It is claimed:

1. A computer implemented system for facilitating user interaction with interactive digital content displayed via a computer network, the computer network including a first electronic, wager-based gaming device ("first EGD"), the first EGD including a first display and a first input device, the system comprising: at least one processor; at least one memory; the at least one processor being operable to execute a plurality of instructions stored in the at least one memory to cause at least one component of the computer network to: display, at the first display, a first game graphical user interface ("first game GUI") configured to enable a player to engage in interactive game play of a wager-based game at the first EGD, the first game GUI including a first wager-based game GUI portion; store in the at least one memory a first plurality of data structures populated with interactive reveal content, including a first portion of interactive reveal content and a second portion of interactive reveal content; store in the at least memory a second plurality of data structures populated with content relating to the wager-based game, including a plurality of symbols including a first symbol having a first value or identity associated therewith, and including a second symbol having a second value or identity associated therewith; initiate a first wager-based game event at the first wager-based game GUI portion, wherein the first wager-based game event corresponds to a spin of a virtual slot reel; dynamically determine a first outcome of the first wager-based game event, the first outcome having associated therewith a first set of symbols including the first symbol; display, at the first game GUI, a first portion of layered content, the first portion of layered content including a background layer configured to display event outcome graphical content representing the first outcome of the first wager-based game event, including a first portion of event outcome graphical content representing the first value or identity of the first symbol, the first portion of layered content further including a

foreground layer configured to display a first portion of interactive reveal content; cause the first portion of layered content to be presented at the first display in a manner such that the first portion of event outcome graphical content representing the first value or identity of the first symbol is hidden or obscured by the first portion of interactive reveal content displayed at the foreground layer, thereby preventing or obscuring visual observation of the first value or identity of the first symbol by the player; display, at the first game GUI, a second portion of layered content, the second portion of layered content including a third portion of content displayed at the background layer, and including a second portion of interactive reveal content displayed at the foreground layer; cause the second portion of layered content to be presented at the first display in a manner such that the third portion of content is hidden or obscured by the second portion of interactive reveal content displayed at the foreground layer, thereby preventing or obscuring visual observation of the third portion of content by the player; detect that the player has engaged in a first interaction activity with the second portion of interactive reveal content displayed at the foreground layer; and in response to detecting that the player has engaged in the first interaction activity with the second portion of interactive reveal content, modify or remove the first portion of interactive reveal content in a manner so as to cause the first portion of event outcome graphical content representing the first value or identity of the first symbol to be visually observable to the player.

2. The computer implemented system of claim 1 wherein the foreground layer is implemented as an overlay layer.

3. The computer implemented system of claim 1 wherein the second portion of interactive reveal content is different from the first portion of interactive reveal content displayed at the foreground layer.

4. The computer implemented system of claim 1 further comprising a random number generator engine ("RNG engine"), the system being further operable to cause the at least one processor to execute additional instructions to: determine the first outcome of the first wager-based game event using the RNG engine.

5. The computer implemented system of claim 1 being further operable to cause the at least one processor to execute instructions stored in the at least one memory to: cause the first portion of event outcome graphical content representing the first value or identity of the first symbol to be included in the background layer before the player has engaged in the first interaction activity with the second portion of interactive reveal content.

6. The computer implemented system of claim 1 being further operable to cause the at least one processor to execute instructions stored in the at least one memory to: maintain the hiding or obscuring of the first value or identity of the first symbol until a first condition has been detected at the first EGD; and wherein the first condition corresponds to determining that the player has performed the first interaction activity with the second portion of interactive reveal content.

7. The computer implemented system of claim 1, wherein the first display is configured as a touchscreen display, and wherein the first interaction activity includes a first interaction involving the player touching a region of the touchscreen display where the second portion of interactive reveal content is displayed.

8. The computer implemented system of claim 1, wherein the first interaction activity with the second portion of interactive reveal content does not influence the first outcome of the first wager-based game event.

9. The computer implemented system of claim 1, wherein the first interaction activity with the second portion of interactive reveal content influences the first outcome of the first wager-based game event.

10. The computer implemented system of claim 1, wherein the first interaction activity with the second portion of interactive reveal content influences a payout or win amount associated with the first wager-based game event.

11. The computer implemented system of claim 1, wherein the first interaction activity with the second portion of interactive reveal content does not influence a payout or win amount associated with the first wager-based game event.

12. The computer implemented system of claim 1, wherein the first EGD includes a first bill or ticket acceptor, the system being further operable to cause the at least one processor to execute instructions stored in the at least one memory to: establish an account balance using at least a portion of cash or credit received via the first bill or ticket acceptor; and automatically fund an amount wagered on the first wager-based game event using the account balance.

