) **1704** and some variation of read-only memory (ROM) **1706**. The ROM **1706** may also be other types of storage media to store programs, such as programmable ROM (PROM), erasable PROM (EPROM), etc. The processor **1702** may communicate with other internal and external components through input/output (I/O) circuitry **1708** and bussing **1710**, to provide control signals, communication signals, and the like.

[**0096**] Chance-based gaming systems such as slot machines, in which the present invention is applicable, are governed by random numbers and processors. Electronic reels are used to display the result of the digital reels which are actually stored in computer memory and "spun" by a random number generator (RNG). RNGs are well-known in the art, and may be implemented using hardware, software operable in connection with the processor **1702**, or some combination of hardware and software. In accordance with generally known technology in the field of slot machines, the processor **1702** associated with the slot machine, under appropriate program instruction, can simulate the vertical rotation of multiple reels. Generally, the RNG continuously cycles through numbers, even when the machine is not being played. The slot machine selects, for example, three random numbers. The numbers chosen at the moment the play is initiated are typically the numbers used to determine the final outcome, i.e., the outcome is settled the moment the reels are spun. The resulting random numbers are generally divided by a fixed number. This fixed number is often thirty-two, but for slot machines with large progressive jackpots it may be even greater. After dividing, the remainders will be retained. For example, if the divisor was one-hundred twenty-eight, the machine would have three remainders ranging from zero to one-hundred twenty-seven. The remainders may be considered as stops on virtual reels. If the divisor was one-hundred twenty-eight, then the virtual reels would each have one-hundred twenty-eight stops with each stop being equally likely. Each stop on the virtual reel may be mapped to a stop on an actual reel or displayed reel image. These reel images may then be displayed on the display **1720**. The present invention is operable using any known RNG, and may be integrally programmed as part of the processor **1702** operation, or alternatively may be a separate RNG controller **1740**. RNGs are well known in the art, and any type of RNG may be implemented for the standard mode of play and/or the bonus mode of play in accordance with the invention.

[**0097**] The computing arrangement **1700** may also include one or more data storage devices, including hard and floppy disk drives **1712**, CD-ROM drives **1714**, and other hardware capable of reading and/or storing information such as DVD, etc. In one embodiment, software for carrying out the gaming operations in accordance with the present invention may be stored and distributed on a CD-ROM **1716**, diskette **1718** or other form of media capable of portably storing information. These storage media may be inserted into, and read by, devices such as the CD-ROM drive **1714**, the disk drive **1712**, etc. The software may also be transmitted to the computing arrangement **1700** via data signals, such as being downloaded electronically via a network, such as the Internet. Further, as previously described, the software for carrying out the functions associated with the present invention may alternatively be stored in internal memory/storage of the computing device **1700**, such as in the ROM **1706**. The computing arrangement **1700** is coupled to the display **1720**, which represents a display on which the gaming activities in accordance with the invention are presented. The display **1720** merely represents the "presentation" of the video information in accordance with the invention, and may be any type of known display or presentation screen, such as LCD displays, plasma display, cathode ray tubes (CRT), etc. Where the computing device **1700** represents a stand-alone or networked computer, the display **1720** may represent a standard computer terminal or display capable of displaying multiple windows, frames, etc. Where the computing device is embedded within an electronic gaming machine, such as slot machine **1400** of **FIG. 14**, the display **1720** corresponds to the display screen **1410** of **FIG. 14**. A user input interface **1722** such as a mouse or keyboard may be provided where the computing device **1700** is associated with a standard computer. An embodiment of a user input interface **1722** is illustrated in connection with an electronic gaming machine **1400** of **FIG. 14** as the various "buttons"**1408**. Other user