13. A computer implemented method for facilitating user interaction with interactive digital content displayed via a computer network, the computer network including a first electronic, wager-based gaming device ("first EGD"), the first EGD including a first display and a first input device, the method comprising

causing at least one processor to execute a plurality of instructions stored in at least one memory to cause at least one component of the computer network to: display, at the first display, a first game graphical user interface ("first game GUI") configured to enable a player to engage in interactive game play of a wager-based game at the first EGD, the first game GUI including a first wager-based game GUI portion; store in the at least one memory a first plurality of data structures populated with interactive reveal content, including a first portion of interactive reveal content and a second portion of interactive reveal content; store in the at least one memory a second plurality of data structures populated with content relating to the wager-based game, including a plurality of symbols including a first symbol having a first value or identity associated therewith, and including a second symbol having a second value or identity associated therewith; initiate a first wager-based game event at the first wager-based game GUI portion, wherein the first wager-based game event corresponds to a spin of a virtual slot reel; dynamically determine a first outcome of the first wager-based game event, the first outcome having associated therewith a first set of symbols including the first symbol; display, at the first game GUI, a first portion of layered content, the first portion of layered content including a background layer configured to display event outcome graphical content representing the first outcome of the first wager-based game event, including a first portion of event outcome graphical content representing the first value or identity of the first symbol, the first portion of layered content further including a foreground layer configured to display a first portion of interactive reveal content; cause the first portion of layered content to be presented at the first display in a manner such that the first portion of event outcome graphical content representing the first value or identity of the first symbol is hidden or obscured by the first portion of interactive reveal content displayed at the foreground layer, thereby preventing or obscuring visual observation of the first value or identity of the first symbol by the player;

display, at the first game GUI, a second portion of layered content, the second portion of layered content including a third portion of content displayed at the background layer, and including a second portion of interactive reveal content displayed at the foreground layer; cause the second portion of layered content to be presented at the first display in a manner such that the third portion of content is hidden or obscured by the second portion of interactive reveal content displayed at the foreground layer, thereby preventing or obscuring visual observation of the third portion of content by the player; detect that the player has engaged in a first interaction activity with the second portion of interactive reveal content displayed at the foreground layer; and in response to detecting that the player has engaged in the first interaction activity with the second portion of interactive reveal content, modify or remove the first portion of interactive reveal content in a manner so as to cause the first portion of event outcome graphical content representing the first value or identity of the first symbol to be visually observable to the player.

14. The computer implemented method of claim 13 wherein the foreground layer is implemented as an overlay layer.

15. The computer implemented method of claim 13 wherein the second portion of interactive reveal content is different from the first portion of interactive reveal content displayed at the foreground layer.

16. The computer implemented method of claim 13 further comprising a random number generator engine ("RNG engine"), the method further comprising causing the at least one processor to execute additional instructions to: determine the first outcome of the first wager-based game event using the RNG engine.

17. The computer implemented method of claim 13 further comprising causing the at least one processor to execute instructions stored in the at least one memory to: cause the first portion of event outcome graphical content representing the first value or identity of the first symbol to be included in the background layer before the player has engaged in the first interaction activity with the second portion of interactive reveal content.

18. A non-transitory computer usable medium for use in a computer network, the computer network including a first electronic, wager-based gaming device ("first EGD"), the first EGD including a first display and a first input device, the computer usable medium having computer readable code embodied therein, the computer readable code comprising computer code for causing at least one processor to execute instructions stored in at least one memory to: display, at the first display, a first game graphical user interface ("first game GUI") configured to enable a player to engage in interactive game play of a wager-based game at the first EGD, the first game GUI including a first wager-based game GUI portion; store in the at least one memory a first plurality of data structures populated with interactive reveal content, including a first portion of interactive reveal content and a second portion of interactive reveal content; store in the at least one memory a second plurality of data structures populated with content relating to the wager-based game, including a plurality of symbols including a first symbol having a first value or identity associated therewith, and including a second symbol having a second value or identity associated therewith; initiate a first wager-based game event at the first wager-based game GUI portion, wherein the first wager-based game event corresponds to a spin of a virtual slot reel; dynamically determine a first outcome of the first wager-based game event, the first outcome having associated therewith a first set of symbols including the first symbol;

display, at the first game GUI, a first portion of layered content, the first portion of layered content including a background layer configured to display event outcome graphical content representing the first outcome of the first wager-based game event, including a first portion of event outcome graphical content representing the first value or identity of the first symbol, the first portion of layered content further including a foreground layer configured to display a first portion of interactive reveal content; cause the first portion of layered content to be presented at the first display in a manner such that the first portion of event outcome graphical content representing the first value or identity of the first symbol is hidden or obscured by the first portion of interactive reveal content displayed at the foreground layer, thereby preventing or obscuring visual observation of the first value or identity of the first symbol by the player; display, at the first game GUI, a second portion of layered content, the second portion of layered content including a third portion of content displayed at the background layer, and including a second portion of interactive reveal content displayed at the foreground layer; cause the second portion of layered content to be presented at the first display in a manner such that the third portion of content is hidden or obscured by the second portion of interactive reveal content displayed at the foreground layer, thereby preventing or obscuring visual observation of the third portion of content by the player; detect that the player has engaged in a first interaction activity with the second portion of interactive reveal content displayed at the foreground layer; and in response to detecting that the player has engaged in the first interaction activity with the second portion of interactive reveal content, modify or remove the first portion of interactive reveal content in a manner so as to cause the first portion of event outcome graphical content representing the first value or identity of the first symbol to be visually observable to the player.